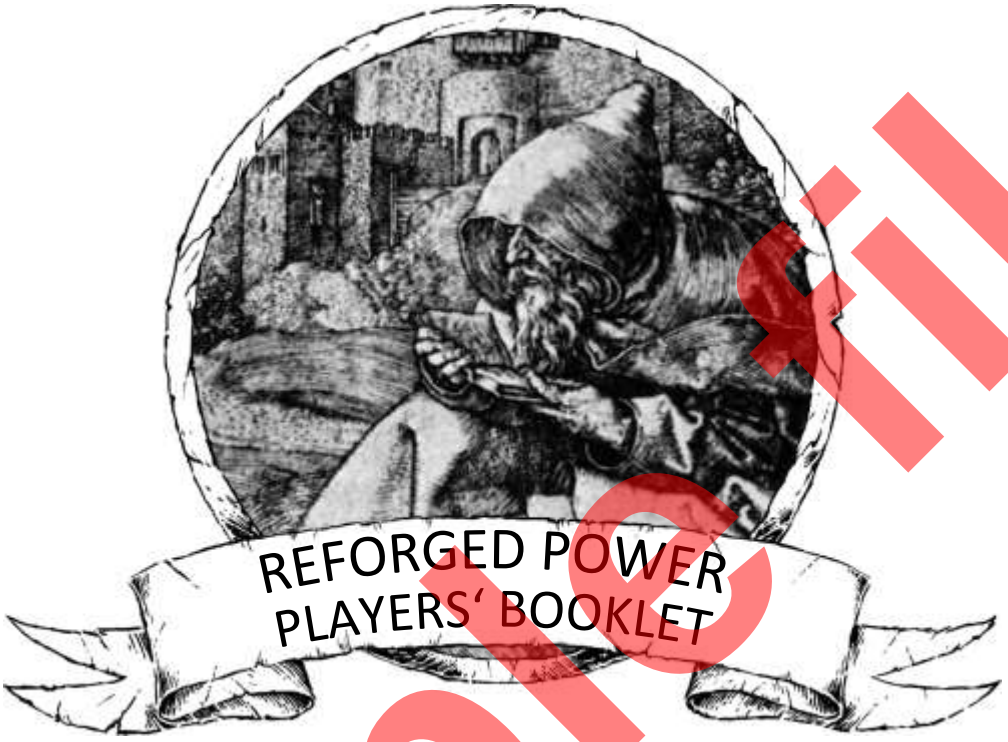


REFORGED POWER PLAYERS' BOOKLET

FOR FORBIDDEN LANDS

Rule modules to expand or offer options for character progress, talents, crafting, magic, exploration, running strongholds and much more. This booklet is intended to be freely accessible to all players during play.

by JOHAN RONNLUND

FREE LEAGUE WORKSHOP
FORBIDDEN LANDS

Sample file



Sample file



DESIGN NOTES

BREAKING CHANGES

So much have changed from version 1.0, so that going from Reforged Power 1.x to 3.x might break thinks. So, if you and your players are using some talents, spells or items, that work differently in this this version, ask them if they want to keep the old or go with the new. It is your game and it is important that everyone stays happy. That is why we play.

MODULAR APPROACH

One of the biggest changes that has been made is that most rules (now called modules) can be swapped in or out without it breaking other rules (modules).

To give some insight on how they might impact play, I have for most of them added a section explaining "Why use this module? Why not use it?". I can't foresee all benefits and problems with them though, so take that with a grain of salt.

All modules begin with a checkbox sign "☐", this is so that if you print and share the booklet with your players, you can check the boxes for the modules you decide to use, or perhaps strikethrough those you decide not to use.

WHAT HAS BEEN TESTED?

Most of these modules has been tested or gone through iterations over 40+ sessions. Some have not seen play at all tough, "Inverse Resource Depletion" has not, as it is not compatible with "Xd6's as resources". We have also not tried "Talents require skills" as my campaigns started before it was thought out, but I have at least heard that is have been used by a lot of others.

On that note, while my players and NPCs have dabbled in magic, most spells have not seen play. This is also true for a lot of kin, profession and rank 4-5 talents.

LOOSELY BASED ON CORE MATERIAL

I have tried to base things in these booklets on core materials, for example: Meteorite iron (page 139 BR), Meteorite steel (66/72 BR), Fog spell (62 RP), Bend Reality (8 TSoQ), Recall (35/178 RP), Vanish (23 RP), Pass Crack (139 RP), Machine Soul (135 RP), Meld Flesh (205 RP), Redirecting Barrier (30 GG), plus many more.

Reforged Power, version: 3.3

This product was created under license. Forbidden Lands and its logo, are trademarks of Fria Ligan AB.
This work contains material that is copyright Fria Ligan AB and/or other authors. Such material is used with permission under the Community Content Agreement for Free League Workshop.
All other original material in this work is copyright 2023 by Johan Ronnlund and published under the Community Content Agreement for Free League Workshop.

There are images in this booklet that have been taken from old books that are out of copyright, a k a public domain. There are also public domain images from artists David Lewis Johnson and Luigi Castellani, courtesy of Kevin Crawford, Sine Nomine Publishing, Inc.

Many things in these booklets have to varying degrees been inspired by other's house rules and online posts. I have tried to credit those who I remember, but I have probably unconsciously been inspired by many more. So, a big thanks to all you that publicly share your ideas, and especially to: Klas Bas, Aquaintance, Röteborgaren, Bokvist, Robbie Ooal Gown, Mattia, Rasmus, G.O. Thorsveen, Matt Kay, Maliloki, Spat, Addramyr, Currentpattern, Maldion, Graak, Konungr, Mimir-ion, Wickermoon, Rymdhamster, Toawi, Moderate_acceptance, Kylkim, Rcavalcanti, Joerg Sprave. Also big thanks to: DaydreamDaveyy, T. Nyblom, Stephan G, Daniel R, Rickard W, Magnus Ros, Moinen, Karamazoff, Outside_Extension_66, Dizzyfugu, Zod, CuthbertSmilington, Cd8d, MDosantos, Apostol Apostolov, Mike D and Beftrast for having found typos, inconsistencies and/or other ideas for improvement!

Sample file



CONTENT

ATTRIBUTES 10
- ☐ WILLPOWER THRESHOLD 10
- ☐ READIED ITEMS 11
- ☐ WITS TO LEARN MAGIC 11
- ☐ MAXIMUM KNOWN SPELLS 12
  - CURATOR OF MAGIC 12
- ☐ HELP FROM OTHERS 12
- ☐ LANGUAGES 12
  - RAVLANDIC 13
  - ALDERLANDIC 13
  - ASLENI 13
  - ELVEN 13
  - DWARVEN 13
  - ORCISH 13
  - EORI 13
  - WOLF TOUNGE 13
  - SAURIAN 13

ADVANCEMENT 14
- ☐ FLATTEN SKILL COST 14
- ☐ AGE IS MORE WORTHWHILE 15
- ☐ TALENTS COSTS AS SKILLS 15
- ☐ TALENTS REQUIRE SKILLS 15
- ☐ COMBINED ROLL/POINT BUY 16
- ☐ ADAPTING TO INJURIES 17
- ☐ MULTICLASSING 17
- ☐ CAN ROLL A CHAMPION 18
- ☐ CAN ROLL ALL PATH TALENTS 19
- ☐ XP AS A GROUP 19

SKILLS 20
- ☐ ROLL AT A PERIOD'S END 20
- ☐ PUSH OPPOSED ROLLS 20
- ☐ PUSH ROLLS OUT OF COMBAT 21
- ☐ GROUP ROLLS 21
- ☐ MANIPULATION BONUSES DO NOT STACK, ADD TO REPUTATION 21

TALENTS 22
- ☐ FREE ACTION LIMITATION 22
- ☐ D8 TO REPLACE +1 BONUS 22
- ☐ SMALL KIN 23
- ☐ KIN & PROFESSION SYNERGY 23
- ☐ TALENTS CAN RANK UP TO 5 23
- ☐ ENHANCED MASTERWORK TALENTS, BUT TOUGHER REPAIRS 24
- ☐ MULTIPLE CRAFT SUCCESSES 24
- ☐ DISARMS COUNTS AS ATTACKS 24
- ☐ ADD RANKS TO KIN TALENTS 24
  - ADAPTABLE 24
  - INNER PEACE 24
  - PSYCHIC POWER 25
  - TRUE GRIT 25
  - HARD TO CATCH 25
  - HUNTING INSTINCTS 26
  - UNBREAKABLE 26
  - NOCTURNAL 26

PROFESSION TALENTS 27

CHAMPION TALENTS 27
- PATH OF FATE 27
- PATH OF THE HOLY VOW 27
- ☐ ENHANCED PATH OF PROTECTION 27
- PATH OF PROTECTION 27
- ☐ PATH OF VALOR (NEW PATH) 27

DRUID TALENTS 27
- PATH OF ICE 27
- PATH OF HEALING 28
- PATH OF SHIFTING SHAPES 28
- PATH OF SIGHT 28
- ☐ PATH OF NATURE (NEW PATH) 28
- ☐ PATH OF THE SWARM (NEW PATH) 28

FIGHTER TALENTS 28
- PATH OF THE BLADE 28
- PATH OF THE SHIELD 28
- ☐ ALTERNATIVE: PATH OF THE ENEMY 28
- OLD: PATH OF THE ENEMY 29
- ☐ PATH OF THE BODY (NEW PATH) 29

HUNTER TALENTS 29
- PATH OF THE ARROW 29
- PATH OF THE BEAST 29
- PATH OF THE FOREST 29
- ☐ PATH OF THE STALKER (NEW PATH) 29

MINSTREL TALENTS 30
- PATH OF THE HYMN 30
- PATH OF THE SONG 30
- PATH OF THE WARCRY 30
- ☐ PATH OF INFLUENCE (NEW PATH) 31
- ☐ MINSTREL INSTRUMENT FOCUS 31

PEDDLER TALENTS 31
- PATH OF MANY THINGS 31
- PATH OF WORDS 31
- ☐ ENHANCED: PATH OF TREASURE 32
- PATH OF TREASURE 32
- ☐ PATH OF THE ARTISAN (NEW PATH) 32

RIDER TALENTS 32
- PATH OF THE COMPANION 32
- PATH OF THE KNIGHT 32
- PATH OF THE PLAINS 33
- ☐ PATH OF THE COMMANDER (NEW PATH) 33

ROGUE TALENTS 33
- ☐ PATH OF THE FACE DISGUISE KIT 33
- PATH OF THE FACE 33
- PATH OF THE KILLER 33
- ☐ PATH OF POISON 33
- ☐ PATH OF THE BURGLAR (NEW PATH) 34

SORCERER TALENTS 34
- PATH OF BLOOD 34
- PATH OF DEATH 34
- PATH OF THE ELEMENTS 34
- PATH OF SIGNS 34
- PATH OF STONE 34

SORCERER/DRUID TALENTS 34
- ☐ PATH OF MAGMA 34
- ☐ PATH OF MENTALISM 34
- ☐ PATH OF DREAMS 34
- ☐ PATH OF MAGNETISM 34

GENERAL TALENTS 35

Sample file



☐ ACROBAT 35
ALCHEMIST 35
☐ ALCHEMIST: EXTENDED OPTIONS 35
AMBIDEXTROUS 36
☐ ANIMAL WHISPERER 36
☐ APOTHECARY 37
AXE FIGHTER 37
☐ BACKSTABBER 37
BERSERKER 37
BOWYER 37
☐ BOWYER: EXTENDED OPTIONS 38
BRAWLER 38
BUILDER 39
☐ BUILDER: PROSPECTING BUILDERS 39
CHEF 39
☐ CHEF: CHEFS CAN BREW 39
☐ CHEF: COOKING WITHOUT CHEF 39
COLD BLOODED 39
DEFENDER 39
☐ DIRTY FIGHTING 40
☐ DIVER 40
☐ DUELIST 40
DRAGONSLAYER 41
EXECUTIONER (NOT USING CRITICAL INJURY MODIFIERS) 41
EXECUTIONER (USING CRITICAL INJURY MODIFIERS) 41
FAST FOOTWORK 41
FAST SHOOTER 41
☐ FAST SHOOTER: UNSUSTAINABLE SPRINT 41
FEARLESS 41
☐ FEARLESS: BY MIGHT 41
☐ FEARLESS: LIMITED IMMUNITY 41
FIRM GRIP 42
FISHER 42
☐ FLEET-FOOTED 42
HAMMER FIGHTER 42
HARPOONER 42
☐ HARPOONER: BLEED CAN STOP 42
HERBALIST 42
☐ HEAVY WEAPON FIGHTER 42
HORSEBACK FIGHTER 43
☐ HORSEBACK FIGHTER: POLEARM BONUS 43
INCORRUPTIBLE 43
☐ INCORRUPTIBLE: IGNORE TAUNT 43
☐ INTUITIVE 43
☐ INVENTOR 43
KNIFE FIGHTER 44
☐ LEADER 44
LIGHTNING FAST 44
LOCKPICKER 44
LUCKY (NOT USING CRITICAL INJURY MODIFIERS) 44
LUCKY (USING CRITICAL INJURY MODIFIERS) 45
☐ LUCKY: LIMITED LUCK 45
MASTER OF THE HUNT 45
☐ MEDITATION 45
MELEE CHARGE 45
☐ MELEE CHARGE: CHANGED CHARGE PREREQUISITE 45
MOUNTAINEER 45
☐ MUCK WORKER 45
PACKRAT 46
PAIN RESISTANT 46
☐ PAIN RESISTANT: ALTERNATIVE FIRST RANKS 46
PATHFINDER 46
☐ PHYSICIAN 46
☐ PICKPOCKET 46
POISONER 47
☐ POLYGLOT 47
QUARTERMASTER 47
QUICKDRAW 47
☐ QUICKDRAW: OTHER THINGS THAN WEAPONS 47
SAILOR 47
SHARPSHOOTER 47
SHARP TONGUE 47
SHIELD FIGHTER 47
☐ SHIELD FIGHTER: HAMMER SHIELD 48
SIXTH SENSE 48
SMITH 48
☐ SMITH: EXTENDED OPTIONS 48
☐ SOLID DRINKER 48
SPEAR FIGHTER 49
☐ STAFF FIGHTER 49
STEADY FEET 49
☐ STORYTELLER 49
SWORD FIGHTER 49
TAILOR 49
☐ TAILOR: EXTENDED OPTIONS 50
TANNER 50
☐ TANNER: EXTENDED OPTIONS 50
THREATENING 51
THROWING ARM 51
☐ THROWING ARM: STACKING WEAPON BONUSES 51
WANDERER 51
☐ WANDERER: ADDS STAMINA FOR EXTENDED WORK 51
WARMBLOODED 51
☐ WHIP FIGHTER 51
☐ WRESTLER 51

COMBAT 52

☐ MISSILE PARRY 52
☐ EASE MONSTER IMMUNITIES 52
☐ CRITICAL INJURY MODIFIERS 53
☐ HEIGHTENED FALLING DAMAGE 53
☐ COMBUSTIBLE MATERIALS 54
☐ CHANGED BROKEN STATUSES 54
WHEN STRENGTH BREAKS 54
WHEN AGILITY BREAKS 54
WHEN WITS BREAKS 54
WHEN EMPATHY BREAKS 54
☐ CRITICAL INJURIES–BREAKING YOURSELF 55
☐ CRITICAL INJURIES – BURN 55
☐ NEW CRITICAL INJURIES – HORROR 57
☐ ADDICTED 59
NEW CONDITION: ADDICTED 59
☐ ACTIONS COUNT IF ACTED, NOT WHEN DECLARED 59
☐ DELAYED INITIATIVE 59

EQUIPMENT 60

☐ RESOURCE WEIGHT PER DIE 60
☐ REVISED RESOURCE WEIGHT 60
☐ XD6'S AS RESOURCES 61
☐ ORE IS HEAVY 61
☐ ADD RESOURCE DIE TO ROLLS 61
☐ ARMOR REPAIR RESOURCES 61
☐ INVERSE RESOURCE DEPLETION 62
☐ EPIC SUPPLY 62
☐ CROSSBOWS FROM PRONE 62
☐ LIGHT WEAPONS FROM PRONE 62
☐ BOLTS/QUARRELS 62
☐ ARMOR WEIGHT 62
☐ STEALTH MODIFIERS 62
☐ BREAKABLE ARTIFACTS 62
☐ POLEARMS VS MOUNTED 62

Sample file



☐ MELEE WEAPON REBALANCE 63
☐ RANGED WEAPONS REBALANCE 64
NEW WEAPON CRAFTING 64
NEW WEAPON MODIFIERS 65
INVENTOR ITEMS 66
EXTENDED BOWYER ITEMS 69
EXTENDED SMITH ITEMS 70
EXTENDED TAILOR ITEMS 72
EXTENDED TANNER ITEMS 74

JOURNEYS 76

☐ SHORT BREAK 76
☐ RECREATIONAL DRUGS 77
NEW CONDITION: INTOXICATED 77
☐ HYGIENE DIE 78
NEW CONDITION: FILTHY 78
☐ FORCED MARCH MODIFIERS 78
☐ VEHICLE SPEED 78
☐ ALTERNATIVE WEATHER 78
TEMP/HEAT 79
ALT WEATHER JOURNEY ACTIVITIES 80
WEATHER ROLL 80
EACH DAY 80
HIKING THOUGH HEXES 80
FORCED MARCH (ENDURANCE) 80
LEAD THE WAY AS PATHFINDER (SURVIVAL) 80
HIKING IN DARKNESS (SCOUTING) 80
KEEP WATCH AS LOOKOUT (SCOUTING) 80
STAYING IN A HEX 81
MAKE CAMP (SURVIVAL) 81
REST 81
TRAIN 81
SLEEP (SURVIVAL) 81
CRAFT (CRAFTING) 81
REPAIR (CRAFTING) 81
SURVEY THE LANDS (SCOUTING/ENDURANCE) 81
HUNT (SURVIVAL) 81
FORAGE (SURVIVAL) 81
FISH (SURVIVAL) 81
EXPLORE 81
☐ SURVEY THE LANDS 82
☐ MORE TERRAIN FEATURES 82
NEXT TO RIVER OR LAKE (NOT OCEAN) 82
LAKE/OCEAN 82
PLAINS 82
FOREST 82
DARK FOREST 82
HILLS 82
MOUNTAINS 83
MARCHLANDS 83
QUAGMIRE 83
RUINS 83
ASHLANDS 83
FIRELANDS 83
CRIMSON FOREST 83
TUNDRA 83
ICE CAP 83
BENEATH THE ICE 83
ICE FOREST 83
SEA ICE 83

STRONGHOLDS 84

☐ STRONGHOLD REPUTATION 84
DUPLICATE STRONGHOLD FUNCTIONS 84
PLAYER REPUTATION 84
☐ HOUSING 84
☐ TYPES OF WORK FORCE 84
HIRELINGS 85
RESIDENTS 85
PLAYER CHARACTERS 85
SLAVES 85
STRONGHOLD FUNCTION OVERVIEW 86
FUNCTIONS 88
☐ APIARY 88
☐ ARENA 88
☐ BARN 88
BAKERY 88
☐ BREWERY 88
☐ BRIDGE 88
☐ DAIRY 88
☐ DITCH 89
DOVECOTE 89
☐ DRAWBRIDGE 89
DUNGEON 89
☐ FENCE 89
☐ FIELD (SLIGHTLY CHANGED) 89
☐ FIREPLACE (SLIGHTLY CHANGED) 89
FORGE 89
GALLOWS 89
☐ GARDEN (SLIGHTLY CHANGED) 89
☐ GRANARY 90
☐ GRAVEYARD 90
GUARDTOWER 90
☐ HEN HOUSE 90
☐ INFIRMARY 90
INN 90
☐ KENNEL 90
☐ KILN 91
LABORATORY 91
☐ LIBRARY (ADDED RESEARCH OPTION) 91
☐ MARKETPLACE (EXTENDED) 91
☐ MILL (EXTENDED USAGE) 91
☐ MINE (NOW REQUIRES ORE VEIN) 91
☐ MOAT (SLIGHTLY CHANGED) 91
☐ MONUMENT 92
☐ OAST HOUSE 92
☐ ORCHARD 92
☐ PALISADE 92
☐ PASTURE (SLIGHTLY CHANGED) 92
☐ PIER 92
☐ PIGSTY (ALTERED REQUIREMENTS) 93
☐ PORTCULLIS (REQUIRES AMMUNITION) 93
☐ QUARRY (ROLL FOR TYPE OF QUARRY) 93
☐ RAMPARTS (MULTILAYERED STRONGHOLDS) 93
☐ ROAD 93
☐ ROOT CELLAR (SLIGHTLY CHANGED) 94
☐ SALT WORKS 94
☐ SAWMILL 94
☐ SCRIPTORIUM (EXPANDED USAGE) 94
☐ SECRET TUNNEL 94
☐ SHEEPFOLD (SLIGHTLY CHANGED) 94
☐ SHELTER/BARRACKS 95
SHOOTING RANGE 95
☐ SHRINE (DEDICATED TO ONE GOD) 95
☐ SLAUGHTERHOUSE 95
☐ SMOKERY 95
☐ STABLES (SLIGHTLY CHANGED) 95
☐ STILL 95
TAILOR SHOP 95
TANNERY 95
☐ TEMPLE 95
☐ THEATRE 96
☐ TOLLHOUSE 96
☐ TORTURE CHAMBERS 96

Sample file



☐ TOWN HALL 96
TRAINING GROUNDS 97
☐ TROPHY HALL 97
VAULT 97
☐ WAREHOUSE 97
☐ WELL/CISTERN (ADDED CISTERN) 97
☐ WORKSHOP 97
☐ GUARDS REDUCE HOSTILITIES 97
STRONGHOLD RESOURCES 98
NEW CONSTRUCTION MATERIALS 98
NEW TYPES OF HIRELINGS 99
☐ ALCHEMIST / APOTHECARY 99
☐ BUTCHER 99
☐ BREWER 99
☐ FISHERMAN 99
☐ HAWKER 99
☐ HERBALIST 100
☐ HERDER 100
☐ INVENTOR 100
☐ PERFORMER 100
☐ PHYSICIAN 100
☐ PRIEST 100
☐ SCRIBE 100
☐ STABLEBOY 100
☐ STEWARD 100
☐ HIRELING MASTERY 100
BATTLES AT THE STRONGHOLD 101
☐ ALTERNATIVE VARIED FORCES 101
☐ CAVALRY 101
☐ LARGE SCALE COMBAT 101
☐ PRESSING ATTACKS 101
ATTACK RATING SUMMARY 102
ATTACKER LOSSESS 102
DEFENSE RATING SUMMARY 102
DEFENDER LOSSESS 102
FIELD COMBAT RATING SUMMARY 102
FIELD COMBAT LOSSESS 102
☐ MORALE EVENTS 102
☐ REINFORCEMENTS 103
☐ FALL BACK 103
☐ ARSON EVENT 103
☐ AMMUNITION 103
☐ LAYING SIEGE WITH A TREBUCHET 103
☐ CALTROPS 104
☐ STRONGHOLD REPAIR 104
☐ COMBAT EVENTS 104
SIEGE EQUIPMENT IN DETAIL 104
☐ BOLT THROWER 104
☐ BATTERING RAM (HOW TO CONSTRUCT) 104
☐ MANTLETS 104
☐ LADDERS/GRAPPLING HOOKS (HOW TO CONSTRUCT) 105
☐ CATAPULT 105
☐ SAPPER TEAM 105
☐ SIEGE TOWER 105
☐ TREBUCHET 105
☐ SETTING UP A SHOP 106
AT YOUR OWN STRONGHOLD 106
AT ANOTHER SETTLEMENT 106
CHANGING PRICES 106
FAST DEALS 106
MASTERWORK 106
☐ FOUND TREASURE 106
STRONGHOLD MANAGEMENT 107
☐ MANAGE YOUR STRONGHOLD IN WEEKS 107
☐ GAIN HIRELING RESOURCES IN ADVANCE 107
☐ AVERAGE SALES FROM SHOPS 107
MAGIC 108
☐ MAGIC MISHAP MODIFIERS 108
MAGIC DICE TO ROLL 109
☐ SPELL INGREDIENT RESOURCE 109
☐ NEW SPELLS 109
☐ HIGHER GRIMOIRE SPELLS 109
☐ SPELL ACTION ECONOMY 109
EPIC MAGIC 110
GENERAL SPELLS 111
PASS MAGICAL RESILIENCE 111
PRESTIDIGITATION 111
MAGIC BEACON 112
EXTEND MAGIC 112
HOLD MAGIC 112
COPY MAGIC 113
PREPARE MAGIC 113
STABILIZE SPELL 113
STABILIZE MAGIC ZONE 113
MASS SPELL 113
QUICKEN RITUAL 114
CALL FAMILIAR 114
LIVING SPELL 114
UNEARTH MAGIC 114
CREATE ARTIFACT 115
ABSORB MAGICAL RESIDUE 116
TRANSCENDENCE 116
GOD SPELL 117
HEALING 118
PRESERVE 118
RINSE 118
MEND SELF 118
IMMUNITY 119
CALM EMOTIONS 119
INVIGORATE 119
LIFT CURSE 119
RITE OF PASSAGE 119
TRANQUILITY 119
REJUVENATION 120
REGENERATION 120
HEALING TRANCE 120
RESTORATION 120
PURGE MAGIC 120
HOLY WARD 121
RESTORE LIFE 121
SHAPESHIFTING 122
BEFRIEND ANIMAL 122
NATURE'S WATCH 122
DOLPHIN'S DIVE 122
WINGED DESCENT 122
CALL ANIMAL 123
BAT'S CLAWS 123
WOLF'S NOSE 123
PRIMAL STRENGTH 123
PRIMAL AGILITY 123
ANIMAL ANIMOSITY 123
HIBERNATE 123
HUMANOID FORM 124
MONSTROUS FORM 124
RAT'S REFLEXES 125
SUMMON BEASTS 125
AWARENESS 126
TRUE STRIKE 126
RECALL MEMORY 126
COMPEL TRUTH 126
PORTENT 127
GUIDE 127
TONGUES 127

Sample file



BORROW POWER 127
MIND FOCUS 127
MOLD MEMORY 127
BLOCK READING 128
LOCATE 128
TIME SENDING 128
FATE WEAVING 128
UNDO 128

ICE AFFINITY 129
WINTER GRIP 129
ARROWS OF ICE 129
ZONE OF COLD 129
CONDENSE WATER 130
WINTER'S CALL 130
ARMOR OF ICE 130
MOLD ICE 130
WALL OF ICE 130
CRYSTALIZE 130
ENCASE 131
CITADEL OF ICE 131
HAILSTORM 131
GLACIAL SNAP 131
BOREAL SLAVE 131

NATURE 132
PLANT GROWTH 132
VINES 132
SENSE WEATHER 132
PATHFINDER 133
TRACELESSNESS 133
GLADE 133
BLOCKING BRANCH 133
CALL LIGHTNING 133
FOG 134
STRIDER 134
VOICE OF THE FOREST 134
BREAK WOOD 134
MEND WOOD 134
BARK SKIN 134
NATURE'S POWER 135
NATURE'S WEAPON 135
CHAIN LIGHTNING 135
FOREST DOOR 135
NATURE'S BLESSING 135
ANIMATE TREE 135
WONDER 136
SKY BEAM 136

SWARM MAGIC 137
FIREFLIES 137
HARASS 138
INFEST 138
WORM FOOD 138
HIVEMIND 138
MOUTH SWARM 138
ELYTRA 138
STINK BUG SERENADE 139
PHEROMONES 139
CARAPACE 139
INSECT SWARM 139
CREATE HIVE 139
BRAIN PARASITE 140
PROBE AREA 140
LORD OF FLIES 140
WEB 140
WASP LAUNCHER 140
CONSUME 140
SWARM FORM 141
INSECT PLAGUE 141
GIANT INSECT 141
EVOLVE 141
EVERSWARM 141

SYMBOLISM 142
INSCRIBE 142
ARCANE MARK 142
SLEEP 142
FALSIFY MAGIC 143
VANISH 143
BLINK 143
RECALL 143
SILENCE 143
HOLD 144
POLYMORPH 144
BEND REALITY 144
IMPROVED ILLUSION 145
RUNEWEAVER'S GIFT 145

STONE SONG 146
REINFORCE 146
STONE FIST 146
OPEN 146
PASS CRACK 147
PETRIFY 147
MOUNTAINS' BLESSING 147
ANIMATE WEAPON 147
EARTHEN PILLAR 147
MACHINE SOUL 148
CALL METEOR 148
RAISE LAND 148
REPURPOSE 149
WAY OF THE MOUNTAIN 149
ANCESTRAL GUARDIAN 149

BLOOD MAGIC 150
BLOOD TAP 150
BLOOD OATH 150
HEROISM 151
HAND OF BLOOD 151
DARKVISION 151
MELD FLESH 151
BLOOD WARRIOR 151
REPEL 151
CALL DEMON 152
BLOOD VESSEL 152
BREAK FLESH 152
REDIRECTING BARRIER 152
CLONE 152
DEMONIC PACT 153
LIFE BOND 153

DEATH MAGIC 154
FEIGN DEATH 154
DEATH'S MERCY 154
BANE BLADE 154
DARKNESS 155
CURSE OF UNDEATH 155
WRAITHFORM 155
CLOUD OF DEATH 155
POSSESS 155
DISINTEGRATE 155
DEATH'S EMBRACE 156
ETERNAL LIFE 156
BANE 157
THE BELLS OF DEATH 157

ELEMENTAL MAGIC 158
FLAMING BLADE 158
WIND BLAST 158
ELEMENTAL SHIELD 158
ELEMENTAL WALL 159
EARTHEN GRASP 159
ELEMENTAL INFUSION 159
LIQUID FORM 159
ELEMENTAL BOLTS 159
ELEMENTAL WARD 160
CONTROL ELEMENT 160

Sample file



MAGMA SONG 162
HEARTH 162
FERTILE ASH 162
MEND THE CRACKS 162
MOLTEN ARMOR 163
FIRESTORM 163
ABSORB LAVA 163
CALL MINERAL 163
GEYSER 163
MAGMA TUNNELING 164
DRAGON BREATH 164
VOLCANIC ERUPTION 164
MOLTEN SEAT 164
VOLCANIC TRANSPORTATION 165
LAST STAND 165
MENTALISM 166
☐ MENTALISM SPELL INGREDIENTS 166
MIND OVER BODY 166
COMPARTMENTALIZE MIND 166
MIND BLAST 166
MIRROR IMAGES 167
BREAK MIND 167
TIME STOP 167
MEDITATE 167
BODY SWAP 167
MASS CONFUSION 167
MIRROR CLONE 168
IMPROVED FATA MORGANA 168
MOLD TIME 168
IMPART TALENT 169
MIND SEED 169
ONEIROMANCY 170
☐ ONEIROMANCY INGREDIENTS ARE REQUIRED 170
DAYDREAM 170
QUICKENED DREAMS 170
SLEEPWALKER 171
PROBE DREAM 171
☐ LIMITED SAND SLEEP 171
DREAM LINK 171
CONTAGIOUS DREAMS 171
ENDLESS NIGHTMARE 171
MANIFEST DREAM 172
MAGIC DREAM 172
DREAM PALACE 172
WISH 173
SANDMAN 173
ASTRAL DREAM 174
FUTURE DREAM 174
MAGNETISM 175
MAGNETIC MAP 175
MAGNETIZE 175
DEFLECT METAL 175
DISARM 176
LAUNCH WEAPON 176
FLING 176
MAGNETIC FLIGHT 176
ARROW STORM 176
SENSE METAL 177
TELEKINESIS 177
FIXATE 177
FLOATING SHIELD 177
BLADE SPHERE 177
ABSORB METAL 177
MOLD GRAVITY 178
HOLD TOGETHER 178
REVERSE SPELL 178

Sample file



ATTRIBUTES



Out of the attributes, Strength is probably the best, as it works as your hit points and also gives you your carry capacity. This makes a high Strength a good choice for all kinds of adventurers. Wits is perhaps the next in line. It provides mental hit points against fear attacks, but it really shines for its very good non-combat skills. Agility only provides a bonus to its skills, and is primary for tanking monsters (dodging) and ranged combat. If you aren't using ranged weapons, then dodge rolls are relatively safe to push in order to farm WP in combat. Empathy is rated at the bottom. It is the only attribute that comes with a downside, that it becomes harder to perform coup de grace. Some of its skills are very good, but most often only one in the party really needs them.

☐ WILLPOWER THRESHOLD

After each session*, adjust your Willpower Points (WP) by adding your WP threshold to it and then dividing the result by 2. Round to the nearest whole number, or towards the threshold if you would be left with half a WP. You still gain WP the same way during play as in the regular rules.

Your WP Threshold is calculated by adding your Empathy score with all ranks in kin/profession talents, then dividing by 2. The threshold can be a decimal number and go higher than 10, but your maximum WP remains as 10. New PCs start with WP equal to their WP Threshold. In a grim dark setting: Consider reducing the threshold by 1 point.

* Delay this to at least the next QD if you left playing in an adventure site, combat or other event.

Example: A PC has 4 Empathy, 1 rank 1 kin talent and 2 rank 2 profession talents giving a threshold of 4.5. Ending a session with 7 WP, gives them 6 WP for their next, as (7+4.5)/2 = 5.75, and that is then rounded to 6.

WHY USE THIS MODULE?

1. Farming of Willpower can be considered a metagame, but having a value, that your WP move towards reduces this metagame incentive.
2. If WP move towards a value, it incentivizes its use instead of just hoarding it, and if players use it, they are more likely to have fun.
3. It gives more PCs, than "the face" of your party, a small boon for the "bad choice" of not dumping Empathy.
4. Empathy is to perceive you walking in someone else's shoes, and willpower the ability to perceive you walking in your future selves' shoes. So, there could at least be a tiny connecting synergy? A high Empathy could also lead to being happier.
5. By keeping half of your pushed WP into the next session (and not just resetting it), such WP can still feel like a boon, instead of just like a loss.
6. Since WP are shared between kin/profession talents, investing too much in them could be sub-optimal.

WHY NOT USE IT?

Even though it often only shifts 1-2 WP per session, that will still fundamentally change the game, and can make it more effortless to gain low amounts of WP.

Sample file



READIED ITEMS

Each character may have a number of readied items on themselves up to their Agility + levels in SLEIGHT OF HAND. Readied items are items that PCs can draw as a FAST action, without the need to rummage through their package.

Heavy items use two readied item slots. Items in an easily accessible container count as a single readied item, but only as long as all resources inside the container are of the same type, and not of HEAVY weight.

If a character wants to draw a non-readied item, they must succeed a SLEIGHT OF HAND roll, on a failure they must either not draw the item or spend an extra SLOW action to draw it.

WHY USE THIS MODULE?

1. Adds more usefulness to Agility, just like Strength adds carry capacity.
2. Adds more usefulness to the SLEIGHT OF HAND skill. Without this, it is kind of a "only one person in the group should really have this" kind of skill.
3. When your adventurer's quick draw that antidote, you can avoid the argument if it isn't really in the bottom of the backpack or not.

WHY NOT USE IT?

You don't need rules for everything.

WITS TO LEARN MAGIC

You have to learn spells individually, but increasing magical path talents without a teacher no longer triples needed XP.

Requirement to learn a spell: If this is a rank 1 spell in a magical path you do NOT know, you must at the same time spend xp to gain the talent. If you have a magical talent, it can be no less than 1 rank below the spell's rank. You must also have a teacher, a grimoire with the spell, or perform magical research, see below.

Requirement to learn a rank 2+ magical path: You need to know at least 1 spell of the rank you want to attain. You must also have a suitable teacher, a grimoire from the same discipline with spells of a higher rank than that you want to attain, or perform magical research, see below.

If taught by teacher: No rolls are needed, you can automatically learn spells and ranks that they know, each taking a Quarter Day to learn.

If studied from a Grimoire: You must succeed a LORE roll to learn sorcerous magic written within it or an INSIGHT roll to learn druidic magic written within it. All rolls are made with a penalty equal to the rank you try to attain. Each attempt takes a Quarter Day.

If researched from scratch: You must spend 1 silver worth of ingredients (could be any ingredients that fits the discipline, or HERBS if none fit) and then succeed a Wits roll with a penalty equal to the rank you try to attain.

WHY USE THIS MODULE?

1. Sorcerers and Druids have Wits as their key attribute, but have no use for it, related to their profession.
2. Hording XP in wait for some teacher, is not always fun. But having teachers makes it much easier to learn, especially spells, so that will keep encouraging their use.
3. Instead of learning everything overnight, after you have found a teacher, it forces you to spend time to learn magic spells one at a time.
4. If you tend for your PCs to be able to discover new magical spells, in already existing schools, this can explain why they don't already know them. It even works if you want your PCs to make their own magic (see page 116 in the PHB, "you can also write your own spells under the watchful eye of your GM"). If so, I advise that all new spells are in "fluctuation" to put the power in the GM's hands, to be able to change them if they start breaking the game.

WHY NOT USE IT?

If it ain't broke, don't fix it.

Sample file



☐ MAXIMUM KNOWN SPELLS

Primarily consider using this module if you add a lot of spells to your magic users' paths, like if you are also using the "New spells" module. Then if you learn a spell, and this causes you to know more spells than your Wits, multiplied with the total rank of all your magical path talents (example: path of blood 2 + signs 3 = multiply by 5), then you must forget your knowledge of another spell, or spend XP to learn the CURATOR OF MAGIC talent, see below.

There is an exception to this, and that is that you may know 1 extra spell on top of this per magical discipline, as long as it is one spell rank higher than your talent's rank.

You must at all times know at least 1 spell per rank of a magical path you have, and thus you are not allowed to erase spell knowledge so that you would know zero.

CURATOR OF MAGIC

If you use the "Maximum known spells" module, a player that learns a spell, that takes them over their limit can choose to learn this talent, by spending the required XP, instead of forgoing knowledge of a previously known spell.

- ✥ Your Wits counts as if increased by the rank in this talent when you calculate your maximum number of known spells.

WHY USE THIS MODULE?

1. Adding new spells, also adds power to spellcasters, this limits that.
2. Sorcerers and Druids have Wits as their key attribute, but have no use for it, related to their profession.
3. If a caster would have 4 Wits, they now on average would learn one less spell/rank than before (on average there exists 3 spells/path/rank plus 2 general spells/rank), but they would gain greater options of choice.

WHY NOT USE IT?

You might have other ways to limit or add cost to your spellcasters, if you have many extra spells available for them to learn.

☐ HELP FROM OTHERS

You can receive no more bonus dice than the lowest Empathy of all the participants (you and all those that help you).

This means that if you have the help from three others and all have Empathy at three or above, you would be at a +3 bonus, but if an orc with Empathy 2 also starts to help, he will mess up the group dynamics and you only roll at +2.

WHY USE THIS MODULE?

1. Societies built on high Empathy, often work better together.
2. Adds more usefulness to Empathy.

WHY NOT USE IT?

It is a rule you will not be using much.

☐ LANGUAGES

Original idea: Klas Bas

Gain 1 point of lingual knowledge per point of Empathy and 1 per skill level in LORE (do not add Wits). If LORE later on is increased through xp, then gain another point.

Read/Write (1 point): If you spend 1 lingual point here, you can read/write all languages you know.

Learn a dialect (1 point): You can speak 1 dialect of a language flawlessly and to a degree understand other dialects. If two such parties really try to communicate, they will understand each other. But if you only overhear a conversation, you must succeed a LORE roll to get the gist of it.

Fully master a language (2 points): Instead of learning a second dialects from the same language, fully master all dialects of it. If you cannot or have not had any previous interactions with a dialect, you start to pick it up as soon as you start interacting with it. Make Wits rolls one per Quarter Day, just as if you tried to learn a talent, it costs no XP.

Interactions with zero lingual points: If both parties really try and interact for a long-time using hand gestures and so on, they can often understand each other on a rudimentary level even if they do not share any language.

Note: Other languages and dialects could be available if you play in areas outside the Ravenlands.

Sample file



RAVLANDIC

Talked by the Ailanders, but it has become the most common secondary language among others. About 50% Alderlandic with a mix of Asleni, Elven, Eori and Dwarven. So you may might understand some single words in overheard conversations, when the languages shares similarities.

Dialects: Choose a region in the Ravenlands.

ALDERLANDIC

The mother tongue of the Alderlanders. The humans of the Ravenland see it as a noble language and it is common that books are written in Alderlandic. Both the rust brothers and the snake church see it as their official language which have helped to preserve its status in the Ravenlands.

Dialects: Rust speech (mostly spoken in the western Ravenlands) and Old speech/Snake tongue (eastern Ravenlands).

ASLENI

The mother tongue of the Aslene. A fiery and expressive language. Those who speak Ravlandic can recognize many words, for example things like gold, nobility and titles, horses, theatrical plays, and also some around nomadic lifestyle. Uses an alphabet that is similar to the old English one.

Dialects: One for each of the Aslene clans. Quardic (from those that first arrived and settled) and Galdanic (the latter, more nomadic) are the common ones in the Ravenlands.

ELVEN

The language of the elves. It is soft and melodic that most listeners perceive as beautiful and singing. Those who speak Ravlandic can recognize many words that have to do with nature, magic and art. Uses soft rolling runes in writing.

Dialects: There are no dialects among the elves in the Ravenlands, but it is instead hard to master. Increase the cost to learn it by +1 point, you may learn a "broken version" for 1 point, and that will make you understand each other.

DWARVEN

The language of the dwarves. Often perceived as mushy and cruel with long sentences. Those who speak Ravlandic can recognize many words that have to do with mountains, forging and mining. Uses angular runes in writing.

Dialects: One per clan. In the Ravenlands choose between: Belderranic, Meromannic, Canidic or Crombic.

ORCISH

A language developed from a mix of Dwarf, Elven and later also Ravlandic. Orc males' speech difficulties have had a strong impact on its development. Has no written language of their own, but literate orcs use the general alphabet.

Dialects: One per clan, in Ravenlands those would be Urhur, Roka and Visir. Plus one for the Viraga.

EORI

This language is spoken by halflings and goblins, though in two distinctly different dialects. Those who speak Ravlandic can recognize many words that have to do with cooking, beekeeping and brewery. Uses the Alderlandic alphabet.

Dialects: Goblin and Halfling.

WOLF TOUNGE

The language of the wolfmen. No connection to other languages. Sounds most like animal sounds for the uninitiated. Can be howled over long distances. No written language.

SAURIAN

The language of the Saurian people. Have no connections to other languages. They only use the vowels a, u,and e, but have their own consonants of which eight are throat clicks that are reminiscent of "g", and six smacking sounds that are close to "t". Their speech most closely resembles long, rambling harangues of syllables.

WHY USE THIS MODULE?

1. If you feel that languages might add something to your game.
2. Adds more usefulness to Empathy.

WHY NOT USE IT?

Languages are simply roleplayed when needed? Or everyone could just understand each other? Or you could use another system for this?

Sample file





ADVANCEMENT

The old system heavily favored young characters over old, favored maxing all skills if you were using the point buy system in the PHB (worth more XP), or having luck play a major factor in the "total XP worth" of a character when rolling forth a character in Legends and Adventurers. While all this is okey, I wanted an alternative system where two characters, even if randomly rolled, and then each given the same amount of XP during play, could be built to become exactly identical. Not that you want to build them identical, but just not favoring lucky rolls as much. So, these rules are mostly for XP value consistency, making a character be worth an equal amount of XP, regardless of the way they got to where they are. They also update some Legends and Adventurers tables.

☐ FLATTEN SKILL COST

This changes the cost of skills during character creation and during play to be equal, and uses the same cost to gain level 1 and 2 skills.

LEVEL/RANK	+1 LEVEL TO SKILL	TOTAL COST
1	5 XP	5 XP
2	5 XP	10 XP
3	10 XP	20 XP
4	15 XP	35 XP
5	25 XP	60 XP
6 (if GM allows)	40 XP	100 XP

Since the XP cost from 2 to 3 is more expensive, level 3 skills now cost you a total of 4 skill points during character creation. To keep you able to buy an equal amount of level 3 skills, a Young PC can begin with +2 skill points, an Adult with +3 and an Old with +4.

WHY USE THIS MODULE?

1. This makes the total XP cost stay the same if a player begins with 4 level 3 skills and buys 2 level 2 with XP, as one that begins with 6 level 2 skills and increases 4 of them to level 3 with XP. However, note that if you don't use the "talents costs as skills" module, beginning with a rank 2 talent nets you +3 XP, so maybe ban or compensate for that.
2. By keeping level 1 and 2 at the same cost, you avoid having people create bland new characters, where they just put a single level in most skills.
3. An anecdote: This makes an increased level costs the sum of the previous two levels combined. This is the Fibonacci sequence and that converges towards the golden ratio.

WHY NOT USE IT?

It is a major change, so you are fine with different paths toward the same end result, can cost different amounts of XP or if you are not using the point buy system in the PHB, you have good reasons to skip it. It also makes players level up their skills faster and that could be something you don't like.

Sample file



☐ AGE IS MORE WORTHWHILE

Change the skill points gained from age to Young: 8, Adult: 12, Old: 16, i.e. a bump of +2 per increased Age category.

Note that if you use the "flatten skill costs" module, you should also apply the skill point bonuses gained from that.

WHY USE THIS MODULE?

1. Making an older character just isn't worth it in the core game.
2. As attributes never can be increased, older persons should more likely be buffed in the opposite direction, as everyone can get the skills and talents they want with some XP.

WHY NOT USE IT?

You are not using the point buy system, or you favor PCs to play as Young.

☐ TALENTS COSTS AS SKILLS

Make talents follow the same cost as skills and their levels.

WHY USE THIS MODULE?

1. It can to a higher degree make your PC's favor increasing their skills instead of just focusing on talents.
2. If you also use the "flatten skill cost" module, talent costs don't change much. From a total of 18 XP for a rank 3, to 20 XP for a rank 3.

WHY NOT USE IT?

You are fine with having your players invest most of their XP in talents only, or you have enough other rules that promotes spending XP on skills.

☐ TALENTS REQUIRE SKILLS

Original idea: Fenhorn

In order to increase a general talent to any rank, you first need to have the same level or higher in a skill associated with that talent. A list of what skills are associated with what talents can be found below.

- MIGHT: BRAWLER*, DEFENDER, (HEAVY WEAPON FIGHTER), MELEE CHARGE*, PACK RAT*, SHIELD FIGHTER*, THREATENING*, (WRESTLER*)
- ENDURANCE: BERSERKER, (DIVER), LUCKY, (MUCK WORKER), PACK RAT*, PAIN RESISTANT, (SOLID DRINKER), WANDERER
- MELEE: AMBIDEXTROUS, AXE FIGHTER, BRAWLER*, COLD BLOODED, (DUELIST), FIRM GRIP, HAMMER FIGHTER, KNIFE FIGHTER*, QUICKDRAW*, SHIELD FIGHTER*, SPEAR FIGHTER, (STAFF FIGHTER), SWORD FIGHTER, (WHIP FIGHTER), (WRESTLER*)
- CRAFTING: BOWYER, BUILDER, POISONER*, SMITH, TAILOR, TANNER
- STEALTH: (BACKSTABBER*), KNIFE FIGHTER*
- SLEIGHT OF HAND: (BACKSTABBER*), (DIRTY FIGHTING*), LOCKPICKER, (PICKPOCKET), QUICKDRAW*
- MOVE: (ACROBAT), EXECUTIONER*, FAST FOOTWORK, (FLEET-FOOTED), LIGHTNING FAST, MELEE CHARGE*, STEADY FEET
- MARKSMANSHIP: FAST SHOOTER, SHARPSHOOTER, THROWING ARM
- SCOUTING: SIXTH SENSE
- LORE: (INVENTOR), (POLYGLOT), (STORYTELLER)
- SURVIVAL: FISHER, HERBALIST*, MASTER OF THE HUNT, PATHFINDER, QUARTERMASTER, SAILOR
- INSIGHT: EXECUTIONER*. FEARLESS, INCORRUPTIBLE, (INTUITIVE), (MEDITATION)
- MANIPULATION: SHARP TONGUE*, THREATENING*
- PERFORMANCE: (DIRTY FIGHTING*), (LEADER), SHARP TONGUE*
- HEALING: ALCHEMIST, (APOTHECARY), CHEF, HERBALIST*, (PHYSICIAN), POISONER*
- ANIMAL HANDLING: (ANIMAL WHISPERER), DRAGON SLAYER, HORSEBACK FIGHTER

Sample file



* This talent is associated with multiple skills. You only need one of them.
(...) This is an optional talent module.

WHY USE THIS MODULE?

1. As PC's often focuses more on increasing talents then skills, this can force them to first spend XP on skills in order to acquire said talents.
2. It feels natural that you need some skill in order to specialize.
3. Might make PCs spend more XP on non-general talents.

WHY NOT USE IT?

Some professions will be affected much more than others. A Peddler or Minstrel will be locked out from much more, than a Fighter, that can start at 3 in skills that affect both more and generally better talents. Some talents become locked away from classes you normally associate with them, like Rogues having no a clear path to excel with the POISONER talent. PCs gain incentive to increase skills to exactly 3, but likely never higher than that.

☐ COMBINED ROLL/POINT BUY

Characters are created using the point-buy system, but players should still roll on the Legends & Adventurers tables to gain background ideas. Accepting these can instead net them some bonus XP. Follow these steps:

1. Roll for kin on the Legends & Adventurers table, if you accept gain 1 XP, otherwise select any kin you would like.
2. Your GM might want to give you some more information about your kin. Some information can be given by reading your kin entry, see LORE result 1 to 3 in the Reforged Power Gamemaster's booklet.
3. Roll for home region, you may accept it if you want to. You gain no bonus from accepting it.
4. Roll for childhood, then if you want to place your attributes and skills in accordance, gain +2 XP if either attributes or skills are selected and +4 XP if both are.

   Note that skill levels and attributes can be lowered later if they violate the point buy rules, but if they do, you keep any bonus XP from this step.
5. Roll for profession*. If accepted gain +1 XP.
6. Roll for profession talent*. If accepted: +1 XP.
7. Roll for formative event. If the talent and skills are accepted, gain 1 XP and the listed starting gear in addition to those listed on your profession.
8. Select age, roll one additional formative event (step 7) for each age category above young. Reroll duplicates.
9. Reduce any non-profession skill down to 1 and any profession skill down to 3.
10. Reduce any attribute to 4, unless it is a key attribute of your kin or profession, then reduce it down to 5, or 6 if it is both.
11. Increase or decrease (not both) your total amount of attribute points until they follow your age.
12. Place remaining skill points, paths and talents in accordance to the age, skill and path tables.

    You may only begin play with talents at level 1, except for your starting path that can be level 2.

    You may only have a skill value of 2 to 3 if it is in your profession, or 1 if it is not. Any skills higher than this must be redistributed.
13. Note any bonus XP you start with, and from what source. If you ever need to make a new character, for instance because of death, these points do not transfer over. Your new character can gain their own bonus XP by accepting their rolled backstory.
14. Note any starting reputation from age. Also note down what you are famous for.
15. Note down any spells you know.
16. If you use the "Willpower from Empathy" module, gain Willpower Points equal to your Empathy. If you use the "Languages" module, select your known languages. If you use the "Readied items" module, note such items. Fill remaining fields, like appearance, relationships and so on.

Sample file



* Note that these tables may have changed, see the following pages of this booklet.

WHY USE THIS MODULE?

This is simply a way to combine the point buy system and the Legends & Adventurers tables. The bonus XP is not supposed to be worth it, the Legends & Adventurers tables are more used to give inspiration, while using the point buy system.

WHY NOT USE IT?

You like the core alternatives just like they are, don't use the point buy system, or think this just complicates things.

☐ ADAPTING TO INJURIES

If you have to live with a crippling permanent critical injury, you begin to adapt after 3d6 days have passed. After that gain +2 XP per session until you have gotten 10XP (max once from "one arm is unusable" and once from "run becomes SLOW"), these can be spent on anything, but if your limb somehow is magically restored, the limb needs to be retrained to be fully usable, this then costs an equal amount of XP as previously gained.

WHY USE THIS MODULE?

1. It makes living with a permanent critical injury more fun. It might be what tips you over from wanting to reroll your character to wanting to keep roleplaying it.
2. Our brains tend to adapt to new limitations over time, so it is not super farfetched as a rule.

WHY NOT USE IT?

Old school punishing is the way to go!

☐ MULTICLASSING

As long as you have at least 2 levels in each of another profession's primary skills, you are eligible to learn that profession's paths.

Note: If you are not using the "Flatten skill costs" or "Talents costs as skills" modules, especially if you aren't using any of them, this can be considered too harsh. Perhaps they only need a level of 2 in 2-3 of the skills and a 1 in the rest? This would make it possible to begin with multiclass eligibility in closely related professions, but I don't see anything game breaking in this.

WHY USE THIS MODULE?

1. It is possible to learn new professions in reality, so should perhaps be possible in fantasy?
2. It makes class combinations that are far away from each other harder to multiclass into.
3. This system avoids XP sink talents that are there to just eat away XP as a penalty for mixing professions. As buying into talents that do not add anything directly distracts from fun.
4. It avoids any pay x2 XP systems, as those can make you feel that it is better to just reroll your character, like if you for example want to abandon your one starting path into rogue and become a fighter with rank 3 talents. That can instead become a fun journey.
5. Willpower points are a finite resource you now have to spread out over multiple talents, talents you need to buy, so it is hardly game breaking to allow multiclassing.

WHY NOT USE IT?

You don't like the idea of multiclassing, or you have other rules for that.

Sample file



☐ CAN ROLL A CHAMPION

Replace the professions table in the Legends and Adventures supplement with one adding the Champion profession, the so far only officially added profession.

D66	PROFESSION
11-14	Champion (from the Bitter Reach)
15-22	Druid
23-26	Fighter
31-34	Hunter
35-42	Minstrel
43-46	Peddler
51-54	Rider
55-62	Rogue
63-66	Sorcerer

Original idea: Mattia

You must then also add a rollable formative event table for the Champion class.

D6	FORMATIVE EVENT, CHAMPION
1	**ENSLAVED**. You spent almost a year enslaved. They made you work day and night, treated as a beast. You escaped on a stolen mount. ✥ Receive a mount (not warhorse). Might 1, Endurance 1, Pain Resistant
2	**CRUISADE**. You partook in a warband with a goal to change things. It went badly, and almost everyone died, facing your enemies. ✥ Receive a mace, an open helmet and a non-heavy body armor. Melee 1, Endurance 1, Hammer Fighter
3	**BESIEGED**. You defended an area under siege, and while your side in the end was victorious, the victory came at a hefty price. ✥ Receive a broad sword, a large shield, a chainmail and a crossbow + quiver with 1 unit of bolts. All items have permanently lost 1 die. Melee 1, Marksmanship 1, Defender
4	**FOUND A RELIC**. You found a thing that sparked something within you. A path toward your destiny. ✥ Receive sleeping furs, a small tent and roll for a carried precious find with a D36, add 20 to the result. Move 1, Scouting 1, Lucky
5	**WITNESSED A MIRACLE**. You saw it with your own eyes and it changed your life forever. Perhaps someone survived a mortal disease or perhaps a god appeared before you in a dream. Since then, you have dedicated your life to follow your chosen path. ✥ Receive a heavy warhammer and 2 doses of antidote against lethal poison. Healing 1, Insight 1, Incorruptible
6	**CHALLENGED A DEMON**. You tell that story and no one seems to believe you, but it truly happened: You stood in front of it and survived. It wasn't really a fight, but you stood the ground and, for some reason, it ran away. ✥ Receive a morningstar, a light shield and a holy symbol. Melee 1, Lore 1, Fearless

WHY USE THIS MODULE?

You want your players to be able to play a Champion and you use the Legends and Adventures tables.

WHY NOT USE IT?

You are fine with having your players not be able to roll forth a Champion or you use other tables for that.

Sample file



☐ CAN ROLL ALL PATH TALENTS

You can replace the rollable profession talents tables in the Legends and Adventures with these. Before you roll, ask your GM what paths from expansions and this booklet that are allowed. Perhaps expansions' paths should be disallowed until they first have been discovered in game? Then reroll if you roll an unallowed entry. I added the Bloodmarch disciplines to sorcerers, even though druids can learn them, as I feel sorcerers would be more likely to have them.

D8	NON-SPELLCASTER TALENT
1-6	Same result as in the original table
7-8	The new path for the profession (see profession talents in this booklet)

D6	DRUID TALENT
1	Path of Healing
2	Path of Shifting Shapes
3	Path of Sight
4	Path of Ice (from the Bitter Reach)
5	Path of Nature (found in this booklet)
6	Path of the Swarm (found in this booklet)

D66	SORCERER TALENT
11-14	Path of Blood
15-22	Path of Death
23-26	Path of Signs
31-34	Path of Stone
35-42	Path of the Elements (Bitter Reach)
43-46	Path of Magma (Bloodmarch)
51-54	Path of Mentalism (Bloodmarch)
55-62	Path of Oneiromancy (Bloodmarch)
63-66	Path of Magnetism (Bloodmarch)

WHY USE THIS MODULE?

You want your players to be able to start with more paths and you use the Legends and Adventures tables.

WHY NOT USE IT?

You do not want these paths available at all, or at least not from the start.

☐ XP AS A GROUP

If you have a somewhat consistent adventuring party, then treat the PC adventuring party as having a "gained XP" value as a group.

Whenever you would give out XP, instead apply it as the groups total XP after you have split it by all attending party members. In the end the pool should increase with what the average adventurer would gain, and that is also what you give out to all attending adventurers.

It doesn't matter if you use the XP questions from the PHB, if you have added you own questions like "did you learn any lore about the world? +1 XP", or if you just apply a fixed XP rate, perhaps around 1 per hour or so, just to keep them more focused on the adventures and not get distracted by some XP farming meta-gaming.

On player absence: Then they do not gain XP. But allow them to gain +50% XP until they catch up. For example, if your group gains 5XP per session and a player misses two sessions, they will be 10 XP behind, give out 7 and 8 XP per session until the catch up two sessions later.

On player death or new players: Make a new character and allow them to spend 50% of the groups XP immediately. They then gain a +100% XP rate per session, until they catch up. If they miss a session, you can reduce this to just +50% during the last two sessions before they catch up.

WHY USE THIS MODULE?

1. There will be less competition to find the perfect "dark secret", "pride", etc, to gain XP from. They will become more of a group effort.
2. Player death is often just bad luck and it can feel a lot more fun, if you actually can get back and will not "forever" get left behind.
3. It can get a bit easier to track the XP everyone should have from the GMs perspective.

WHY NOT USE IT?

You are fine with the XP system as it is, or use other alternatives.

Sample file





SKILLS

A good advice is to never have your players make a roll if there aren't any consequences to failing. Like just because you say you are scouting, don't make a roll. The GM will tell you if an ambush or anything appears and will then tell you to roll, when there are consequences for failure.

Let's say the adventurers are searching for traps, then first roll when they are about to trigger one... or maybe make them automatically succeed if the trap is very easy to notice, if they are searching for it. I would also make them roll just before triggering a trap, even if they had not said they were looking for traps, but without any bonus, or perhaps with a penalty, to the roll. Searching in itself should just be a time penalty, like "sure, you search thoroughly, but it doubles the time you spend in each room and corridor, you now just hope that your torches will last".

Maybe make a player roll, even if there are no consequences, if you really want them to feel on edge, to add to the tension of a scene. Like where a success maybe only gives a "you hear noises from behind what you can see, its coming closer, you are being hunted". In that case, even on a failed roll, the players will start to guess that something is wrong.

☐ ROLL AT A PERIOD'S END

When taking actions that take time to complete, make any rolls first when they can have any effect. For instance, when applying long term care of critical injuries, first make the actual HEALING roll after half the duration of the critical injury have passed.

☐ PUSH OPPOSED ROLLS

You are now allowed to push opposed resistance rolls. For example, INSIGHT vs fear or magic "you fight the feeling as if it was life and death, even though your mind burns", ENDURANCE vs poison "you bite or cut the wound (note that this does not work in real life!)" or disease "you eat moldy things, making your tummy ache", scouting vs an ambush "you get jumpy and paranoid and double check everything, because you really think you heard something", LORE vs something that just came up "you are flabbergasted that you don't recall more about this this, a minor brain meltdown that makes you unsure of yourself, because this was something you surely researched only a few years ago".

WHY USE THIS MODULE?

1. Pushing rolls can add to dramatic moments.
2. Allowing player to push gives them more agency.
3. It can be used against your players. Important NPCs might get to push for a chance to enhance a scene.

WHY NOT USE IT?

It might feel strange and that you are gaming the system? It is good as is it.

Sample file



☐ PUSH ROLLS OUT OF COMBAT

If you push rolls out of combat, your GM should tell you that there either will be a downside from pushing, like "you will make a lot of noise", or that you will suffer a mishap or a more severe mishap if the push doesn't yield you more ⚔. This commonly applies to: Forage, Hunt, Fish, Craft, Repair and Tame Animal rolls. Damage from such rolls should also not be healable until the task is fully completed. Mishap examples:

- Pushed CRAFT roll to chop wood yields you no additional ⚔: Your TIMBER AXE might now be broken and require repair.
- Pushed ANIMAL HANDLING roll to tame an animal fails: The animal becomes violent or afraid of you.
- Pushed MOVE to climb something that takes 15 minutes or more to climb fails: You don't give up during the climb, instead you stubbornly fall.

WHY USE THIS MODULE?

It adds a deterrence from pushing rolls where a failure often doesn't come with any real consequences. As attribute damage in these cases often can just directly after be healed with rest. You otherwise run the risk that these rolls could be a way to farm Willpower Points.

WHY NOT USE IT?

You could be fine with just not allowing such rolls to be pushed. Or you might allow them to be pushed only in dramatic situations. Or you might even consider that this actually should be a good way for PCs to farm Willpower Points.

☐ GROUP ROLLS

When all PCs needs to succeed a task; then instead of having only the weakest link roll, like the rules for STEALTH, or have all roll to succeed like when rolling MOVE to climb, now all PCs always rolls and must succeed, but each PC is allowed to give excessive successes to help their teammates. Like giving a helping hand, or in the case of STEALTH, maybe scouting ahead, giving signals when it is clear or even causing minor distractions.

WHY USE THIS MODULE?

This adds fun to making group rolls. And allows competent characters to better shine.

WHY NOT USE IT?

Original rules are harsher, but so is life. This also makes tasks unnecessarily easy.

☐ MANIPULATION BONUSES DO NOT STACK, ADD TO REPUTATION

Only one of your items can give you a bonus to MANIPULATION at the same time. The rest of any such items become a talking point, and are instead converted to bonus Reputation. If you lose these items, you simply loose that reputation. Since you partially have become famous just for "being the guy in the golden armour", people might not really connect the dots or forget about you if you lose it.

WHY USE THIS MODULE?

Making them stack can probably be too powerful. Making them not do anything could feel boring.

WHY NOT USE IT?

You do not find that adding reputation would be a better solution.

Sample file





TALENTS

This chapter contains new talents and extra ranks to existing talents and even some changes to talents. Mostly to increase PC options.

Note that a lot of talents added here have ranks up to 5, these are only used if you are using the "Talents can rank up to 5" module, if not just ignore the rank 4 and 5 entries.

☐ FREE ACTION LIMITATION

Whenever you are allowed to make a FREE action (i.e. not part of your standard SLOW and FAST actions), you may not benefit from any general talents – other than the effect, if any, that allowed you to take the FREE action to begin with.



WHY USE THIS MODULE?

1. Talents that give free actions tends to be more valuable than other talents, this reduces their value.
2. Makes PCs a little less superhuman.

WHY NOT USE IT?

You are fine with free actions being powerful or you feel that this just complicates things.

☐ D8 TO REPLACE +1 BONUS

Whenever a talent adds a D8 Artifact Die to a roll, the D8 now replaces any previously added +1 modifier to the roll, if they would apply to the same thing.

Notice that this doesn't affect the HORSEBACK FIGHTER talent, as the D8 is applied to MOUNTED CHARGE attacks and the +1 is applied to all mounted melee attacks.



WHY USE THIS MODULE?

1. A D8 is as likely to roll any ⚔ as ~2.9 D6, and if you count the double success on an 8 as 2⚔, it is worth up to 3 times as much. While one might think that the increased cost of the talent perfectly justifies this, other things you spend XP on get diminishing returns at higher level. Like increasing a skill from +2 to +3 costs a lot more, than from +1 to +2, but this is not the case with these talents.
2. Makes especially combat-oriented PCs slightly less powerful compared to non-combat-oriented PCs.

WHY NOT USE IT?

You are fine with PCs giving a stronger value to talents than skills.

Sample file



☐ SMALL KIN

Since Goblins and Halflings are so much smaller than humans, they gain a permanent+1 modifier to stealth. They are also the only ones that can ride ponies and wolves.

The downside is that, longbows and all non-light 2-handed melee weapons used by them now impose a -1 MOVE penalty. Heavy melee weapons can only be wielded using both hands and the combination of 2-handed plus heavy melee cannot be used at all by them.

WHY USE THIS MODULE?

1. It feels natural that smaller kin gain a bonus modifier to stealth.
2. It feels natural that smaller kin would have problems wielding larger weapons, as they lack mass for that.

WHY NOT USE IT?

You roleplay this in other ways or are just fine with size having no implications.

☐ KIN & PROFESSION SYNERGY

If a profession talent adds the same effect as a kin talent, you may treat the first Willpower Point spent as if two.

WHY USE THIS MODULE?

1. It is not more overpowered then if you were a half-elf to begin with.
2. It in many cases make sense. Like that an orc would choose to be a PATH OF THE BEAST hunter.
3. The talents are otherwise wasted, and that reduces fun.

WHY NOT USE IT?

This makes halfling better at being knights, and that feels a bit strange.

☐ TALENTS CAN RANK UP TO 5

Talents can further be increased to rank 4 and 5. You can find rank 4-5 versions of all talents in this booklet.

WHY USE THIS MODULE?

1. Good for longer campaigns, then your PCs will probably never complain that they might not have anything to spend XP on. There will always be things to strive for.
2. It can be added to important non-monster NPCs to further flesh them out and make encountering them more truly epic.
3. There actually exists an NPC with a rank 5 talent in the core material (Bloodmarch, page 178).

WHY NOT USE IT?

You are not using the "Talents costs as skills" together with the "Flatten skill costs" or the "Talents require skills" module and feel that they therefor become too cheap and easy to get. Rank 4-5 talents are also all homebrew and you might not like them, or you worry they could make the PCs feel too epic.

Sample file



☐ ENHANCED MASTERWORK TALENTS, BUT TOUGHER REPAIRS

Crafting talents that at higher ranks allows you to add to item quality, Item Bonus, Weapon Bonus or Armor Rating by taking a negative modifier to the crafting roll (i.e. Bowyer, Smith, Tailor and Tanner), now gains talent modifier/artifact dice at higher ranks.

But any dice above what is normal for an item, magical or not, is added as a penalty when they are repaired.

- RANK 2: Gain a +1 modifier to applicable crafting and repair rolls.
- RANK 3: You can add a D8 Artifact Die to applicable crafting and repair rolls. (Note that this replaces the +1 modifier if you use the "D8 to replace +1 bonus" module.)
- RANK 4: Replace the D8 with a D10 Artifact Die.
- RANK 5: Replace the D10 with a D12 Artifact Die.

WHY USE THIS MODULE?

1. The higher the rank of these crafting talents, the higher the XP cost just to add an option that might be very hard to even use. That makes them less worth to keep investing in.
2. A master smith would have a higher chance of making a simple sword then an apprentice.
3. A chipped masterwork axe made out of dwarven steel probably would require more experience to repair, then a chipped crude bronze axe.

WHY NOT USE IT?

You like the crafting talents more as they are.

☐ MULTIPLE CRAFT SUCCESSES

If you roll multiple craft successes, you can optionally have made more identical items equaling the amount of ⚔ you rolled, as long as you have the materials for them all.

☐ DISARMS COUNTS AS ATTACKS

There are some talents that affects "all attack rolls". It is a bit vague. Even a SHOVE is listed as an attack (Player's Handbook page 93). So, any offensive action, that makes you roll an "attack roll" with the weapon, like a DISARM now also counts as an attack.

Note that you only can use a weapon to SHOVE, if the weapon actually has the HOOK feature.

☐ ADD RANKS TO KIN TALENTS

Kin talents now have ranks. These can be increased just like any other talent.

Note that you should ignore the rank 4 and 5 entries, unless you also use the "Talents can rank up to 5" module.

ADAPTABLE

The kin talent of Humans. Rank 1 as in the Player´s Handbook.

- RANK 2: Spend 1 Willpower Point to gain or give a D8 instead of a D6 when helping or being helped by others. Can only be applied once per roll.
- RANK 3: When you use rank 1 to use a different skill, add any dice from the replaced skill and choose which of the skills' attribute to use.
- RANK 4: You grant nearby allies a +1 bonus to one skill you have 1 or more ranks in, but this does not let them surpass your level in the skill.
- RANK 5: Gain +1 to any one attribute, may not exceed 6.

INNER PEACE

The kin talent of Elves. Rank 1 as in the Player´s Handbook. Whenever you meditate you may combine effects, each costing you additional Willpower Points.

- RANK 2: You may spend 1 Willpower Point to alter your appearance slightly when you meditate. Small changes take up to a week to take effect and

Sample file



major changes can take months to apply. This also allows you to, over one week's time, heal any permanent critical injuries and/or move an attribute point to another attribute, as long as all attributes stay within the range of 2-5, with the exception of Agility that can be within 2-6.

- RANK 3: When you meditate you feel a connection with the past, it may be the elf that sprung your gem shard, your own memories, or perhaps a deep connection to the ancients in the Stillmist. For each WP, you may ask questions about a place, a person or artifact. The GM will either hand you a legend about it, a last known location, or answer anything else about is history or origin. It is possible that something is so insignificant that you get no answer at all.
- RANK 4: You may, for 1 WP, meditate to improve yourself. Gain +1 to an attribute for a day or until you meditate again, whatever comes first.

  You now also know how to bury your ruby into a tree to become an Ent. This process takes at least 2d6 years and life as an Ent is slow to anyone but you. As you take energy from the sun, you only heal, drink and gain nutrition by remaining rooted. As long as you are not power gaming an Ent army, the GM might at this point allow you to make a new character, and if so, you may help to decide what your Ent's motivations will be and why.
- RANK 5: As rank 4, but you may spend up to 3 WP per attribute, each WP so spent grants a +1 bonus for a day or until you meditate again, whatever comes first.

PSYCHIC POWER

The kin talent of Half-elves. Rank 1 as in the Player´s Handbook.

- RANK 2: You may spend 1 willpower to push any* roll you make, though raw psychic power. If made on a roll you normally could have just pushed, you may reroll dice showing as 💀 on the initial roll.

  *: You can with this push any rolls that gain ⚔ on 6's, and have no effect on 2-5. So, you are allowed to push armor rating rolls, reputation rolls, Wits rolls made to learn talents, and so on. Note that this talent cannot be used on an already pushed roll, you are no Dwarf.
- RANK 3: At the end of a session, when you gain xp, gain 1 Willpower Point if you are below your Wits.
- RANK 4: When you are at 0 Willpower Points, you may spend up to one point of Wits per round as if they were WP.
- RANK 5: At the end of a session, when you gain xp, gain 1 Willpower Point. Stacks with RANK 3.

TRUE GRIT

The kin talent of Dwarves. Rank 1 as in the Player´s Handbook.

- RANK 2: When you use rank 1, every Willpower Point spent now allows you to push the roll two more times, instead of only one.
- RANK 3: Gain a +1 modifier to any one skill.
- RANK 4: You may spend 1 WP to either reduce any non-self-inflicted damage you take by 1, or the Power Level of a spell targeting you by 1.
- RANK 5: Improve the skill modifier from rank 3 by one, to a total of +2.

HARD TO CATCH

The kin talent of Halflings. Rank 1 as in the Player´s Handbook. Are also Small, if you use the "Small Kin" module.

- RANK 2: If you use the "Short break" module then you may double any positive effects from using alcohol and tobacco, you may also double the potency of Narcotics. This has no effect on the INTOXICATED condition.

  If you do not use the "Short break" module, instead roleplay this to as once per Quarter Day you can take a turn (15 minutes) to restore 1 Wits and Empathy.
- RANK 3: Good fortune. Spend 1 Willpower Point to reroll an attribute die showing a 💀, or 2 WP to reroll any other die that shows a 💀, and has a detrimental effect on a 💀.
- RANK 4: As long as you have at least 2 WP, treat all untrained skills as if they had a skill level of 1.
- RANK 5: As long as you have at least 3 WP, gain a +1 bonus to all skills. This effect stacks with rank 4.

Sample file



HUNTING INSTINCTS

The kin talent of Wolfkin. Rank 1 as in the Player´s Handbook.

- RANK 2: You may spend 1 willpower to ignore becoming COLD. You may do this after you have seen the result of any roll. If combined with Path of the Forest rank 2, you instead become immune to COLD.
- RANK 3: You may designate a whole group as your prey. The whole group must be within line of sight, or have a scent to follow. Count this as if you at the same time would have a designated prey of each individual target, but any attack bonuses against them are halved, round down.
- RANK 4: You gain a bonus die to all rolls when you are outdoors in a forest or dark forest hex.
- RANK 5: You gain an additional bonus die against your designated prey.

UNBREAKABLE

The kin talent of Orcs. Rank 1 as in the Player´s Handbook.

- RANK 2: You may spend Willpower Points to reduce ⚔ from fear effects. If you can make a roll to resist the fear effect, you can spend WP after seeing the result of that roll.
- RANK 3: When you use rank 1 or 2 of this talent, the first Willpower Point you spend, counts as two.
- RANK 4: After using rank 1, gain an additional d8 die to your next attack during the encounter.
- RANK 5: The effect from rank 4 now effects all your attacks until the encounter ends.

NOCTURNAL

The kin talent of Goblins. As in the Player´s Handbook, but with an addition to rank 1. Are also Small, if you use the "Small Kin" module.

- Added to RANK 1: You take a -1 penalty to all skills while in bright sunlight. This can be averted with a hooded cloak or other headgear that gives at least a -2 penalty to SCOUTING. You may for free add such a cloth item to your starting gear.
- RANK 2: When an enemy selects you as the target of an attack, and skips attacking one of your allies who are equally or closer in range to the enemy, you have the option to spend 1 WP to bait an ally into the enemy's line of attack. If so is done, you gain a free immediate RUN or RETREAT action, that automatically succeeds. Then, whether you choose to RUN/RETREAT or not, the ally you lured becomes the new target of the attack.
- RANK 3: You are used to a harsh life. Regain 1 attribute point in each attribute after each Quarter Day, as long as nothing hinders you from regaining attribute points. If a critical injury can kill you, you first die after twice the listed time.
- RANK 4: When you are in darkness, or in moonlight, every time you spend one or more Willpower Points to activate a talent or cast a spell, the first WP counts as two.
- RANK 5: When you are at 0 Willpower Points, you may spend up to one attribute point per round as if they were a Willpower Point.

WHY USE THIS MODULE?

1. Gives choice of kin some added flavor and uniqueness.
2. It can also give flavor to important NPCs, like "Paragons of their kin".
3. Gives some more options for players, especially if you run longer campaigns and will gain lots of XP.

WHY NOT USE IT?

Kin choice should not be that important, this also adds a lot of homebrew features, some of which you might not like.

Sample file



PROFESSION TALENTS

Each profession has gotten a new path, except for druid's that have gotten two. Sorcerers already got enough paths, so they were left without any new.

Note that you should ignore the rank 4 and 5 entries, unless you also use the "Talents can rank up to 5" module.

CHAMPION TALENTS

PATH OF FATE

Rank 1-3 as in the The Bitter Reach. However, do note that FREE actions no longer benefit from other talents, if you use the "Free action limitation" module.

- RANK 4: When you suffer a critical injury, you may spend a Willpower Points to reduce the severity by 20 per WP, down to a minimum of 11.
- RANK 5: Gain a WP whenever you suffer a critical injury.

PATH OF THE HOLY VOW

Rank 1-3 as in the The Bitter Reach.

- RANK 4: When using your holy vow, you may roll your full amount of attribute dice, even if they have been reduced.
- RANK 5: When using your holy vow, you may ignore up to half the 💀 rolled on an attribute dice when you push a roll, round up in your favor, they will then however not give you any WP.

☐ ENHANCED PATH OF PROTECTION

Addition to RANK 3: Both you and your ally can make armor rolls to mitigate any received damage.

PATH OF PROTECTION

Rank 1-3 as in the Bitter Reach, or change rank 3 according to the "Enhanced Path of Protection" module if it is used.

- RANK 4: You may spend Willpower Points to protect your allies from harm. Enemies that start their turn within your reach suffer a penalty to all attacks against your allies equal to the amount of WP you spent. Lasts until the end of the encounter or until you are BROKEN whatever happens first.
- RANK 5: When you use rank 3 and 4, the first Willpower Point you spend counts as two (or three if you are a Half-elf).

☐ PATH OF VALOR (NEW PATH)

Only by being the one that does the impossible, will you honor your conviction.

- RANK 1: You may spend a FAST action to shout out a few rousing words and then gain a pool of Valor points equal to the amount of Willpower Points you choose to spend. These points will automatically be spent to negate any ability damage you suffer, on a "one point of Valor-for-one damage" basis. At the end of the encounter, any remaining valor points are lost. If this saves you from receiving attribute damage caused by pushed rolls, such pushed dice does not give you any WP.
- RANK 2: Your pool of Valor grants an equal amount of bonus dice against FEAR to you and all your allies. This does not spend any Valor.
- RANK 3: You may spend Valor points before making an attack with a melee weapon. If successful the attack deals 1 + any number of spent Valor points extra damage.
- RANK 4: As rank 2, but as long as you have Valor, also add your REPUTATION to the amount of bonus dice you and your allies gain against fear.
- RANK 5: When you set up a pool of Valor (see rank 1), you may select any number of allies within NEAR range. They will now also deplete your Valor pool to negate received attribute damage. If this saves them from receiving attribute damage caused by pushed rolls, such pushed dice does not give them any WP.

DRUID TALENTS

PATH OF ICE

Rank 1-3 as in the The Bitter Reach.

- RANK 4-5: You can also cast rank 4-5 spells from the Ice affinity discipline.

Sample file



PATH OF HEALING

Rank 1-3 as in the Player's Handbook.

- RANK 4-5: You can also cast rank 4-5 spells from the Healing discipline.

PATH OF SHIFTING SHAPES

Rank 1-3 as in the Player's Handbook.

- RANK 4-5: You can also cast rank 4-5 spells from the Shapeshifting discipline.

PATH OF SIGHT

Rank 1-3 as in the Player's Handbook.

- RANK 4-5: You can also cast rank 4 spells from the Awareness discipline.

☐ PATH OF NATURE (NEW PATH)

A new magic path for druids.

- RANK 1-5: You can cast rank 1-5 spells from the Nature discipline.

☐ PATH OF THE SWARM (NEW PATH)

A new magic path for druids.

- RANK 1-5: You can cast rank 1-5 spells from the Vermin discipline.

WORSHIP OF SWARM DRUIDS?

The insect god Harm is noted to be worshiped by certain druidic societies, and fits well. Harm is an incarnation of the wild and untamed nature, as an unusually capricious and incomprehensible aspect of the omnipresent Nightwalker. (Book of Beast page 127). These druids could likely have originated from the elven jungles of Treuwen, sent out to make sure that dwarves or others do not upset the balance of nature. Some may even have begun to worship "Eating wyrm", an aspect of the god Wyrm (The Bloodmarch, page 149).

FIGHTER TALENTS

PATH OF THE BLADE

Rank 1-3 as in the Player's Handbook.

- RANK 4: You may now combine multiple ranks of PATH OF THE BLADE during the same action. For 1 Willpower Point, you may for one action count your melee weapon as if also being of another type. This enables it to benefit from multiple weapon talents at the same time.
- RANK 5: When you count a weapon as an additional type, it automatically counts as if it was of all possible weapon types.

PATH OF THE SHIELD

Rank 1-3 as in the Player's Handbook.

- RANK 4: You may spend a Willpower Point to be allowed to parry a monster attack.
- RANK 5: You may combine any two ranks from this talent and doing so cost you 1 less WP.

☐ ALTERNATIVE: PATH OF THE ENEMY

This an alternate version of PATH OF THE ENEMY, that don't depend on hidden combinations. It can be used if you don't intend to use the hidden combinations rules at all, or if you don't want to use it often.

- RANK 1: You may for 1 Willpower Point change your initiative to that of any other unused initiative card during this round, and you then go back to your old initiative during your next round of combat. This talent can be activated at any time, even while it isn't your initiative.
- RANK 2: For 1 Willpower Point you may have the target be unable to PARRY or DODGE one of your attacks.
- RANK 3: Whenever you "over-parry" an attack, as in roll more ⚔ than you needed to parry, you may spend 1 Willpower Point to treat any excess ⚔ as if it was from a counter attack. This costs you no additional actions and your opponent cannot DODGE or PARRY this riposte.

Sample file



- RANK 4: As rank 1, but you may choose to keep your selected initiative card.
- RANK 5: When you BREAK an enemy, you can regain your spent FAST and SLOW actions for 1 WP.

OLD: PATH OF THE ENEMY

Only use this if you don't replace the original PATH OF THE ENEMY with the "Alternative: Path of the Enemy" module.

- RANK 4: As per rank 1 and you gain a free action directly after the HIDDEN COMBINATIONS takes place. The free action must be taken from the FAST action list.
- RANK 5: As per rank 4 and your free action can also be taken from the SLOW action list.

☐ PATH OF THE BODY (NEW PATH)

You practice an unorthodox close combat fighting style.

- RANK 1: When you SHOVE, GRAPPLE or BREAK FREE, you can spend Willpower Points which are automatically turned into extra ⚔. You may even roll first and spend WP after you see how the roll goes.
- RANK 2: You may spend 1 WP to roll your full number of dice, even when damaged. The effect lasts a day or until you become BROKEN.
- RANK 3: When rolling for ENDURANCE, you can spend Willpower Points which are automatically turned into extra ⚔. You may even roll first and spend WP after you see how the roll goes.
- RANK 4: You may spend WP to be unable to count as BROKEN or unconscious, and keep your full allotment of actions, for a number of rounds equal to the WP spent. During these rounds, you roll your full number of attribute dice (even when damaged) and may reduce any damage received by 1. It does not protect you from any critical injuries, so those can still kill you. It doesn't hinder you from pushing any rolls, but only gain WP from 💀 that actually reduce an attribute. If you activate it first after you have become BROKEN, you could count as both PRONE and DISARMED.
- RANK 5: You may spend Willpower Points to enhance your Strength or Agility by up to 3 points each for a turn (15-minutes). When the turn ends, any damage taken will spill over to your regular attributes, but will not reduce you below 1.

HUNTER TALENTS

PATH OF THE ARROW

Rank 1-3 as in the Player's Handbook.

- RANK 4: If you wound with a ranged attack, you can spend Willpower Points, to add a SHOVE or DISARM effect. Each WP adds 1 ⚔ towards the selected effect. If the WP adds no effect because the target has some resistance to the effect, like the FIRM GRIP or STEADY FEET talents, then you are also refunded the spent WP.
- RANK 5: If you wound with a ranged attack, you can spend 1 Willpower Point to have it deal an automatic critical injury. No effect on monsters.

PATH OF THE BEAST

Rank 1-3 as in the Player's Handbook.

- (RANK 2: If the "Kin & profession synergy" module is used, an orc can treat the 1:st WP as 2)
- RANK 4: Your animal always helps you when you are SCOUTING, as long as it can alert you, you may spend Willpower Points for extra ⚔ on the SCOUTING roll, after seeing the result.
- RANK 5: As rank 3, but your animal continues to fight until it is BROKEN or you call it off.

PATH OF THE FOREST

Rank 1-3 as in the Player's Handbook.

- RANK 4: For 1 Willpower Point per Quarter Day, you may treat difficult ground as if it was not.
- RANK 5: You may spend Willpower Points to add ⚔ to any skill roll, as long as you are outdoors in a forest. You may do this after seeing the results of the roll.

☐ PATH OF THE STALKER (NEW PATH)

You are adept at stalking and eliminating your prey.

- RANK 1: When rolling for STEALTH in a dark or dimly lit environment, you may spend Willpower

Sample file



Point which then is automatically turned into extra ⚔. You may even roll first and spend WP after you see how the roll goes.

(If the "Kin & Profession synergy" module is used, a goblin can treat the first WP as if two)

- RANK 2: As long as you aren't in arm's length with an enemy, you may spend a FAST action and a Willpower Point to try to hide in combat. Move up to one zone. As long as one of the zones grants you cover, you can roll STEALTH vs SCOUTING, with one free ⚔, but you must add the distance penalty from your final zone as if it were a SNEAK ATTACK action. On a success you have become hidden and your round ends.

  If you during your next round attack from your hidden state while combat is ongoing, you are no longer hidden. Such an attack is treated as a SNEAK ATTACK, so the targets cannot DODGE or PARRY it, but you do not gain any bonus action.
- RANK 3: You can spend Willpower Point to designate a person or a creature as your prey. Your prey must be within line of sight, or there must be a track to follow. In combat, all your attacks against your prey get a +1 bonus per WP, until the creature is BROKEN or until you choose to let your prey go. You can follow your prey's tracks for 1 day per spent WP.

  (If the "Kin & profession synergy" module is used, a wolfkin can treat the first WP as if two)
- RANK 4: Whenever you dodge an attack, you may spend 1 Willpower Point to add an ⚔ to the result, you may do this even after seeing the result of the roll.
- RANK 5: You can spend 1 Willpower Point to remain hidden after delivering a SNEAK ATTACK. The target must spend a slow action, rolling SCOUTING vs STEALTH in order to find you.

MINSTREL TALENTS

PATH OF THE HYMN

Rank 1-3 as in the Player's Handbook.

- RANK 4: You may as SLOW reaction add ⚔ to an ally's ENDURANCE roll. You must, if in combat, spend the SLOW action before seeing the result of the roll, but may spend the WP to add ⚔ to the result, on a one-for-one basis, after seeing the result of the roll.
- RANK 5: As rank 2, but the hymn can make your allies attribute go over their maximum by 1 point. Any attribute over their maximum disappears after a Quarter Day (or when damaged).

PATH OF THE SONG

Rank 1-3 as in the Player's Handbook.

- RANK 4: As rank 3 but you deal a minimum of 1 damage to one target. You can now target Monsters, but can then only deal them 1 damage per action.
- RANK 5: You may as a SNEAK ATTACK against targets at SHORT range, sing a soft lullaby that deals 1 damage to Wits to up to a number of targets equal to the number of Willpower Points spent, they all also become SLEEPLESS. You may keep singing by spending more Willpower during the following turns. Any targets that are BROKEN simply falls asleep. The targets will not recall hearing the song and will treat everything they see as if it was just a dream. If they however see anything hostile, like drawn weapons, or any one at ARM'S LENGTH, they will immediately snap out of the dream-state.

  Monsters takes no damage from this song, but will ignore non-hostile actions while the song lasts. Monsters will recall everything, as if it was not a dream, as soon as the song ends.

PATH OF THE WARCRY

Rank 1-3 as in the Player's Handbook.

- RANK 4: As rank 3, but all allies within the range may freely swap initiative cards with any damaged targets. If anyone who's initiative is swapped already have acted this round, all the swaps take effect first on the next round.
- RANK 5: You may spend 1 Willpower Point to have ALL allies within SHORT range, reduce the next Attribute damage they take by 1, down to zero. The effect lasts until the end of the

Sample file



encounter. If this saves anyone from receiving attribute damage by pushing themselves, that pushed die also do not return any WP.

☐ PATH OF INFLUENCE (NEW PATH)

You are a very smooth talker. Your words are simply irresistible. Path of influence only works if neither side has taken any hostile actions and the target must be able to clearly understand you (speak your language). It cannot be used on Monsters.

- RANK 1: You may spend a Willpower Point to improve the attitude of anyone towards yourself. An attitude can only be changed once and by one step, using this power and cannot be used against someone that is directly hostile, but the effect is otherwise permanent. Attitude can change from dislike, to indifferent, to friendly. If your previous actions are a cause for any dislike, a target can resist this with an INSIGHT roll.

  Someone who is friendly wishes you well, and will help you, and can often take small risks to do so. Someone who is dislikes you wishes you ill, and can take small risks to harm you.
- RANK 2: As rank 1, but can be directed towards someone else or towards a group, and can now also lower the attitude and can even go from dislike to openly hostile.
- RANK 3: As rank 2, but you can change the attitude of a whole group at once.
- RANK 4: You may plant a feeling of hopelessness by taking to someone for a turn. Spend any amount of WP, the target takes this as Empathy damage, resisted by an INSIGHT roll. If this breaks the target, they cannot choose to fight, they just want to be alone. If they were already low in morale, they are likely to commit suicide, otherwise they will ponder their options and recuperate after some rest.
- RANK 5: As rank 3, but up to two WP can be spent, moving the attitude up to two steps.

☐ MINSTREL INSTRUMENT FOCUS

If you are holding and playing an instrument with both hands, while using any Minstrel Talents, the first Willpower Point spent counts as two, or three if you are a Half-elf.

PEDDLER TALENTS

The GM should only allow a Peddler to create something when it is about to be used, and when it is not to be used, it instead costs no WP, a drawn tool will then simply be the same piece every time you draw it... and if you later have no WP when you are in real need of it, you have simply lost it.

PATH OF MANY THINGS

Rank 1-3 as in the Player's Handbook.

- RANK 4: You can now have one or more STASHES (likely in wagons or stores). A STASH takes up 25 units of weight, so you likely need a wagon or other location to store it. To gain one you also need to visit to a trading post. Your first STASH is free, but if you need to regain one, you have to spend a WP and 2D6 gold. You may from your STASH pull HEAVY objects, shields, armors, clothes, raw materials and tools, in addition to the options available from your knapsack.
- RANK 5: When drawing an item, you may either draw it as a masterwork item, with a +1 bonus, or double the value of your WP, so that each WP counts as if worth 2 gold.

PATH OF WORDS

Rank 1-3 as in the Player's Handbook. Note that this talent previously was called "PATH OF LIES", but was updated in later editions, if so, you might want to read through the official errata or get an updated pdf.

- RANK 4: If you are ever caught lying, you may still convince the participants by spending a Willpower Point. If you are caught a second time, you must spend 2 WP to continue fooling your subject. If you are caught a third time, then 3 WP and so on.
- RANK 5: You have such a natural understanding of how things are told, so you for 1 WP can tell apart what's probably true or not in rumors and legends, even if the one telling them to you is convinced of their truth.

Sample file



☐ ENHANCED: PATH OF TREASURE

Added to RANK 3: When used, you also get a somewhat accurate estimation of the value of any treasure you have found; artifacts are more or less priceless though.

PATH OF TREASURE

Rank 1-3 as in the Player's Handbook, or change rank 3 according to the "Enhanced: Path of Treasure" module if used. This talent was called "PATH OF GOLD" in earlier editions, rank 2 and 3 of the talent changed at the same time.

- RANK 4: You can spend Willpower Points to increase the value of something you sell by 25% per WP spent. Treat this as percentage units, so if you, let's say, could sell somethings for 25% of its value to someone not really in need of it, you can sell it for 50% after spending one WP. You can spend no more than 4 WP per sale.
- RANK 5: As long as someone recognizes you (a roll for REPUTATION), and they find that reputation more of a benefit for them, then a liability, then they start to think that helping you out will also benefit them in the long run. Each Willpower Points spent gives you a 10-gold discount on any one service they provide.

☐ PATH OF THE ARTISAN (NEW PATH)

You like to work with your items, not only buy and sell.

- RANK 1: You can in just a few minutes and with barley any materials craft make-shift tools, weapons and armor. Select a type of item and each Willpower Point spent, up to a maximum of three, gives it 1 item die or armor rating. These items give a -2 penalty to MANIPULATION if shown openly and count as BRITTLE. That means that they cannot be repaired and takes damage on any item die 💀, i.e., even if an attack wasn't pushed or armor wasn't pierced.
- RANK 2: You can fix anything. When you make a CRAFTING roll to repair a broken item, you may spend Willpower Points to cover for any missing talents required for the repair, or if you have all the required talents, then you can instead spend WP as extra ⚔ after looking at the result.
- RANK 3: Item care. Spend 1 WP and a Quarter Day to make a weapon, item or armor temporarily TOUGHENED. A TOUGHENED object ignores the first point of item damage it would take. This temporary bonus only lasts until the item takes damage, but you can then apply this item care again.
- RANK 4: You can spend a WP before making a CRAFTING roll to either halve the time it takes you to craft an item, or craft carefully, so that any failure won't use up any raw materials.
- RANK 5: Master care. As rank 3, but instead of applying TOUGHENED, you temporarily increase the gear bonus/armor rating of an item by +1 until it is damaged. Item care and master care does not stack.

RIDER TALENTS

Note that you should ignore the rank 4 and 5 entries, unless you also use the "Talents can rank up to 5" module.

PATH OF THE COMPANION

Rank 1-3 as in the Player's Handbook.

- (RANK 2: If the "Kin & profession synergy" module is used, an orc can treat the 1:st WP as 2)
- RANK 4: When you are not with your mount, you may spend a Willpower Point to add a d12 to any roll that would likely take you closer to being together again. It can be used against any obstacle that gets in your way of returning, as long as there is not a much simpler way of returning to it, like taking a FLEE action.
- RANK 5: You can communicate (whistle/neigh) with your mount perfectly even on DISTANT range, that for others looks more like a telepathic bond. Have your animal do any action for 1 WP. The action may be long and take time, like "get the rope from the back of the wagon and wait for me on the west side of the building".

PATH OF THE KNIGHT

Rank 1-3 as in the Player's Handbook.

- (RANK 2: If the "Kin & profession synergy" module is used, a halfling can treat the first WP spent as if two)

Sample file



- RANK 4: Whenever you or your mount are damaged by an attack, you may for one Willpower Point redistribute some or all the damage between the both of you. The new target is also allowed to reduce the damage they receive by rolling armor.
- RANK 5: You may spend the Strength or Agility of your mount, instead of spending your own Willpower points to power these talents. You may do this up to once per round.

PATH OF THE PLAINS

Rank 1-3 as in the Player's Handbook.

- RANK 4: When you use rank 1 of this talent, it affects all allies you are riding with.
- RANK 5: When riding, you may spend Willpower Points to add ✕ to any skill roll, as long as you can justify why doing the skill while as one with your mount, would do you good. You may do this after seeing the results of the roll.

☐ PATH OF THE COMMANDER (NEW PATH)

You are a natural leader. To use these powers, your allies have to be able to understand you.

- RANK 1: As a FAST action, you may shout a command for something that can be taken as a FAST action. Up to an amount of party members equal to the Willpower Points spent, may immediately take this action as a FREE action, temporarily breaking the turn order. The party members with lowest initiative acts first.
- RANK 2: As a FAST reaction, you may make a PERFORMANCE roll to reduce the effect of a fear attack, on a one-✕-for-one-✕ ratio. You may affect a number of allies within SHORT range equal to the amount of Willpower Points spent. If you are also affected by the fear attack, you take any damage to Empathy instead of Wits.
- RANK 3: As per rank 1, but the command can be for something that can be taken as a SLOW action.
- RANK 4: As per rank 3, but you may spend an additional WP to add a +2 modifier to the actions taken.
- RANK 5: As per rank 4, but when allies take the extra action, any skill roll associated with that action uses their full amount of attribute dice, even if that attribute has been reduced by damage.

ROGUE TALENTS

☐ PATH OF THE FACE DISGUISE KIT

Path of the Face now requires a Disguise Kit. This is a NORMAL weighted item, that you initially get for free. However, if you lose it, you must get a new one before you can use this talent again. This requires a visit to a trading post of some kind and that you spend a WP and either 2D6 silver or succeed SLEIGHT OF HAND roll to steal the stuff you need.

PATH OF THE FACE

Rank 1-3 as in the Player's Handbook, unless you use the "Disguise Kit" module, mentioned above.

- RANK 4: You may also apply rank 1 to anyone other than yourself, for 1 WP per person.

  Does your GM only allow rank 3 impersonations of kin of your size? If so, then you may now, by using stilts (NORMAL size object), assume the size of kins larger than yourself.
- RANK 5: If you use stilts as described in rank 4, you may, given enough time to prepare, assume the size of something larger that is not even humanoid, like a giant spider or an Ent.

PATH OF THE KILLER

Rank 1-3 as in the Player's Handbook.

- RANK 4: You may spend a Willpower Point and a Quarter Day to research a target, creature or group with similar training. All your attacks against such targets deals +1 damage on a hit. You may only have one target at any one time.
- RANK 5: As Rank 4, but you may have up to 12 different targets at the same time.

☐ PATH OF POISON

Rank 1-3 as in the Player's Handbook.

- RANK 4: As rank 1-3, but add +3 to the potency.
- RANK 5: As rank 3-4, but your poisons now also remain on your weapons for an additional attack. This also applies to ammunition; treat it as if you had coated more than one.

Sample file



☐ PATH OF THE BURGLAR (NEW PATH)

These talents can only be used if you are not wearing heavy armor or holding any heavy weapons.

- RANK 1: If you can prepare for 15 minutes, you may spend a Willpower point to automatically succeed a MIGHT roll.
- RANK 2: You may spend WP to add an equal amount of ⚔ to a SLEIGHT OF HAND roll. You may do this after you look at the result of your die roll.
- RANK 3: You are a master of distraction. You may spend 1 WP per party member to exclude them from a STEALTH roll. In the end, you or someone in your party still have to make the roll.
- RANK 4: You may spend 1 WP to take a free DODGE, GET UP OR FLEE action. You can use this a maximum of once per round.
- RANK 5: You may spend 1 WP to add +1 ⚔ to any MOVE roll. You may do this after you have looked at the result of your die roll.



SORCERER TALENTS

PATH OF BLOOD

Rank 1-3 as in the Player's Handbook.

- RANK 4-5: Cast Blood Magic rank 4-5 spells too.

PATH OF DEATH

Rank 1-3 as in the Player's Handbook.

- RANK 4-5: Cast Death Magic rank 4-5 spells too.

PATH OF THE ELEMENTS

Rank 1-3 as in the Bitter Reach.

- RANK 4-5: Cast Elemental rank 4-5 spells too.

PATH OF SIGNS

Rank 1-3 as in the Player's Handbook.

- RANK 4-5: Cast Symbolism rank 4-5 spells too.

PATH OF STONE

Rank 1-3 as in the Player's Handbook.

- RANK 4-5: Cast Stone Song rank 4-5 spells too.

SORCERER/DRUID TALENTS

It might be a good idea to disallow the Bloodmarch disciplines until they are found in game.

☐ PATH OF MAGMA

A magic path for Magma Song from the Bloodmarch.

- RANK 1-5: Cast Magma Song rank 1-5 spells.

☐ PATH OF MENTALISM

A magic path for Mentalism from the Bloodmarch.

- RANK 1-5: Cast Mentalism rank 1-5 spells.

☐ PATH OF DREAMS

A magic path for Oneiromancy from the Bloodmarch.

- RANK 1-5: Cast Oneiromancy rank 1-5 spells.

☐ PATH OF MAGNETISM

A magic path for Magnetism from the Bloodmarch.

- RANK 1-5: Cast Magnetism rank 1-5 spells.

Sample file



GENERAL TALENTS

All new talents are listed as modules, while old are just listed with what rank 4-5 can do, if you use the "Talents can rank up to 5" module. They should otherwise be ignored.

☐ ACROBAT

Your bodily grace amazes.

- RANK 1: You get a +1 modification when you roll for MOVE to reduce fall damage, balance, slide, somersault or RETREAT.
- RANK 2: If you successfully negate an attack by dodging and remain standing, you may at the same time RETREAT one zone, ignoring nearby enemies.
- RANK 3: You can add a D8 Artifact Die when you roll for move to fall, jump, balance, slide, somersault or RETREAT.
- RANK 4: Halve any damage received from falling, being thrown or from failing a RETREAT or FLEE action. Halve damage before applying reductions, round down.
- RANK 5: Replace the D8 die with a D12 die.

ALCHEMIST

Rank 1-3 are as described in the Book of Beasts.

- RANK 4: Replace the D8 die with a D10 die.
- RANK 5: Replace the D10 die with a D12 die.

☐ ALCHEMIST: EXTENDED OPTIONS

Changed ingredients to not be as specifically tied to a certain monster and added more potions. You now always need at least a monster or group that together has 12+ Strength to have enough ingredients unless something else is mentioned. If you are missing just some Strength or have some in excess, your GM could allow you to roll with a -1 penalty per 2 points missing, or a +1 bonus per 3 points in excess.

NAME OF POTION:	NEEDS CAULDRON, WATER, HERBS AND THESE ITEMS:
Drops of Strength	Heart of a humanoid with 18+ Strength
Elixir of Wisdom	Teeth from a monster that can physically or mentally change it appearance
Decoction of Cunning	Essence from a demon or group of demons with 18+ Strength
Quick Nectar	Feathers plucked from a monster or monster swarm
Healing Water	Blood from a monster with regenerative powers
Longwalk	Ground bones from ghouls or more powerful undead
Quenching Swig	Gall from a sea monster
Bellyfull	Gastric juices from a monster that can dissolve just about anything
Honey of Embers	Blood from a monstrous arthropod (exoskeletal creatures, like insects) or group thereof
Elixir of Life	Blood from a dragon (not drake) with 24+ Strength
Iron Juice	Scales from a monster or pulverized stone from a construct or group of constructs
Healing Decoction	Blood from a monster with regenerative powers
Refreshing Decoction	Slime from a mollusc/very slimy monster
Calming Decoction	Blood from a monster made of different human/animal parts
Intoxicating Decoction	Acid from monster that has an acidic attack
Porridge of Prophecy	Venom from a monster with a poisonous attack
Instant Sobriety	Ichor from an at-least partially non-corporeal undead
Everrun	Sap from a monstrous plant
Neverdown	Heart or hearts from monstrous animals (like larger version of real life animals)

Sample file



Cat's Reflexes	Teeth from a cat or snake-like monster
Pain Numb	Essence from a demon or group of demons
Dark Sight	Ashes from the burnt bones of intelligent undead

Instant Sobriety: Cures the INTOXICATED condition. Only available if you use the "Recreational drugs" module.

Everrun: Gain 2 ranks in ATHLETE for a Quarter Day. Only available if you use the "Athlete" talent module.

Neverdown: Gain 2 ranks in BERSERKER for a QD.

Cat's Reflexes: 2 ranks in LIGHTNING FAST for a QD.

Pain Numb: Gain 2 ranks in PAIN RESISTANT for a QD.

Dark Sight: Gain the ability to see in darkness for a QD, but also a -2 penalty to SCOUTING while in daylight. Ability to see in darkness is lost for as long as anything blinds you.

AMBIDEXTROUS

Rank 1-3 are as described in the Player's Handbook.

- RANK 4: If you hit the same target with two attacks one after another, first with your main weapon and then with your secondary, the secondary attack deals +1 damage.

  If you have KNIFE FIGHTER rank 2, you may now STAB with a knife or a dagger as a FREE action, once per round.
- RANK 5: As rank4, but a "double hit" deal one more damage (to a total of +2).

☐ ANIMAL WHISPERER

Animals respect you.

- RANK 1: Gain a +1 modifier when you try to calm or train an animal. You can train a tame animal to one of the following roles. This is done just as when using ANIMAL HANDLING to tame wild animals, although dogs will not roll for opposed strength. An animal can learn a maximum of one category plus one for each skill level in ANIMAL HANDLING you have.
- RANK 2: You make sure your food double as snacks for animals. If you have the time to give out food, you may add any successes (X) from your food resource die to the roll, adding any successes, but also risk reducing your available food.

  If you use the "Xd6's as resources" module, you may instead add up to 4d6 food resource dice to the roll.
- RANK 3: You can add a D8 Artifact Die when you try to calm or train an animal. An animal can now learn up to a maximum of two categories plus one for each skill level in ANIMAL HANDLING you have.
- RANK 4: You may use ANIMAL HANDLING against unintelligent monsters. This is then always an opposed roll vs their Strength. If you use this to train a young monster, it can be intelligent, but you need to reroll every time its Strength increases with age – but only once per Strength increase.
- RANK 5: Replace the D8 die with a D12 die. An animal can now learn up to maximum of three categories plus one for each skill level in ANIMAL HANDLING you have.

Tricks: You have taught your animal some basic party tricks, like "Come", "Sit", "Play dead", "Roll over", "Bark", "Spin", "Drop it", "Beg". The exact tricks it will know, will vary depending on the animal. These tricks can be taught even without the Animal Whisperer talent.

Ride: You can mount/ride the animal and it then listens to your commands. This training is included for non-predatory animals like horses, when they are tamed. It cannot be applied to animals that physically cannot be ridden.

War: You no longer need to make an ANIMAL HANDLING roll to keep the animal from fleeing if it is wounded, there is loud noises, heavy smell of blood, or general confusion around it. This training is only necessary for "prey animals" and not for predators.

War II: You have applied even more training for extreme situations, so that it ignores fear attacks, being surrounded by fire or hearing nearby powerful explosions.

Attack: You spend a FAST action to have your animal attack a target once. If you have multiple trained animals, you must spend a SLOW action to direct them.

Guard: After giving the command, it will alert the owner (or wake them) to any presence of danger it perceives. It can also add a gear dice to a lookout's SCOUTING rolls.

Hunt: When hunting, you can replace the SURVIVAL roll to find your prey with an ANIMAL HANDLING roll, add one gear die to represent the animal.

Sample file



Hunt II: You can send out the animal to hunt on its own. Roll your ANIMAL HANDLING for the initial hunt roll, add one gear dice to represent the animal. If you roll multiple ✕, reroll on the hunting table until an animal it can hunt is found. Any prey larger than your hunting animal will not be targeted, your hunting animal will then just return empty handed, but if it is smaller, it automatically succeeds. If the initial roll fails, the hunting mishap can result in your animal returning wounded, or not at all.

Track: By letting your animal sniff at something that belongs to a target, it can track it by scent, following it up to a number of days equal to your ANIMAL HANDLING roll.

Herd: Automatically succeed any rolls to heard animals.

Assist: Can lead a blind target. You no longer have to make SCOUTING rolls when travelling in darkness.

Skill training: You have repeatedly trained something so thoroughly, that the animal gains a +1 bonus to one skill and to your ANIMAL HANDLING rolls when used. Can only be picked once per skill.

☐ APOTHECARY

You know to some degree which plants and minerals affect the human body. This talent, if used, replaces POISONER. It also switches poison making from CRAFTING to HEALING.

- RANK 1-5: Same as for poisoner, but you can also use herbs to make narcotics, restorative salves and remedies for disease.

Narcotics: Base Potency 2. Gain one Willpower Point up to once per Quarter Day, but this cannot take your Willpower Points above the Potency. If the "Intoxicated" module is used, then you must succeed an ENDURANCE roll or gain the INTOXICATED condition.

Remedy for disease: Base Potency 4. Add BREAD to raw materials, for mold extraction. Add potency dice to your daily ENDURANCE roll made to resist ongoing disease.

Restorative salve: Add HONEY to raw materials. Choose two attributes upon creating this, heal 1 point of damage to the first, but take one point of damage to the second. Can only be used once per Quarter Day and it takes a turn (15 minutes) after it has been applied before it takes effect.

AXE FIGHTER

Rank 1-3 are as described in the Player's Handbook.

- RANK 4: When you deal a critical injury with an axe, treat your rank in EXECUTIONER as if it was two ranks higher.
- RANK 5: Replace the D8 die with a D10 die.

☐ BACKSTABBER

Original idea: Rymdhamster

While some people think that killing people from behind is disgraceful, you instead see it as effective.

- RANK 1: When you perform a sneak attack (see PHB, page 90), then if you use a LIGHT melee weapon, you may use SLEIGHT OF HAND instead of MELEE to perform it. If you do use SLEIGHT OF HAND, the attack ignores your victim's armor.
- RANK 2: Your SLEIGHT OF HAND sneak attacks that inflicts at least one point of damage, makes your target unable to speak or run away during his upcoming round.
- RANK 3: Your SLEIGHT OF HAND sneak attacks that inflicts at least one point of damage, also becomes an opposed roll vs the targets ENDURANCE. If the roll isn't successfully opposed (reduced to zero ✕), the target is automatically broken and suffers a critical injury. Monsters are immune.
- RANK 4: When attacking someone who is either unaware of your presence, or engaged in combat with someone else at ARM'S LENGTH, your attacks inflict an additional +1 damage.
- RANK 5: Ranged weapons can now be used to make SLEIGHT OF HAND sneak attacks, as long as they are used at a maximum of SHORT range.

BERSERKER

You may Berserk a maximum of once per combat encounter, other than that rank 1-5 works as described in the Player's Handbook. Rank 5 also adds an additional benefit.

- Added to RANK 5: You can now restore one more point than available in the attribute. Any excessive points are lost when the rage ends.

BOWYER

Rank 1-3 are as described in the Player's Handbook. The talent can be improved by implementing the "Bowyer: extended options", the "Survey the lands" (as it adds more

Sample file



materials), and the "Enhanced masterwork talents, but tougher repairs" modules.

- RANK 4: You can make ranged weapons with a Weapon Bonus that is three points higher than normal. This takes eight times as long and your roll is modified by –6.
- RANK 5: You can make ranged weapons with a Weapon Bonus that is four points higher than normal. This takes sixteen times as long and your roll is modified by –8.

☐ BOWYER: EXTENDED OPTIONS

This module adds more options to the BOWYER talent.

- ADDED TO RANK 2-5: The ability to make weapons with a Weapon Bonus that is higher than normal, extends to include arrows, wooden clubs and staffs. It also extends to any weapons made out of flint, obsidian, glass or bone.
- ADDED TO RANK 1: You can make melee weapons out of bone.
- ADDED TO RANK 2: You can make war bows, and flint knapped arrows and weapons.
- ADDED TO RANK 3: You can make composite bows, composite crossbows and make rawhide backings.
- ADDED TO RANK 4: You may craft two BOWYER items at the same time, provided you have the required materials.
- ADDED TO RANK 5: You automatically succeed BOWYER repair rolls.

Flint knapped arrows: These work just like iron head arrows. Remove 1/2 IRON, SMITH and Forge from requirements, but add 1 unit of FLINT, OBSIDIAN or GLASS to the requirements.

Masterwork Arrows/Bolts: You can make masterwork arrows and bolt. These are made just like when you make weapons with a bonus amount of weapon dice, except that masterwork arrows add this as a skill modifier when shooting. If you use the "Add resource die to rolls" module, add a resource die for wax, when crafting the ammunition.

Bone weapons: These weapons are like their metal headed counterparts, except that they become fragile; taking damage from 💀 even on non-pushed rolls. For weapons that normally use no more than 1/2 IRON to make, replace all that metal with one unit of BONE, for weapons that normally use more than 1/2 IRON to make, replace each unit of metal with one of WOOD and one of BONE. So, a bone sword would really be wooden, but with teeth or sharpened bone along its edge. Remove SMITH and Forge from requirements and reduce crafting time of weeks to days, and days or less to a QD.

Flint knapped weapons: These work as bone weapons, but replace BONE with an equal amount of FLINT, OBSIDIAN or GLASS. Due to their sharpness, they deal +1 damage.

War bow: These are made like other bows, but require double the material and an extra day of work. They deal +1 damage, but when you shoot, your rolled Agility dice cannot exceed your current Strength and your MARKSMANSHIP level is capped to your level in MIGHT.

Composite Bow: Composite bows are made of sinew, wood and horn. Only short bows can be made into composite bows. They gain +1 weapon die and increase their range one category. Add 1 unit of HORN and 1 unit of GLUE to the required crafting materials. Also increases the construction time from 1 day to 1 week. Composite bows will take damage from moisture, unless you waterproof them with 1/4 unit of WAX.

Composite Crossbow: These slightly larger crossbows replace their metal limbs with composite layer of sinew, wood and horn. Replace all required iron with an equal amount of HORN, WOOD and GLUE. They aren't really any better than regular crossbows, but loses the SMITH and Forge requirements. These crossbows will take damage from moisture, unless you waterproof them with 1/4 unit of WAX per used GLUE.

Rawhide backing: You can make self-bows (non-composite bows) less likely to break by backing them with a layer of rawhide if you are a rank 3+ bowyer.

This uses 1/4 unit of RAWHIDE, and grants a +1 CRAFTING die. Such bows will now take damage from moisture, unless you also waterproof them with 1/4 unit of WAX.

BRAWLER

Rank 1-3 are as described in the Player's Handbook.

- RANK 4: You may headbutt, kick or pummel your enemy as a FREE action. You may only make one such attack per round.
- RANK 5: Replace the D8 die with a D10 die.

Sample file





BUILDER

Rank 1-3 are as described in the Player's Handbook.

- RANK 4: Replace the D8 die with a D10 die.
  You may supervise two simultaneous constructions. Any constructions you supervise may benefit from your rank in BUILDER.
- RANK 5: Replace the d10 die with a d12 die.
  You may now supervise any number of simultaneous constructions. Any constructions you supervise may benefit from your rank in BUILDER.

☐ BUILDER: PROSPECTING BUILDERS

Builders now also have a knack for knowing where to search for valuable parts of the land, like a prospector of sorts, and can easier spot the weakest parts of a construction.

- Added to RANK 2-5: The gained +1 modification and Artifact die also applies when you SURVEY THE LAND and when you roll CRAFTING rolls to mine, chop wood, or extract other resources from the land or if/when you would break any constructions and items.

CHEF

Rank 1-3 are as described in the Player's Handbook. Rank 3 can however be affected by some modules, see below.

- ADDED TO RANK 3: If you use the "Short break" module, the consumable restores 1 point of Empathy during a SHORT BREAK, maximum once per Quarter Day.
- RANK 4: You can now find the time to cook 1 unit of FOOD while doing other things, once per Quarter Day. If you use the "Short break" module, then this is done during such a SHORT BREAK.
- RANK 5: You can make a feast when you cook. People that participate, counts as resting (but not sleeping), while eating and drinking during the same Quarter Day as you cook, and while doing this they all fully restore all attributes and may raise their Willpower Points up to their Empathy. A feast uses up 1 unit of produced food per participant and also 1 unit of water or other beverage.

☐ CHEF: CHEFS CAN BREW

The chef talent, makes you able to brew alcoholic beverages, like beer, ale, mead and wine. You cannot distill them into Liquor though. Rank 3 now also apples to brewed alcoholic beverages, so they are also considered masterwork, and also restore Empathy.

☐ CHEF: COOKING WITHOUT CHEF

You can cook without the chef talent; this requires a fire and works just like when a rank 1 chef would make food, except that these food resource dice cannot be stored – they are lost after a day. You can however try to share them with multiple party members during that day.

COLD BLOODED

Rank 1-3 are as described in the Player's Handbook.

- RANK 4: Your COUP DE GRACE attacks doubles as fear attacks against enemies within SHORT range. Roll PERFORMANCE or MANIPULATION, you may distribute any rolled ⚔ as Wits damage amongst your targets. Animals and monsters are immune.
- RANK 5: Each COUP DE GRACE you perform grants you a Willpower Point.

DEFENDER

Note that if you use the "Free action limitation" module, your FREE actions no longer benefit from talents, including this talent. This makes it extra important, to call out if you make a FREE parry or if you spend a FAST action.

Sample file



- (RANK 3: Note that you use a FAST action to PARRY, to gain FREE action parries.)
- RANK 4: When you don't PARRY an attack, you may add any held shield's Item Dice to your Armor Rating. So, for example if you DODGE, you may add them.

  If you also use the "Cannot parry arrows" module: You may now deflect projectiles with a weapon as a PARRY. Projectiles are however treated as STAB attacks (-2 penalty, or -4 without the PARRYING attribute).

  If you use the "Free action limitation" module, you may use these rank 4 effects during FREE action PARRIES.
- RANK 5: You can add a D10 Artifact Die to your roll when you PARRY.

☐ DIRTY FIGHTING

You know every trick in the book.

- RANK 1: When you use the FEINT action, you may instead of trading initiative cards, throw dust in your opponents' eyes as a SLEIGHT OF HAND roll. It counts as a piercing projectile attack for the purpose of parry/dodge and can only be parried with a shield. On a success the target is blinded, as if in total darkness for 1 round per ⚔. It cannot be used against monsters, unless under very special circumstances (up to the GM).
- RANK 2: When you use the FEINT action, you may instead of trading initiative cards, have the target lose all actions if you damage it with the next attack you take this round. Effect is reduced by 1 action per rank of the PAIN RESISTANT talent and monsters are immune.
- RANK 3: You may now use the FEINT action within NEAR range of your enemy. Also, when you use the FEINT action, you may instead of trading initiative cards, have the target be unable to DODGE or PARRY the next action you take this round.
- RANK 4: You may use FEINT as a FREE action once per encounter (15-minutes).
- RANK 5: As rank 4, but you may use each variant of FEINT as a FREE action once per encounter (15-minutes). You cannot use more than one of these FREE FEINTS per round.

☐ DIVER

You are an adept swimmer.

- RANK 1: While wearing no metal armor, you only need to roll for ENDURANCE every Quarter Day in water. You only need to roll for ENDURANCE to hold your breath every 10 rounds.

  Gain a +1 modifier to ENDURANCE rolls to stay afloat or hold your breath.

  If the "Survey the Lands" module is used, you can survey water hexes without a boat. Exchange the SCOUTING roll for an ENDURANCE roll, including any bonuses from this talent. If done during spring/fall you become COLD. It cannot be done during winter unless you have some magical immunity towards becoming COLD.

  The ability to hold your breath could ad-hoc give partial advantages near stinky enemies, etc.
- RANK 2: You can swim as a FAST instead of a SLOW action, effectively doubling your swim speed.

  Gain a D8 Artifact Die when you try to stay afloat, hold your breath or when you survey water hexes (if the Survey the Lands module is used).
- RANK 3: While submerged in water, you normally can only STAB, PARRY, DODGE and perform other actions the GM sees fit. These should normally be performed at a -2 penalty, due to being submerged in water, but you are so adept at fighting underwater, that you can turn the penalties into bonuses, i.e gain a +2 bonus instead of a -2 penalty to actions like these.
- RANK 4: Replace the D8 die with a D12 die.
- RANK 5: You automatically succeed any rolls to swim and you can hold your breath for a turn (15 minutes) before you need to roll.

☐ DUELIST

You excel at fighting with one hand free.

- RANK 1: Your attack rolls are modified by +1 when you use a one-handed weapon and have your other hand free.
- RANK 2: Your PARRY actions are also modified.
- RANK 3: You can add a D8 Artifact Die when you ATTACK or PARRY with a one-handed weapon and have your other hand free.
- RANK 4: Your DISARM actions are also modified.
- RANK 5: Replace the D8 die with a D10 die.

Sample file



DRAGONSLAYER

Rank 1-3 are as described in the Player's Handbook.

- RANK 4: Attacks against monsters deal 2 extra points of damage, instead of 1.
- RANK 5: Replace the D8 die with a D10 die.

EXECUTIONER (NOT USING CRITICAL INJURY MODIFIERS)

Use this, as in the old version of the EXECUTIONER talent, if you do not run the "Critical injury modifier" module.

- RANK 4: Your attacks deal +1 damage to non-monster opponents, as long as they are not immune to critical injuries.
- RANK 5: If you reduce an enemy's Strength to zero, gain a Willpower Point.

EXECUTIONER (USING CRITICAL INJURY MODIFIERS)

Use this version of the EXECUTIONER talent, if you use the "Critical injury modifier" module.

- RANK 1: When you deal a target a critical injury, add +10 to the result.
- RANK 2: When you deal a target a critical injury, add another +10 to the result, to a total of +20.
- RANK 3: When you deal a target a critical injury, add another +10 to the result, to a total of +30.
- RANK 4: When you deal a target a critical injury, add another +10 to the result, to a total of +40.
- RANK 5: When you deal a target a critical injury, add another +10 to the result, to a total of +50.

FAST FOOTWORK

Note that if you use the "Free action limitation" module, your FREE actions no longer benefit from talents, including this talent. This makes it extra important, to call out if you make a FREE DODGE or if you spend a FAST action.

- (RANK 3: Note that you use a FAST action to DODGE, to gain FREE action DODGES.)
- RANK 4: Ignore the -2 penalty to remain standing when performing a DODGE.

  If you use the "Free action limitation" module, you may use the rank 4 effects during FREE action DODGES.
- RANK 5: You can add a D10 Artifact Die to your roll when you DODGE.

FAST SHOOTER

Using rank 2 can now come with a consequence. Rank 3 also applies to crossbows and rifles.

- RANK 4: Reloading a crossbow/firearm is now a fast action.

  If you use the "Add resource die to rolls" module: When shooting at NEAR range you may add up to three times the resource dice to your shot. Cannot be used on weapons with reload.

  If you do not use the "Add resource die to rolls" module: When shooting at NEAR range you may add the resource dice ⚔ to your result, you then automatically lose an ammunition resource regardless of the die result. Cannot be used on weapons with reload.
- RANK 5: Once per round, if you spend a SLOW action to shoot, you gain a FREE action to shoot or reload.

☐ FAST SHOOTER: UNSUSTAINABLE SPRINT

Add this to RANK 2 of the FAST SHOOTER talent. Whenever used, when your round ends, you take 1 Agility damage if you have moved zones more than once during this round.

FEARLESS

Rank 1-3 are as described in the Player's Handbook.

- RANK 4: Once per encounter, when a monster uses a fear attack, you gain a Willpower Point.
- RANK 5: Your allies within NEAR range counts as having a rank in FEARLESS, one higher than they otherwise have.

☐ FEARLESS: BY MIGHT

When you gain FEARLESS, you may select to roll MIGHT instead of INSIGHT to reduce fear damage.

☐ FEARLESS: LIMITED IMMUNITY

Fearless RANK 3 will only work against the first fear effect directed against you per encounter (15-minutes).

Sample file



FIRM GRIP

Rank 1-3 are as described in the Player's Handbook.

- RANK 4: You may hold a two-handed melee weapon in one hand, but opponents CAN disarm such a held weapon from you, if they roll 2 ⚔.
- RANK 5: You cannot be disarmed while holding a two-handed weapon in one hand.

FISHER

Rank 1-3 are as described in the Player's Handbook.

- RANK 4: You make sure your FOOD doubles as fish bait. You may add your food die to the roll, adding any successes, but also risk reducing your available food.

  If you use the "Xd6's as resources" module, you may instead add up to 4d6 food resource dice to the roll, count each 6 on these as if 2⚔.
- RANK 5: Replace the +1 modifier with a D10 die.

☐ FLEET-FOOTED

You are adept at running.

- RANK 1: You get a +1 modification when you roll MOVE to jump, run really fast, FLEE or because of ROUGH terrain.

  If someone wants to RETREAT or FLEE from you, and nothing can hinder you from pursuing, add a -1 penalty to the enemy roll.
- RANK 2: If you spend a SLOW action to RUN, you may traverse two zones. (In very open terrain, your superior movement could make you automatically win FLEE or opposed FLEE rolls.)
- RANK 3: You can add a D8 Artifact Die when you roll for MOVE to jump, run really fast, FLEE, because of ROUGH terrain.

  If someone wants to RETREAT or FLEE from you, and nothing can hinder you from pursuing, add another -1 penalty to the enemy roll, (to a total of -2).
- RANK 4: Gain one free RUN action per turn, i.e. usable once every 15-minutes.
- RANK 5: Replace the D8 die with a D12 die.

  If someone wants to RETREAT or FLEE from you, and nothing can hinder you from pursuing, add another -1 penalty to the enemy roll, (to a total of -3).

HAMMER FIGHTER

Now also applies to attacks with a SPIKED weapon. Rank 1-3 are otherwise as described in the Player's Handbook.

- RANK 4: Halve the targets rolled amount of armor, round down.
- RANK 5: Replace the D8 die with a D10 die.

HARPOONER

Rank 1 and 3 are as described in the Bitter Reach. Rank 2 can be affected by the "Harpoon bleed can stop" module below.

- RANK 4: You may add your modifier from this talent to MIGHT vs MIGHT rolls, i.e., when you pull a prey and when a prey tries to BREAK FREE.
- RANK 5: Replace the D8 die with a D10 die.

☐ HARPOONER: BLEED CAN STOP

Added to rank 2 of the HARPOONER talent: A target stops bleeding if it manages to BREAK FREE successfully (each attempt still dealing 1 damage, see BR page 223) or if you let go.

HERBALIST

Rank 1 changed in accordance with the Book of Beast (also noted below), rank 1-3 otherwise as described in the Player's Handbook.

- Added to RANK 1: You can choose to FORAGE for HERBS instead of VEGETABLES. If you do so, you do not add the +1 modifiers from this talent to the roll.
- RANK 4: You can add a D8 Artifact Die when you when you FORAGE during journeys. You may now add any modifier/Artifact Die from this talent when foraging for HERBS.
- RANK 5: Replace the D8 die with a D10 die.

☐ HEAVY WEAPON FIGHTER

You can put in more effort when you swing heavy weapons, especially two-handed weapons.

- RANK 1: You may roll MIGHT when you perform a SWING weapon action. If so, replace the +1-damage bonus with the rolled result. Gain a +2 bonus to the MIGHT roll if you used both hands.

Sample file



- RANK 2: Opponents suffer a penalty to PARRY your SWING weapon attacks equal to the number of hands you are holding it with.
- RANK 3: Any non-natural armor of the target takes an extra automatic damage from your SWING weapon attacks that deals the target damage.
- RANK 4: Any item that parries your SWING attacks take 1 damage per rolled 💀 even on the initial roll.
- RANK 5: If you BREAK your opponent with a SWING weapon attack, you may directly afterwards perform a FREE RUN action and then repeat the SWING weapon attack as a FREE action, a maximum of once per round.

HORSEBACK FIGHTER

Rank 1-3 are as described in the Player's Handbook. Note that this talent can be affected by the "Changed charge prerequisite" and the "Polearm horseback fighter" modules.

Note that it is not affected by the "D8 to replace +1 bonus" module, as the D8 from rank 3 and +1 modifier from rank 2 have different requirements.

- RANK 4: MOUNTED CHARGE becomes a FAST action.
- RANK 5: Replace the d8 die from MOUNTED CHARGE with a D10 die.

☐ HORSEBACK FIGHTER: POLEARM BONUS

Added to RANK 3 of HORSEBACK FIGHTER: You may fight with a two-handed polearm in one-hand during a MOUNTED CHARGE.

INCORRUPTIBLE

Rank 1 and 3 are as described in the Player's Handbook. Rank 1 can be affected by the "Incorruptible ignores taunt" module below.

- RANK 4: You may roll INSIGHT as a FAST reaction to halve the Power Level you feel from a magical effect, round down. You get no roll if you were the source of the spell.
- RANK 5: Rank 4 is now a FREE reaction once per round. You now automatically succeed to resist all spells that can be resisted by rolling INSIGHT.

☐ INCORRUPTIBLE: IGNORE TAUNT

Added to RANK 1 of the INCORRUPTIBLE talent: You are immune to the TAUNT action.

☐ INTUITIVE

You can read people like others read books.

- RANK 1: When you use INSIGHT to read people you can with extra ✕, get hints about that person's motivations, background, and things that they are hiding. The GM should describe what clues you spot that make you think this.
- RANK 2: You get a +1 modification when you use INSIGHT to read people or when opposing MANIPULATION.
- RANK 3: People cannot roll insight to read you (as rank 1). If they try to, you can lead them astray, by giving them false/made up readings.
- RANK 4: You can add a D8 Artifact Die when you use INSIGHT to read people or when opposing MANIPULATION.
- RANK 5: Switch the D8 die to a D12 die. When you read people, you also discern their rank in this talent, if any.

☐ INVENTOR

You try to understand the world in a proto-scientific form, learning to bend the elements of the land into new forms, by experimentation, research and studies.

- RANK 1: You can use a distiller or still and craft items with the INVENTOR requirement, see Equipment chapter for a list of such items. As long as no other talent requirements are listed, like SMITH, roll LORE instead of CRAFT to make items.
- RANK 2: Gain a +1 bonus to LORE rolls when crafting things with the INVENTOR requirement.

  You can make masterwork firearms, slingshots and bullets for slings and black powder guns with a Weapon Bonus that is one points higher than normal. This takes twice as long and your roll is modified by –2. If you use other metals when making masterwork bullets, only replace half the lead, you still gain the full bonus from using the other metal.

Sample file



- RANK 3: You can add a D8 Artifact Die to your LORE rolls, when crafting things with the INVENTOR requirement.

  When making masterwork firearms, slingshots and bullets, the Weapon Bonus can be two points higher than normal. This takes four times as long and your roll is modified by –4.
- RANK 4: Replace the D8 Artifact Die with a D10 die, when making LORE rolls to craft items with the INVENTOR requirement.

  When making masterwork firearms, slingshots and bullets, the Weapon Bonus can be three points higher than normal. This takes eight times as long and your roll is modified by –6.
- RANK 5: Replace the D10 Artifact Die with a D12 die, when making LORE rolls to craft items with the INVENTOR requirement.

  When making masterwork firearms, slingshots and bullets, the Weapon Bonus can be four points higher than normal. This takes sixteen times as long and your roll is modified by –8.

KNIFE FIGHTER

Rank 1-3 are as described in the Player's Handbook.

- RANK 4: You can take a -2 penalty to a knife/dagger attack to have it ignore the targets armor.
- RANK 5: Replace the D8 with a D10 die.

☐ LEADER

You inspire those around you.

- RANK 1: You can make a PERFORMANCE roll once per battle when you find yourself leading at least a unit of troops in said battle (see Battles at the Stronghold, in the PHB). For each ⚔ you can, a maximum of once per turn, either reroll a die for your sides combat roll (that inflicts losses to the enemies on a ⚔), or roll twice on the events during combat table and pick the highest result.

  When you take the PERFORMANCE: HEAL OTHER action, you can ignore the no enemy at ARM's LENGTH requirement.
- RANK 2: When using PERFORMANCE during large-scale battles or when performing HEAL OTHER, you gain a +1 modifier to the roll.

  You may use PERFORMANCE to HEAL OTHER at NEAR distance and any PERFORMANCE: HEAL OTHER roll now affects all allies broken in Wits or Empathy within the range.
- RANK 3: You can add a D8 Artifact Die when you use PERFORMANCE during large-scale battles or when performing HEAL OTHER.
- RANK 4: PERFORMANCE: HEAL OTHER is now a FAST action. Increase the range of PERFORMANCE: HEAL OTHER to SHORT. You may now as a reaction use PERFORMANCE: HEAL OTHER when an ally is broken in Wits or Empathy. The action counts towards your actions in the round, but breaks the turn order. It will however not prevent any negative effects caused from being BROKEN.
- RANK 5: Replace the D8 with a D10 die. You may once per encounter roll PERFORMANCE: HEAL OTHER instead of a HEALING: HEAL OTHER roll.

LIGHTNING FAST

Rank 1-3 are as described in the Player's Handbook.

- RANK 4: If you act before all enemies, you gain an extra FAST action during your first turn.

  This extra action does not count as a FREE action, so regardless if you use the "Free action limitation" module, it will not affect it.
- RANK 5: As rank4, but you gain both a FAST and a SLOW action.

LOCKPICKER

Rank 1-3 are as described in the Player's Handbook.

- RANK 4: You got a keen sense for mechanical mechanisms. Whenever you or your party normally would trigger a non-magical trap, roll SCOUTING, including all bonuses from this talent. If you succeed you will have noticed the trap before it had a chance to trigger.
- RANK 5: Replace the D8 die with a D12 die.

LUCKY (NOT USING CRITICAL INJURY MODIFIERS)

Use this, as in the old version of the EXECUTIONER talent, if you do not run the "Critical injury modifier" module.

- RANK 4: You miraculously avoid permanent injuries; they heal in 3d6 days, or half that time on a successful care roll.
- RANK 5: The first instant death attack you receive each gaming session, like for an example a

Sample file



COUP THE GRACE attack, only counts as the critical injury "punctured lung" (you still look dead unless very closely inspected).

LUCKY (USING CRITICAL INJURY MODIFIERS)

Use this version of the LUCKY talent, if you use the "Critical injury modifier" module.

- RANK 1: When you take a critical injury, reduce the result by 10.
- RANK 2: When you take a critical injury, reduce the result by 10, to a total of -20.
- RANK 3: When you take a critical injury, reduce the result by 10, to a total of -30.
- RANK 4: When you take a critical injury, reduce the result by 10, to a total of -40.
- RANK 5: When you take a critical injury, reduce the result by 10, to a total of -50.

☐ LUCKY: LIMITED LUCK

Lucky can trigger a maximum of once per Quarter Day.

MASTER OF THE HUNT

Rank 1-3 are as described in the Player's Handbook.

- RANK 4: You may turn excessive ⚔ on your initial roll into additionally found animals. Extra ⚔ on the second roll then makes you take them out.
- RANK 5: Replace the +1 modifier with a d10 die.

☐ MEDITATION

You are good at clearing your thoughts by entering a calm state.

- RANK 1: You can often find the time to take a 15 minute break during each Quarter Day. Doing so recovers one point of Wits, unless recovery is hindered.

  If you use the "Short breaks" module, then this is performed with your short break and doesn't allow you to regain more than 1 point to each attribute.
- RANK 2: As rank 1, but you may also recover 1 point of Empathy.
- RANK 3: By constant periods of meditation, you can focus yourself even if you are physically or mentally taxed. You can go an extra day without becoming SLEEPLESS, HUNGRY or THIRSTY.
- RANK 4: As rank 1, but you may also recover 1 point of Strength and Agility.
- RANK 5: During each REST you gain one Willpower Point, as long as you are below your current Empathy. During the same RESTS you may cure yourself of any mental illnesses or addictions.

MELEE CHARGE

Rank 1-3 are as described in the Player's Handbook. Note that this talent can be affected by the "Changed charge prerequisite".

- RANK 4: You may charge as a FAST action.
- RANK 5: Replace the D8 with a D10 die.

☐ MELEE CHARGE: CHANGED CHARGE PREREQUISITE

Change charge prerequisite to: Requires no standing enemy at ARM'S LENGTH. Target enemy is located at one range above melee weapon's reach.

MOUNTAINEER

Rank 1-3 are as described in the Bitter Reach.

- RANK 4: You can help your entire party when climbing. If your roll succeeds, they all succeed.
- RANK 5: Replace the D8 die with a D12 die.

☐ MUCK WORKER

You have done a lot of less clean jobs in your life. This has turned you more resistant to bugs, smells and toxins.

- RANK 1: You get a +1 modification when you roll ENDURANCE to resist poison or disease or when someone rolls HEALING to help you against them.
- RANK 2: Bad smells, like from certain monsters, no longer affect you.

  If you use the "Hygiene" module, then you do not need to roll any endurance vs virulence rating from becoming broken while FILTHY.
- RANK 3: You can add a D8 Artifact Die when you roll ENDURANCE to resist poison or disease or when someone rolls HEALING to help you against them.
- RANK 4: You are immune to any LIMITED EFFECT from poisons, and you automatically resist/stop any FULL EFFECTS after a turn under their effect. You never have to roll ENDURANCE

Sample file



against becoming infected by a disease more than once per Quarter Day.

- RANK 5: Replace the D8 die with a D12 die.

PACKRAT

Rank 1-3 are as described in the Player's Handbook.

- RANK 4: You can supervise and help your fellow travelers to pack. Increase all allied companions' and animals' carry capacity as if they had a higher rank of PACKRAT.
- RANK 5: As rank 4, but two ranks higher.

PAIN RESISTANT

Rank 1-3 are as described in the Player's Handbook, or if you use the "Pain resistant: alternative first ranks" module, then use rank 1-2 from there and only rank 3 from the Player's Handbook.

- RANK 4: Once per encounter, you immediately gain one SLOW and one FAST action at your full amount of attribute dice when something BREAKS you. These actions interrupt the initiative order. You do not count as BROKEN until after them, but any critical injuries take place before them.
- RANK 5: When broken in Strength or Agility, you can roll ENDURANCE during your next round, if successful recover that many attribute points.

☐ PAIN RESISTANT: ALTERNATIVE FIRST RANKS

An alternate version of the first ranks of the pain resistant talent.

- RANK 1: If your Strength is reduced to exactly zero (like taking 2 damage when having 2 Strength), and does no overshoot (like taking 3 damage when having 2 Strength), you ignore 1 damage and thus stay at 1 Strength. This also makes you NOT take a critical injury. If it prevents damage from pushing a roll, it also does not provide WP. It can trigger up to once per encounter (every 15 minutes).
- RANK 2: As rank 1, but it is no longer limited to only once per encounter.

PATHFINDER

Rank 1-3 are as described in the Player's Handbook.

- RANK 4: The paths you find are exceptionally good. As long as you continuously succeed to LEAD THE WAY, your party of adventurers may travel one extra hexagon this Quarter Day.
- RANK 5: Replace the D8 die with a D12 die.

☐ PHYSICIAN

You know how to use surgical tools and can diagnose people's illnesses and tend to their wounds.

- RANK 1: Your HEALING roll is modified by +1 when you try to save someone's life or when you apply long term care.

  You can replace a character's ENDURANCE roll against poison and disease with a roll you make for HEALING.
- RANK 2: You can add a D8 Artifact Die when you try to save someone's life or when you apply long term care.

  Also, if you fail a HEALING: HEAL OTHER roll, you get a second chance to make the roll if you spend 15-minutes to tend to the broken person.
- RANK 3: If someone suffers a permanent critical injury, then a successful care roll will change it from being permanent to healed. You must have applied initial care within 15 minutes after the injury was suffered for this to have any effect.
- RANK 4: Replace the D8 die with a D12 die.
- RANK 5: You automatically succeed any save someone's life and longtime care rolls.

☐ PICKPOCKET

You always had a knack for making things "disappear".

- RANK 1: You get a +1 modification when you use SLEIGHT OF HAND to steal things, hide things on your person or cheat when gambling.
- RANK 2: You can make tiny items disappear from your hands in front of an audience eyes. Add the modifier to such PERFORMANCE rolls in order to steal an audience attention.
- RANK 3: You can add a D8 Artifact Die when you use SLEIGHT OF HAND to steal things, hide things on your person or cheat when gambling.
- RANK 4: You can make small items disappear from your hands in front of an audience eyes.
- RANK 5: Switch the D8 die to a D12 die.

Sample file



POISONER

Rank 1-3 are as described in the Player's Handbook. Note that the "Book of beasts" added the ability to choose between making a CRAFT and HEALING roll when making poisons. Also note that if you use the "Apothecary" module, then this talent has been replaced with that.

- RANK 4: Replace the D8 die with a D10 die.
- RANK 5: Replace the D10 die with a D12 die.

☐ POLYGLOT

You have had dealings with many different cultures. You may learn exotic languages, for example: Ancient (still spoken by some Giants and Trolls), Deep dwelver, Demonic, Dragon speech, Whiner.

- RANK 1: Learn a language, or if you use the "Languages" module, gain +2 language points.
- RANK 2: Learn a language, or if you use the "Languages" module, gain +3 language points (to a total of +5).
- RANK 3: Learn two languages, or if you use the "Languages" module, gain +4 language points (to a total of +9).
- RANK 4: Learn two languages, or if you use the "Languages" module, gain +5 language points (to a total of +14).
- RANK 5: You have mastered all known languages. You can even fairly quickly decipher unknown and dead languages.

QUARTERMASTER

Rank 1-3 are as described in the Player's Handbook.

- RANK 4: On a successful MAKE CAMP roll, it does not take you a Quarter Day to find and setup, more like 15 minutes, so the camp is considered to be fully useable during this Quarter Day.
- RANK 5: Replace the D8 die with a D12 die. For any excess X when rolling to MAKE CAMP. You may exclude one slot of resources from spoiling.

QUICKDRAW

1-3 are as described in the Player's Handbook.

- RANK 4: Enemies suffer a -1 penalty to PARRY and DODGE attacks you make.
- RANK 5: Enemies with less Agility than you, cannot PARRY or DODGE your attacks.

☐ QUICKDRAW: OTHER THINGS THAN WEAPONS

The Quickdraw talent applies to other items than weapons, like a pack of bandages or an ingredient for a spell. The same weight limitation applies (LIGHT, NORMAL, HEAVY).

SAILOR

Rank 1-3 are as described in the Player's Handbook, but are affected by the "Survey the Lands" module if used.

- RANK 1-5: All modifier/Artifact dice from this talent also applies when taking the SURVEY THE LANDS action from a boat while in a water hex.
- RANK 4: As long as you continuously succeed to LEAD THE WAY at sea, your party of adventurers may travel up to two extra hexagons this QD.
- RANK 5: Replace the D8 die with a D12 die.

SHARPSHOOTER

Rank 1-3 are as described in the Player's Handbook. If you use the "Inventor" talent module, all ranks of this talent also include black powder guns.

- RANK 4: You may shoot one range increment over your weapon's natural maximum, as a SLOW action at no range penalty. Enemies get a +2 modifier to dodge or parry such an attack.
- RANK 5: Replace the D8 die with a D10 die.

SHARP TONGUE

Rank 1-3 are as described in the Player's Handbook.

- RANK 4: An opponent TAUNTED by you, takes an additional -2 penalty to all actions that does not include you as its target.

  If you use the "Alternative broken attributes" module or otherwise allows enemies with a broken Empathy to fight, then all enemies with a broken Empathy within short range are also affected.
- RANK 5: Replace the D8 die with a D10 die.

SHIELD FIGHTER

Rank 1-3 are as described in the Player's Handbook. Rank 2 can be affected, if you use the "Shield hammer" module.

- RANK 4: You may SLASH with your shield once per round as a FREE action.
- RANK 5: Replace the D8 die with a D10 die.

Sample file



☐ SHIELD FIGHTER: HAMMER SHIELD

The SLASH attack you gain from SHIELD FIGHTER rank 2 stacks with the Hammer fighter talent.

SIXTH SENSE

Rank 1-3 are as described in the Player's Handbook.

- RANK 4: When you spot an ambush or sneak attack, you do it in such a way, so that you may ambush or sneak attack the opponent.
- RANK 5: Replace the D8 die with a D12 die.

SMITH

Rank 1-3 are as described in the Player's Handbook. The talent can be improved by implementing the "Smith: extended options" and the "Enhanced masterwork talents, but tougher repairs" modules.

- RANK 4: You can make metal headed weapons with a Weapon Bonus that is three points higher than normal. This takes eight times as long and your roll is modified by –6.
- RANK 5: You can make metal headed weapons with a Weapon Bonus that is four points higher than normal. This takes sixteen times as long and your roll is modified by –8.

☐ SMITH: EXTENDED OPTIONS

This module adds more options to the SMITH talent.

- ADDED TO RANK 1: You can exchange iron for other metals, see metal descriptions in the Equipment chapter for more information. You can make weaker shields without leather. You can scrap metal items for their raw materials.
- ADDED TO RANK 2: You can make wrought iron. You can add metal ferrules to masterwork wooden melee weapons.
- ADDED TO RANK 3: You can make steel.
- ADDED TO RANK 4: You can make iron and steel alloys, like dwarven steel and crucible steel. If metals like meteorite iron can be found, you could try to make alloys of that.
- ADDED TO RANK 5: You automatically succeed smithing repair rolls.

If you use the "Expanded raw materials" module, you can also get a bonus to these CRAFT rolls, by expending fuel.

Non-metal materials: If you want to replace any non-metal material in an item, for example a wooden handle with some found wood of a more exquisite quality or so, your GM could add a +1 bonus dice to your CRAFTING roll per "rating" of that material, up to a maximum of +1 per "level" of added masterwork you try to create.

Non-leather shields: You can make shields without leather, removing all Leather and Tanner from the requirements. Such shields will however become fragile; taking damage from 💀 even on non-pushed rolls.

Metal ferrule: You can make masterwork versions of all wooden melee weapons, like staffs and clubs, by adding a metal ferrule to them, counting them as metal headed weapons. This adds 1/2 Iron, Smith and Forge to the requirements.

Scrapping items: You can grind down items made out of metal, regaining all its metal parts, or at least some of it, if it is severely damaged. No crafting roll is necessary for this. With the GMs approval, a masterwork weapon can be grinded down in this way to gain "wrought iron", "steel", and so on. The materials are still lost (not-recyclable) if you fail a CRAFT roll while making an item though.



☐ SOLID DRINKER

The best part of life is ale and more ale. This talent requires that you use the "Intoxicated" module and any version of the "Pain resistant" talent.

Sample file



- RANK 1: Being INTOXICATED only reduce your skills by 1 point, i.e., rolls are reduced by -1 instead of -2.
- RANK 2: While INTOXICATED you count as having one additional rank in PAIN RESISTANT. If you become INTOXICATED while already INTOXICATED, you do not automatically BREAK your Agility.
- RANK 3: While INTOXICATED you count as having another, so now two extra ranks in PAIN RESISTANT. If you use the "Alternative: Pain resistant" module, rank 1-2 now applies to all attributes, and not just Strength.
- RANK 4: Being INTOXICATED do not reduce your skills. You can easily pass as completely sober while INTOXICATED.
- RANK 5: Drinking alcohol up to once per Quarter Day gives you a point of Willpower Point, as long as you have less WP than your Empathy.

SPEAR FIGHTER

Rank 1-3 are as described in the Player's Handbook.

- RANK 4: Interrupt attacks from rank 2, now only use a FAST action.
- RANK 5: Replace the D8 die with a D10 die.

☐ STAFF FIGHTER

You have mastered the defensive properties of the staff weapon. If you also have the HAMMER FIGHTER talent, you can only benefit from one at the same time.

- RANK 1: Your attack and PARRY rolls are modified by +1 when you use a staff.
- RANK 2: You may treat any extra successes you gain when you PARRY, SHOVE and DISARM as if they were from a damage dealing attack.
- RANK 3: You can add a D8 Artifact Die when you use a staff to attack or parry.
- RANK 4: Attacking with a staff is a FAST action.
- RANK 5: Replace the D8 die with a D10 die.

STEADY FEET

1-3 are as described in the Player's Handbook.

- RANK 4: Enemies need another ✕ (for a total of 2 ✕) to grapple, grab or swallow you.
- RANK 5: Enemies need yet another ✕ (for a total of 3 ✕) to grapple, grab or swallow you.

☐ STORYTELLER

Storytellers were assigned the task of retelling the tales of old, so that history won't be forgotten. If you use the "Monster Lore" module (see Gamemasters booklet), it also applies towards these rolls.

- RANK 1: You gain a +1 modification on LORE rolls made to remember details of historic persons, artifacts, monsters or locations.
- RANK 2: You always have a fitting bawdy tale in store. Add the modifier to any PERFORMANCE roll when you try to distract or reduce the hostility of a situation, opposed by INSIGHT.
- RANK 3: You can add a D8 Artifact Die when you use LORE to remember details of historic persons, artifacts, monsters, locations or want to distract with a bawdy tale.
- RANK 4: When travelling the lands, the GM should automatically supply you with at least one legend, possibly more – but only as long as you do not have any uninvestigated legends about any closer locations.
- RANK 5: Replace the D8 die with a D12 die.

SWORD FIGHTER

Rank 1-3 are as described in the Player's Handbook. Note that if you use the "Free action limitation" module, any extra attacks from rank 2 and 4 counts as FREE actions, and as such they do not benefit from general talents.

- RANK 4: You can SLASH up to three enemies with your sword with a single action.
- RANK 5: Replace the D8 die with a D10 die.

TAILOR

Rank 1-3 are as described in the Player's Handbook. The talent can be improved by implementing the "Tailor: extended options" and the "Enhanced masterwork talents, but tougher repairs" modules.

- RANK 4: You can make clothes of masterful quality, which can be sold at eight times the normal price. Your roll is modified by –6.
- RANK 5: You can make clothes worthy of the finest emperors, which can be sold at sixteen times the normal price. Your roll is modified by –8.

Sample file



☐ TAILOR: EXTENDED OPTIONS

This module adds more options to the TAILOR talent. See the Equipment chapter for more information about added items and materials.

- ADDED TO RANK 1: You can now also make cloth armor in the form of gambeson, light brigandine and padded caps.
- ADDED TO RANK 2: You can make cloth armor with an Armor Rating that is one point higher than normal. This takes twice as long, and your roll is modified by –2.

  You can now turn FLAX into CLOTH (LINEN), this works just like rank 1 works for WOOL.

  You have a knack for making things of art, like a painting (requires parchment and painter's kit). Worth 1d6 silver per ✕ after a week's work.

  Your skill with the needle also makes you know how to make good looking tattoos. A tattooed arm can even suffice as a grimoire page for a spell, as long as it isn't covered up.
- ADDED TO RANK 3: You can make cloth armor with an Armor Rating that is two points higher than normal. This takes four times as long, and your roll is modified by –4.

  You can turn SILK into CLOTH (SILK), this works just like rank 1 works for WOOL, and you know how to make water repelling OILCLOTH.

  You can start a fire by adding pieces of cloth/rags damped with linseed oil in a container. By making a successful CRAFTING roll, it can self-combust into a fire after 1d6+1 hours, you may move the result by 1 hour per extra rolled ✕.
- ADDED TO RANK 4: You can make cloth armor with an Armor Rating that is three points higher than normal. This takes eight times as long, and your roll is modified by –6.

  You can combine SILK and WOOL into CLOTH (SILK WOOL), this works just like rank 1 works for WOOL and you know how to extract and make CLOTH (SPIDER SILK) from giant spiders without the need for CRAFTING rolls.
- ADDED TO RANK 5: You can make cloth armor with an Armor Rating that is four points higher than normal. This takes sixteen times as long, and your roll is modified by –8.

  You automatically succeed tailor repair rolls.

Beautiful clothes: When you take a penalty to make clothes more beautiful (see original TAILOR talent, rank 2+), you may choose to either gain a bonus to STEALTH or MANIPULATION per -2 taken, up to a maximum of +2. Any bonus above 2 will instead become a talking point and will be added to reputation when worn.

TANNER

Rank 1-3 are as described in the Player's Handbook. The talent can be improved by implementing the "Enhanced masterwork talents, but tougher repairs", the "Tanner: Extended options" and the "Expanded monster resources and lore" modules.

- RANK 4: You can make leather armor with an Armor Rating that is three points higher than normal. This takes eight times as long and your roll is modified by –6.
- RANK 5: You can make leather armor with an Armor Rating that is four points higher than normal. This takes sixteen times as long and your roll is modified by –8.

☐ TANNER: EXTENDED OPTIONS

This module adds more options to the TANNER talent. See the Equipment chapter for more information about added items and materials.

- ADDED TO RANK 1: You can now also turn pelts into RAWHIDE, BUCKSKIN and FUR. You can make grease, glue, soap and varnish.

  When making SLINGS, you can treat your rank in TANNER, just as if you had been a BOWYER.
- ADDED TO RANK 2: You can make GLUE HARDENED LEATHER.

  You can use taxidermy to stuff and preserve slain animals and monsters. Takes 1 day per Strength of the creature or 1 week for a monster if you just keep the head. Worth 1d6 silver per Strength of the creature.
- ADDED TO RANK 3: You can make GLASS COMPOSITE LEATHER.

  You are good at coloring your leather, by taking a -2 penalty to the craft roll, you can have your leather armor gain a +1 bonus to either STEALTH or MANIPULATION.
- ADDED TO RANK 4: When you harvest resources from a slain monster, gain a reroll for all

Sample file



resources that are rolled forth, and if there are no rolls, instead harvest 50% more, round down.
- ADDED TO RANK 5: You automatically succeed TANNER repair rolls.

THREATENING

Rank 1-3 are as described in the Player's Handbook.
- RANK 4: When you threaten someone, you can inflict 1 point of damage to Wits on your opponent per ✕ they failed to resist.
- RANK 5: Replace the D8 die with a D10 die.

THROWING ARM

Rank 1-3 are as described in the Player's Handbook.
- RANK 4: Attacks with thrown weapons become FAST actions. Most melee weapons can now be thrown at NEAR range as a SLOW action, they then also benefit from the bonus die from this talent.

  If you combine a sling and a staff into a staff sling, you can fight with that, counting as holding both weapons at the same time, without any added penalties.
- RANK 5: Replace the D8 die with a D10 die.

☐ THROWING ARM: STACKING WEAPON BONUSES

The THROWING ARM talent stacks with other weapon talents (like axe fighter) when you throw your weapons.

WANDERER

1-3 are as described in the Player's Handbook.
- RANK 4: All your own and your party members rolls for SCOUTING and ENDURANCE while traveling, receive a +1 modification.
- RANK 5: Entering a (for you) previously unexplored world map hexagon grants you 1 Willpower Point.

☐ WANDERER: ADDS STAMINA FOR EXTENDED WORK

All those 18-hour walks have improved your stamina, rank 1 and 2 also applies to ENDURANCE rolls made to work a third shift per day. Failure means you suffer one point of damage to Agility and don't make any progress during the Quarter Day.

WARMBLOODED

Rank 1-3 are as described in the Bitter Reach.
- RANK 4: You can add a D8 Artifact Die when you and your companion rolls to avoid becoming COLD.
- RANK 5: Replace the D8 die with a D12 die.

☐ WHIP FIGHTER

You have practiced for so long, so that a whip at this point almost feels like an extension of yourself.
- RANK 1: Your attack rolls are modified by +1 when you fight with a whip.
- RANK 2: When taking a SLOW action to make a MOVE roll, you can apply this bonus to that roll, as long as there is anything in reach you can make the whip cling to.
- RANK 3: You can add a D8 Artifact Die when you fight with a whip.
- RANK 4: You can perform a ranged GRAPPLE ATTACKS with a whip. You do not fall prone or drop your whip, but you cannot use it for anything but to maintain the grapple and are otherwise considered fully engaged as if in the grapple yourself.
- RANK 5: Replace the D8 Artifact Die with a D10 die.

☐ WRESTLER

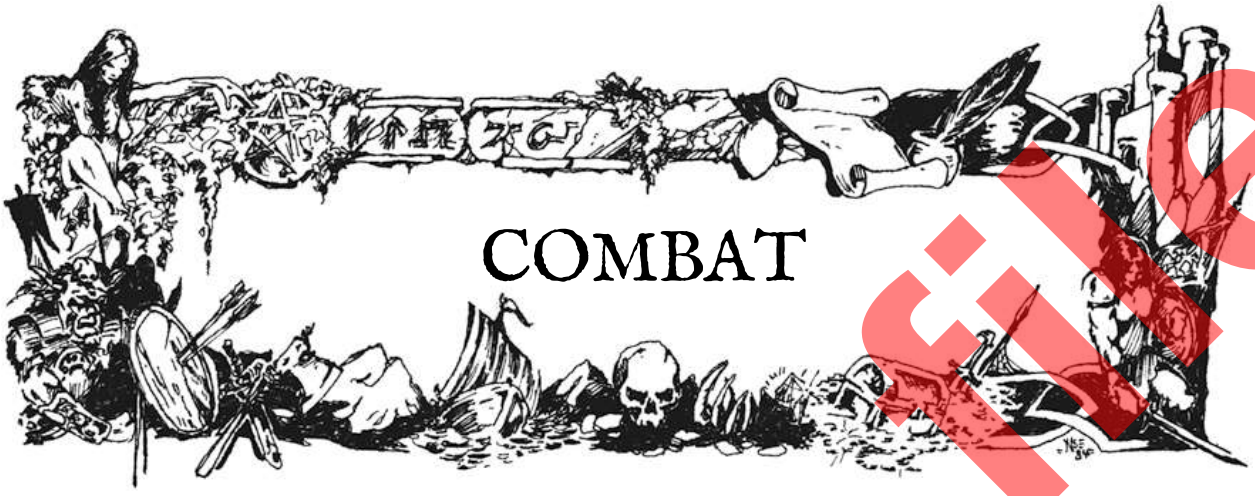
Original idea: Klas Bas

You are adept at wrestling your opponents, using nothing but your hands.
- RANK 1: You get a +1 modification when you take a GRAPPLE, GRAPPLE ATTACK or BREAK FREE action.
- RANK 2: Choke hold. You can choose to deal damage to your targets Agility instead of Strength with your GRAPPLE ATTACKS. This also hinders the target from speaking or screaming.
- RANK 3: You can add a D8 Artifact Die when you take a GRAPPLE, GRAPPLE ATTACK or BREAK FREE action.
- RANK 4: Your GRAPPLE ATTACKS deal an extra damage.
- RANK 5: Replace the D8 Artifact Die with a D10 die.

Sample file



COMBAT



These modules are intended to expand or rebalance rules regarding combat and injuries.

☐ MISSILE PARRY

Ranged weapons count as STAB attacks when parrying. You can no longer parry these just by having a rank 2 parrying weapon talent. You can still parry them with a shield, or dodge them. You can also parry them with a weapon, as long as the attacker is within your weapons reach (no rank 2 parrying weapon talent is required for this).

WHY USE THIS MODULE?

1. In the heat of combat, it can feel a bit superhuman to parry arrows, bolts and sling stones with weapons.
2. It reduces the power of parrying weapons, that already is on the plus side and improves the usefulness of shields.

WHY NOT USE IT?

Parrying projectiles is cool, and short swords, great swords and staffs should be good at that if you have invested into the rank 2 talents.

☐ EASE MONSTER IMMUNITIES

You can remove most immunities monsters have to Agility, Empathy and Wits damage, if you treat all these as damage dealt to Strength. The GM decides when they should and shouldn't be immune.

Poisons: Some monsters are not completely immune to poisons (up to the GM). Just roll the Potency dice and deal 1 damage to Strength for every rolled ✕. Monsters never roll ENDURANCE or take ongoing damage from poisons.

WHY USE THIS MODULE?

1. Even if poisons aren't "lethal" to monsters they might still be detrimental, like distracting or muddling and this could be represented as arbitrary "hit point" damage.
2. It makes some classes, like rogue's "Path of Poison" not worthless when you are monster hunting.
3. It fixes broken spells like Parch (Bitter Reach) and makes you able to use others, like a "Stun" (Stone Song).

WHY NOT USE IT?

It is fine that monsters should not be affected by regular poisons or effects.

Sample file



☐ CRITICAL INJURY MODIFIERS

When you take a critical injury, roll on the table with a -10 modifier (treat 01-06 as if 11, i.e. no critical injury), but +10 for every damage above what was needed to cause the critical effect. Some effects, like the talent Axe mastery, that cause an effect on dealing damage, then treat "1 damage dealt after armor" as the -10 modifier.

MODIFIER (RANGE)	CRIT FROM STAT DEPLETION	CRIT BY DAMAGE DEALT
-10 (11-56)	0	1
±0 (11-66)	"-1"	2
+10 (21-66)	"-2"	3
+20 (31-66)	"-3"	4
+30 (41-66)	"-4"	5
+40 (51-66)	"-5"	6
+50 (61-66)	"-6"	7
Instant death	"-7"	8

WHY USE THIS MODULE?

1. Modifiers to critical injuries were added to reduce strange behavior from receiving very minor or very massive damage. An example would be that a 1000-meter fall would most often not be lethal. Going strictly by the rules, then you only die if you roll a critical injury of 65+.
2. This new mechanic is shared with the "Magical mishap modifiers" and the "Stronghold event modifiers" modules. So, if the others are used, it can be applied just to keep a theme.

WHY NOT USE IT?

It's too big a change from the core rules, or you might like that critical injuries should be very swingy.

☐ HEIGHTENED FALLING DAMAGE

If you fall and hit a hard surface, you take 0.5 damage per fallen meter, round up. You can reduce the damage with the result of a MOVE roll and by a further 1 damage if you spent a FAST action to controllably jump down. You may take a -2 penalty to land standing, but this only succeeds if you avoid a critical injury. Metal armor offers no protection from falls, unless you also take damage from landing on something sharp, like a trap filled with spears.

WHY USE THIS MODULE?

1. Fall damage is unrealistic in the original rules. If you hit a hard surface after a 9 meter fall, it will on average result in 1 damage, then resisted by your non-metal armor. Pushing down a bunch of villagers with average Strength 3 from a 20 meter fall into concrete, would make less than half of them roll for a critical injury, with a very low percentage of those being lethal. Most would be able to just walk away.
2. You can now use MOVE to lower fall damage, making an agile person better at withstanding a fall from a low height and not just a strong character.

WHY NOT USE IT?

You use other rules for fall damage, or PCs just don't risk falling in your adventures... or you are fine with falling not being very dangerous.

Sample file



☐ COMBUSTIBLE MATERIALS

Whenever a target is considered burning, it is considered as if engulfed in a burning liquid. So, no immediate resources are being spent to keep the fire going. Any opened container of distilled alcohol, turpentine or viscid fire will however ignite on a burning target. Any loaded firearm will discharge. Any carried gunpowder will explode and deal 1 damage per resource die to the target, ignoring armor.

☐ CHANGED BROKEN STATUSES

Here are alternative and slightly more detailed rules for whenever anyone's attributes become Broken.

WHEN STRENGTH BREAKS

- BROKEN BY OTHERS? Roll for a critical injury.
- BROKE YOURSELF? If you use the "Critical injuries – breaking yourself" module, gain the "Strained muscles" injury, it can stack with itself, otherwise do not gain a critical injury.
- Drop to the ground.
- Drop any held items.
- WHILE BROKEN: You can only CRAWL and the high levels of pain prevents communication.

WHEN AGILITY BREAKS

- BROKEN BY OTHERS? If you use the "Hygiene" module, lose 1 Hygiene die, if not but you still use the FILTHY condition, gain that. Otherwise, no effect.
- BROKE YOURSELF? If you use the "Critical injuries – breaking yourself" module, gain the "Exhausted" injury, it can stack with itself, otherwise do not gain a critical injury.
- Drop to the ground.
- Drop any held items.
- WHILE BROKEN: You can only CRAWL and as you are unable to catch your breath, you are prevented from communicating.

WHEN WITS BREAKS

- BROKEN BY OTHERS? Roll for a critical horror injury.
- BROKE YOURSELF? If you use the "Critical injuries – breaking yourself" module, gain the "Stressed out" injury, it can stack with itself, otherwise do not gain a critical injury.
- Drop any held items.
- WHILE BROKEN: You can only RETREAT, FLEE or drop to the ground, and must choose to take at least one of these actions each round. Fear, stress or confusion prevents any coherent communication.

WHEN EMPATHY BREAKS

- BROKEN BY OTHERS? Halve your Willpower Points, round down.
- BROKE YOURSELF? If you use the "Critical injuries – breaking yourself" module, gain the "Disheartened" injury, it can stack with itself, otherwise do not gain a critical injury.
- WHILE BROKEN– RAGING: You must either try to attack every round, as if constantly taunted (-2 modifier to all rolls), and also PUSH all rolls OR withdraw.
- WHILE BROKEN – WITHDRAWING: You angrily throw away at least one item, up to the GM. The item might become lost OR roll item dice, it is damaged on each 💀. And then only RETREAT or FLEE. You are too angry, sad or in other ways too emotional for any communication.

WHY USE THIS MODULE?

1. It adds consequences from being broken in Agility and Empathy.
2. It better defines what happens when you are broken.

WHY NOT USE IT?

You don't feel the need to expand these rules or you use other rules for this.

Sample file



☐ CRITICAL INJURIES – BREAKING YOURSELF

When you break yourself in an attribute, you now take one of these critical injuries, in accordance to the attribute you break. The effects stacks with themselves, so you could have to pay multiple Willpower Points in order to push a roll.

ATTRIBUTE	TRAUMA	EFFECT DURING HEALING	HEALING TIME
Strength	Strained muscle	You must pay 1 Willpower to push a Strength roll. Treat as physical injury.	D6
Agility	Exhausted	You must pay 1 Willpower to push an Agility roll. Treat as physical injury.	D6
Wits	Stressed out	You must pay 1 Willpower to push a Wits roll. Treat as mental injury.	D6
Empathy	Disheartened	You must pay 1 Willpower to push an Empathy roll. Treat as mental injury.	D6

WHY USE THIS MODULE?

Breaking yourself can in certain circumstances be straight beneficial and while it probably still should and could be with these rules, it at least stops it from being abused as a gimmick character build.

WHY NOT USE IT?

You see no risk of it being abused by your players, or do not care if they do, and then these rules might just add unnecessary complications.

☐ CRITICAL INJURIES – BURN

This table replaces the "Critical Injuries – Other" table, when you are broken by fire, acid, electric or cold attacks. Some cold effects have been listed separately after a dash, in order to make sense.

D66	TRAUMA	LETHAL	TIME LIMIT	EFFECTS DURING HEALING	HEALING TIME
11	Red & itchy/ Numb & Tingling	No	–	None	–
12-13	Drop and roll/ Shivering Fits	No	–	You lose your entire next round. If you happened to be on fire, it will be stopped by this.	–
14-15	Loss of body hair/ Nails fall off	No	–	Immediately take 2 Empathy damage.	–
16-21	Gear on fire/Gear shatters	No	–	One piece of carried equipment, the GM decides which, takes 1 item damage or is lost to the fire/cold	–
22	Flailing in panic/ Shield from cold	No	–	An ally within NEAR range is set on fire/suffers a grapple attack from you.	–
23	Pyromania	(Treat as a horror injury)		Roll an extra torch or firewood resource die every day, or burn something else up. You may roll INSIGHT to try to ignore this for a day, but if you succeed, you must then also pay 1 Willpower Point.	D6

Sample file



D66	TRAUMA	LETHAL	TIME LIMIT	EFFECTS DURING HEALING	HEALING TIME
24	Burnt nasal cavity/ Damaged sinuses	No	–	You lose all sense of smell and to some degree taste. Higher quality food and drink have no effect on you.	D6
25	Fluid loss/Feeble	No	–	Consume x2 amount of water / You treat weather as colder than it is.	D6
26-31	Ugly burns/Ugly frostbite	No	–	-2 to MANIPULATION rolls, unless you try to intimidate your target, then you instead add +2.	D6
32-33	Aching pain	No	–	Penalty -1 to all rolls for Strength. Negate the effect for a Quarter Day by using Alcohol or Narcotics.	D6
34-35	Pyrophobia/ Cryophobia	(Treat as a horror injury)		Gain the critical horror injury 52: Lesser phobia towards Fire/Intense cold and cold objects	2D6
36-41	Fused with armor/ Armor shatters	No	–	Your body armor and clothes have melted onto your otherwise relatively unharmed skin. You can try to remove them by spending a Quarter Day and roll for HEALING. On a success the armor is removed, but also destroyed. Each person using HEALING can only try once. The armor can never be repaired. / Your body armor shatters and fully breaks, but is reparable.	Until removed
42	Severe cough	No	–	Double all Agility damage you take. You can travel 1 less Quarter Day before you roll for Forced March.	2D6
43	Swelling skull	No	–	You cannot wear any head gear, except for bandages.	2D6
44	Swelling torso	No	–	You cannot wear any body armor, only clothes.	2D6
45	Constricting scars	No	–	-1 to MOVE rolls, due to excessive and deep scarring. If not healed in time, the effect becomes permanent.	3D6
46	Singed corneas/Corneal frostbite	No	–	Same effect as for being in total darkness and light also hurts your eyes (avoided with a blindfold).	D6
51	Singed nerves / Frozen nerves	No	D6 days	Each Strength 💀 inflicts damage, even if the rolls aren't pushed. You always roll your full amount of Strength even if damaged. If not healed in time, the effect becomes permanent.	2D6
52	Infected blistering /Infected frostbite	Yes	D6 days	Roll against a disease with Virulence 9. Also suffer both "Swelling torso" and "Fluid loss" for D6 days.	–
53-54	Severe blistering/ Gangrene finger	Yes	D6 days	Your screams immediately inflict a 6D6 fear attack on all your allies within SHORT range. Also suffer both "Aching pain" and "Fluid loss" for 2D6 days. / Needs amputation, -1 SLEIGHT OF HAND for 3D6 days.	–
55-56	Intense blistering/ Gangrene toe	Yes	D6 days	You fall unconscious for a Quarter Day. Also suffer both "Ugly burns" and "Fluid loss" for 2D6 days. / Has to be amputated, -1 MOVE for 3D6 days.	–
61	Charred hand/ Gangrene hand	Yes, -1	D6 days	Has to be amputated. Two-handed weapons cannot be used.	Permanent
62	Charred foot/ Gangrene foot	Yes, -1	D6 days	Has to be amputated. To RUN becomes a SLOW action.	Permanent

Sample file



D66	TRAUMA	LETHAL	TIME LIMIT	EFFECTS DURING HEALING	HEALING TIME
63	Disfiguration	Yes, -2	D6 days	Gain permanent "Ugly burns", but the burnt nerves grant you the talent Pain resistant at rank +1.	Permanent
64	Seared body/Complex frostbites	Yes, -2	D6 days	Gain permanent "Constricting scars", but the burnt nerves grant you the talent Pain resistant at rank +1.	Permanent
65	Cooked brain/Frozen brain	Yes	–	Make a helmet save (see PH page 105), on a failure you instantly die.	–
66	Burnt to a crisp/ Shattered	Yes	–	You and all your non-magical, non-metal gear is destroyed. / Even metal gear is destroyed.	–

☐ NEW CRITICAL INJURIES – HORROR

This table replaces the "Critical Injuries – Horror" table in the Players Handbook.

D66	TRAUMA	EFFECT DURING HEALING	HEALING TIME
11 or less	Addiction	Become Addicted to the first one of these you have used this day: Narcotics, Potions, Alcohol or Tobacco. If you haven't used them, you get off scot-free.	–
12	Binge eating	You consume twice the normal amount of food.	D6
13	Trembling	Penalty -1 to all rolls for Agility. Negate the effect for a Quarter Day by using Alcohol or Narcotics.	D6
14	Anxious	Penalty -1 to all rolls for Wits. Negate the effect for a Quarter Day by using Alcohol or Narcotics.	D6
15	Sullen	Penalty -1 to all rolls for Empathy. Negate the effect for a Quarter Day by using Alcohol or Narcotics.	D6
16	Jumpy	Whenever you are targeted by a fear attack, you drop anything in your hands.	2D6
21	Hair loss	Some of your hair falls out. Gray/white hair tends to stick more. Take one Empathy damage whenever you wake up from SLEEP. 1. If you're already bald, then this could instead be from nightmares of the event.	D6
22	Hoarder	You take 1 Empathy damage each time you must leave items behind.	2D6
23	Nightmares	Make an INSIGHT roll after every QD spent SLEEPING, to have it count as SLEEP.	D6
24	Prima donna	You must LEAD THE WAY then traveling or go first when exploring. If not, then you split from the party to find your own way.	2D6
25	Nocturnal	You can only SLEEP during the light part of the day.	2D6
26	Tunnel vision	You are a forced to ignore one ✕ when reacting to anyone except the target of your last action. If anyone targets you with an ability that benefits from your attention, you ignore one ✕ from this action, like if someone you are not focusing on targets you with HEALING OR PERFORMANCE action, or with a fear attack.	2D6
31	Narcissistic	You refuse to wear anything on your head.	3D6
32	Honorable	Reduce your Cold-blooded talent two ranks. If it would go negative: You refuse to perform a coup-de-grace or attack prone or disarmed targets, if an ally performs a coup-de-grace (before you can stop it), you take 2 Empathy damage.	3D6
33	Foul mouth	You spend all your Fast actions taunting your targets while in combat. This unfortunately occurs even if you are Broken, as long as you aren't unconscious.	D6

Sample file



D66	TRAUMA	EFFECT DURING HEALING	HEALING TIME
34	Full of doubt	Whenever you fail a skill roll, mark that skill. It has a -2 penalty until you succeed at using it. Remove any remaining marks when this heals.	2D6
35	Doomed	You believe your time has come. Whenever you take a critical injury add 10 to the result, up to a maximum of 66. Ignore all ranks of Lucky.	2D6
36	Savior complex	Whenever you spend a whole day without exploring a new Hex or entering any conflict (even if just a social one), you lose all your Willpower.	3D6
41	Post-combat shakes	You suffer a 6d6 FEAR attack as soon as an encounter that involved you drawing initiative ends.	D6
42	Constant mumbling	You automatically fail any STEALTH rolls and you and your party members suffer a -2 penalty to SCOUTING.	D6
43	Blood aversion	You take 1 Agility damage whenever you see a sufficient amount of blood, for example from every Slash or Stab Critical Injury that is inflicted in your vicinity.	2D6
44	Explosive rage	You take an equal amount of Empathy damage whenever you take Strength damage. Whenever your Empathy goes to zero you keep on fighting, but as constantly being taunted and you must push all rolls.	2D6
45	Vengeful	You take 1 Empathy damage from each attack that inflicts damage upon your allies. Whenever your Empathy goes to zero you keep on fighting, but as constantly being taunted and you must push all rolls.	3D6
46	Panic attacks	You take an equal amount of Agility damage whenever you take Wits or Empathy damage.	2D6
51	Fascination	You become fascinated by something related to what Broke you. The GM decides what it is. You lose your fast actions whenever it is within your line of sight.	4D6
52	Lesser phobia	You are terrified by something. You suffer one point of damage to Wits each turn (15 minutes) within SHORT range of the thing of your phobia. The GM can pick the most suitable result or roll: 1. Darkness, 2: Fire, 3: Sharp objects, 4: Strangers, 5: Confined spaces, 6: Animals.	2D6
53	Major phobia	You experience terror linked to what has broken you. The GM determines what it is. You take one Wits damage every round when NEAR the object of your fear.	2D6
54	Paranoia	Each Wits and Empathy 💀 inflicts damage, even if the rolls aren't pushed.	2D6
55	Superstitious	You refuse to be voluntarily affected by magic or hold on to any magical items. If someone you consider an ally, against your will, uses magic on you, they break your Empathy.	3D6
56	Immortality delusion	You are immune to fear attacks, and always roll your full amount of attribute dice even if hurt, but you will no longer parry or dodge attacks.	3D6
61	Amnesia	Remove access to character sheet. Player does not remember any information on it, can use skills, but not talents. Access to talents can be regained if taught by a teacher, this costs no XP. All are returned when the healing time ends.	D6
62	Seizures	When an attribute reaches zero all your attributes are set to zero.	2D6
63	Emotionless	You do not gain Willpower from pushing yourself and are unaffected by any PERFORMANCE rolls.	2D6
64	Apathetic	Lose 1 Willpower Point every Quarter Day.	2D6
65	Catatonic	You stare blankly into oblivion, and do not respond to any stimuli.	D6
66	Heart attack	Your heart stops, and you die of pure fright.	–

Sample file



☐ ADDICTED

If you for some reason become addicted to a substance. Like from using the "New critical injuries – horror" module, you gain the following condition.

NEW CONDITION: ADDICTED

You feel an urge to use the substance every day.

- You use the substance each day if it is easily available, like in your inventory.
- If the substance isn't available. You take 1 Empathy damage and you cannot recover Empathy in anyway this day, except through magic.
- Roll INSIGHT after each day you fail to get the substance. On a failure, you take another Empathy damage. On a success, you may instead pay a Willpower Point to get rid of the ADDICTED condition.
- If your Empathy BREAKS while ADDICTED, and the resource isn't available, you will go to lengths to get the substance. If your party has not been supportive that getting the substance is the number one top priority, you will abandon them. The GM has the final call to what happens.

☐ ACTIONS COUNT IF ACTED, NOT WHEN DECLARED

In the original rules, "The defender must declare if they are going to DODGE or PARRY before you roll for your attack". Then it matters not if the attack missed, you will still have spent your parry or dodge.

This module changes it so that, you can choose to take/cancel a reaction after seeing the result of a roll.

WHY USE/NOT USE IT?

This can simplify and speed up combat, but it removes some of the PCs needs to weight risks. It also removes some layer of realism. Since PCs generally misses less often and parries/dodges more, this module also makes them more powerful.

☐ DELAYED INITIATIVE

If used, this module replaces the rule that players freely can trade their initiative cards with each other at the beginning of new rounds, with this: You can delay your actions to anytime later in the round, while still keeping your position in the initiative order for your next round. You can however not delay your initiative to act directly after one with a lower initiative than yourself.

Example: The initiative order is PC(1), NPC(2) and finally PC(3). PC(1) wants to act after the NPC(2). NPC(2) can choose to delay after PC(3) but has no other choice of delay. If so is done PC(3) must act first, then NPC(2) is forced to act and finally PC(1) can act. During their next round the initiative order is restored (no cards were exchanged) and PC(1) acts first again.

WHY USE THIS MODULE?

1. This makes lower initiatives always better than higher ones. Currently they can be worse, as if you act last you know how many actions you will have to use for parries & dodges, and charging in first can sometimes be bad (see "why not use it" below).
2. It makes the LIGHTNING FAST talent and the FEINT action better.

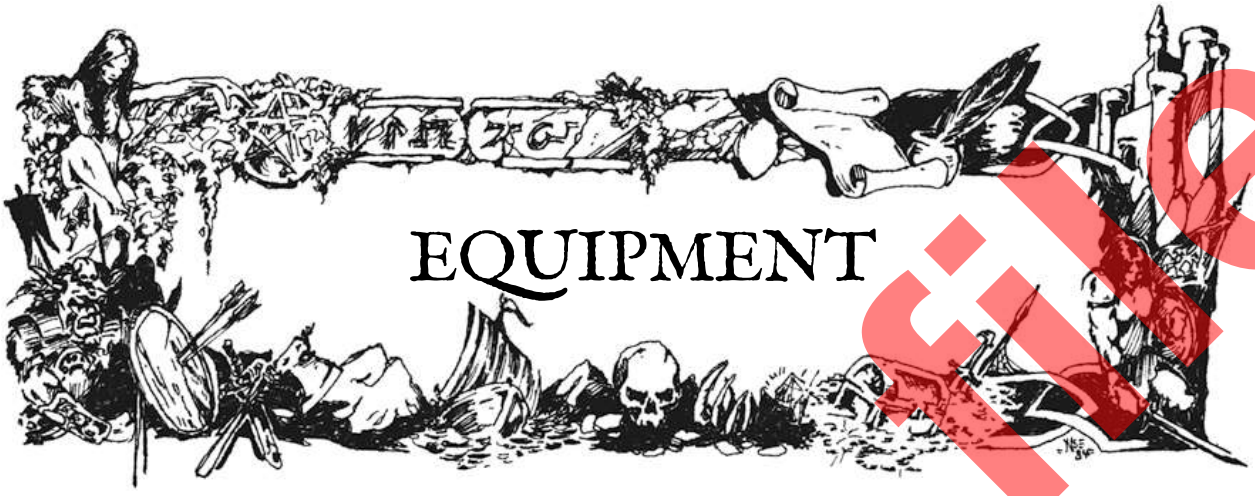
WHY NOT USE IT?

It complicates initiative. A fast initiative also isn't supposed to be better than a slow initiative. You just trade the certainty of how many actions you need to save for parrying and dodging (high initiative) with the possibility to act first (low initiative). Going first could be bad, as running up to your enemies instead of them running to you, can disperse your team and waste actions from your party instead of from your enemies. So, with a low initiative "skipping your first round" should in many cases be your best option.

Sample file



EQUIPMENT



These modules expand or rebalance rules regarding resources, weapons and gear. A tip I have when explaining resource dice to players, like "PC: How could I lose two arrow resources in a row while shooting only twice?", can often be explained like "GM: Well, you first now noticed that the last dodge you made or hit you took, actually broke some of your arrows". The same is true for other resources, like food can have gone bad, and so on.

☐ RESOURCE WEIGHT PER DIE

Each unit that can act as a resource die now has a weight, use LIGHT, unless you use the "Revised resource weight" module. These are not spent to make a resource die; they together make the resource die. 1 resource = 1d6, 2 resources = 1d8 (or 2d6 if you use the "Xd6's as resources" module), 10 resources = 1d12 + 6 resources, and so on. Note that raw materials are not resource dice, and thus they still weight as normal items.

WHY USE THIS MODULE?

If you bought 5 travel rations, and converted that to one ration plus a d12 food resource, the total weight is suddenly reduced from 5 to 2. Now it will go from 2.5 to 2.5, i.e., always stay the same and will at all times count as both LIGHT objects and as resource dice.

WHY NOT USE IT?

It changes a lot for little gain? Tracking light objects, could complicate things.

☐ REVISED RESOURCE WEIGHT

This module, requires the "Resource weight per die" module.

Food/Arrows/Torches/Wine/Mead: each unit has LIGHT weight.

Water/Ale/Beer: has NORMAL weight. A waterskin or clay jug can hold 2, add the weight of the liquid. A barrel can hold 10 and then weight 12, as a barrel itself is HEAVY.

Sling bullets/Tobacco/Gunpowder & bullets: a single resource can be TINY, but every 5 resources can be considered LIGHT.

WHY USE THIS MODULE?

1. Since a single die of water can last ~3-6 days, and you should drink at least 2 liters per day, it gets heavy fast. Keeping hydrated and feed purely on ale/beer requires even more.
2. Since water is easier to get and store than food, this keeps this resource more relevant, as you might not want to carry around too much.

WHY NOT USE IT?

It complicates things for little value.

Sample file



☐ XD6'S AS RESOURCES

Resources dice now only consists of d6's. During use roll 1 die, on a 💀 loose one die.

For items with around a week of shelf life, like field rations, you must roll all dice once per day, where excess 💀 indicate that some has spoiled. If you also used the resource, it primarily counts as consumed and not spoiled.

If you stay at an inn, you do not need to roll daily resource dice from spoilage. You can do some basic hygiene, enough to not lose dice and you can swap, store or refill food in an amount enough to not require a dice roll.

This module is not compatible with its alternative module "Inverse resource depletion".

Your starting dice changes. Use this conversion table:

STARTING DIE	CONVERT TO
D6	1d6 resource die
D8	1d6 resource dice
D10	2d6 resource dice
D12	3d6 resource dice

WHY USE THIS MODULE?

1. A lot of items have a shelf-life of a week, and for items like you always keep around, like food, that is very hard to track. Replacing all this tracking, with a roll one per day, removes a lot of this hassle.
2. Resources no longer lasts longer just because you stack more of them.

WHY NOT USE IT?

It is a major change, and you feel it isn't needed.

☐ ORE IS HEAVY

Unrefined ore, like IRON ORE, is considered HEAVY.

☐ ADD RESOURCE DIE TO ROLLS

This module, requires the "Xd6's as resources" module.

A D6 resource die is now rolled with attacks that track ammunition. Use a different die color for these, like blue or something. You can also roll such a die when treating items like resources, for example when using bandages to give extra dice to a HEALING roll.

On a 💀 you lose 1 stack of such ammunition, even if you did not push the roll. On a ⚔ you gain an extra hit, unless you use any special ammunition that might have other effects on a ⚔.

Non-tracked improvised ammo, like using simple stones as sling ammunition, do not add any ammunition die.

WHY USE THIS MODULE?

It makes ammo easier to track, to just always roll a d6 ammunition die together with any ranged attack rolls.

WHY NOT USE IT?

You don't use the "Xd6's as resources" module, or you don't like that it will make ranged attacks more powerful.

☐ ARMOR REPAIR RESOURCES

Requires the "Add resource die to rolls" module. When repairing armor, you can risk 1 unit of materials to gain a resource die for the repair roll. If the resource die rolls a 💀, the materials are lost, even if you did not push the roll. You can only gain this bonus if you could use the materials to create armor of equal quality. For example, you can risk some IRON to repair a +2 chainmail only if you have rank 3 SMITH. If you have modules that allow for the use of STEEL as a resource, you could use that as a rank 1 SMITH.

If you also use the "Enhanced masterwork talents, but tougher repairs" module and allow for exotic materials, you can reduce or cancel out an item's repair penalties by using those materials. For instance, if you repair a +2 armor rating item; using WROUGHT IRON will reduce the repair penalty by 1, while using STEEL will cancel it out entirely.

Sample file



☐ INVERSE RESOURCE DEPLETION

When you roll a resource die, a d6 is only lost on a 1, a d8 stays the same, so only reduced on a 1-2, a d10 is reduced on a 1-3 and a d12 on a 1-4.

This module is not compatible with its alternative module "Xd6's as resources".

WHY USE THIS MODULE?

1. If you go from d6 to a d8 in arrows it last less long than from d10 to d12. If anything, it would make more sense if it did the opposite, like I would probably look harder to reuse my arrows, if I had very few left. The same with food and water.
2. High resource dice will be lost faster, but low will stay for longer, building more tension.

WHY NOT USE IT?

You use other rules for this, or it isn't important or worth the change.

☐ EPIC SUPPLY

Sometimes in these rules there is noted an epic rarity. This is one step scarcer on a scale: common → uncommon → rare → epic → legendary.

If you want a rule for supply for epic items, treat a settlement as having a one in a six chance of selling one epic item at random (GM picks one), or if a specific item is requested, there is instead a one in a six chance that they know of another settlement that should be able to get it.

Legendary items are more in the range of only one or so in the land, and if not encountered by chance, you will likely need to take on a quest to find one.

☐ CROSSBOWS FROM PRONE

Crossbows can be fired from prone.

☐ LIGHT WEAPONS FROM PRONE

One-handed LIGHT or TINY melee weapons, can be used to make attacks while PRONE at a -2 penalty.

If you are subjected to a GRAPPLE attack you do not need to drop these weapons. While they cannot be used until you BREAK FREE, you can add their item dice to any BREAK FREE or GRAPPLE ATTACK attempts.

☐ BOLTS/QUARRELS

Crossbow ammunition differs from that of a bow, they thicker but shorter. Crossbows bolts/quarrels should be slightly cheaper. Around 1 silver with iron heads, and around 5 copper with wooden heads.

☐ ARMOR WEIGHT

Armor and all clothes increase their weight category by one if they are not worn, from TINY → LIGHT → NORMAL → HEAVY → 2X HEAVY. If they have any negative modifiers to MOVE, the modifiers are now also added to their weight when not worn.

Mail (chainmail) is an exception. These items do not increase in weight while not worn.

☐ STEALTH MODIFIERS

You take a cumulative -1 penalty to STEALTH, if you have donned a HEAVY armor or are holding a large shield. You take a further penalty for each negative MOVE modifier your gear applies to you.

If both your hands are free or if you only hold TINY or LIGHT items, you instead gain a +1 STEALTH modifier.

☐ BREAKABLE ARTIFACTS

An item becomes unusable if its item dice or armor rating is reduced to zero. This means that you at that point no longer can benefit from any artifact dice it might have.

☐ POLEARMS VS MOUNTED

Polearms ignore the -1 penalty to attack a mounted opponent, and can also add their item bonus when attempting to SHOVE a mounted opponent.

Sample file



☐ MELEE WEAPON REBALANCE

WEAPON	GRIP	BONUS	DAMAGE	RANGE	COST	FEATURES
Knuckledusters/(Gauntlet)*	1H	+1	1	ARM	1 s	Tiny, Blunt, Unarmed
Shiv*	1H	+1	1	ARM	0.5 s	Tiny, Pointed
Knife	1H	+1	2*	ARM	1 s	Light, Pointed
Dagger	1H	+1	2*	ARM	2 s	Light, Edged, Pointed
Sai/Parrying dagger*	1H	+1	2	ARM	8 s	Light, Pointed, Parrying, Trapping
Shortsword	1H	+1*	2*	ARM	6 s	Tough*, Edged, Pointed, Parrying
Swordbreaker*	1H	+1	2	ARM	14 s	Tough, Edged, Pointed, Parrying, Trapping
Scimitar/Sabre	1H	+1	2	ARM	8 s	Tough*, Edged, Pointed, Parrying, Hook
Falchion/Cutlass	1H	+2*	2	ARM	4 s	Edged, Pointed
Broadsword/Armingsword	1H	+2	2	ARM	10 s	Edged, Pointed, Parrying
Rapier*	1H	+2	2	ARM	20 s	Tough, Edged, Pointed, Parrying
Bastard sword (1h Longsword)	1H	+2	2	ARM	18 s	Tough*, Heavy, Edged, Pointed, Parrying
2h Longsword/Claymore*	2H	+3	2	ARM	25 s	Heavy, Edged, Pointed, Parrying
Greatsword	2H	+2	3	ARM	40 s	Tough*, Heavy, Edged, Pointed, Parrying
Handaxe	1H	+1*	2	ARM	2 s	Edged, Hook, Shield-breaker*
Battleaxe	1H	+1*	2	ARM	6 s	Tough*, Heavy, Edged, Hook, Shield-br.*
Two-handed axe	2H	+2	3	ARM	24 s	Heavy, Edged, Hook, Shield-breaker*
Mace	1H	+1*	2*	ARM	4 s	Tough*, Blunt, Shield-breaker*
Morningstar	1H	+2	2	ARM	8 s	Tough*, Blunt
Warhammer	1H	+2*	2	ARM	12 s	Blunt, Pick*, Hook, Shield-breaker*
Maul/Heavy Warhammer	2H	+1*	3	ARM	22 s	Tough*, Heavy, Blunt, Pick*, Hook, Shield-br.*
Flail	1H	+2*	2	ARM*	16 s	Blunt, Chained*
Two-handed flail*	2H	+2	2	NEAR	20 s	Tough*, Blunt, Chained
Wooden club	1H	+1	1	ARM	1 s	Blunt
Large wooden club	2H	+1	2	ARM	2 s	Heavy, Blunt
Staff	2H	+1	1	NEAR	1 s	Blunt, Parrying, Hook
Short spear	1H	+1	2*	NEAR	2 s	Pointed, Polearm
Long spear	2H	+2	2*	NEAR	4 s	Pointed, Polearm
Pike/Lance	2H	+3*	2	NEAR	12 s	Heavy, Pointed, Polearm, Lengthy
Halberd/Bill	2H	+3*	2	NEAR	30 s	Heavy, Pointed, Edged, Hook, Polearm
Trident	2H	+1	2	NEAR	6 s	Tough*, Pointed, Hook, Trapping*, Polearm
Whip*	1H	+1	1	NEAR	2 s	Light, Edged, Hook, Chained, x2 armor rating
Bladed whip*	1H	+1	1	NEAR	6 s	Light, Edged, Hook, Chained

* Notifies changes from core rules

Sample file



☐ RANGED WEAPONS REBALANCE

WEAPON	GRIP	BONUS	DAMAGE	RANGE	COST	FEATURES
Rock	1H	–	1	Near	–	Light, Ranged(Blunt)
Throwing knife	1H	1	1	Near	1 s	Light, Pointed, Melee/Ranged
Throwing axe	1H	1	2	Near	2 s	Edged, Melee/Ranged
Throwing spear	1H	1*	2*	Short	2 s	Pointed, Melee/Ranged
Sling	1H	1	1	Short	1 s	Light, Ranged(Blunt), Ready, Stones/bullets
Blowgun*	1H	2	1	Short	3 s	Light, Ranged(Pointed), Ready, Blowgun darts, Double targets armor rating, Can remain hidden during ambush round
Short bow	2H	2	1	Short	6 s	Light, Ranged(Pointed), Ready, Arrows
Longbow	2H	2	1	Long	12 s	Tough*, Ranged(Pointed), Ready, Arrows
Crossbow	2H	3*	2	Short	24 s	Ranged(Pointed), Load, Quarrels/bolts
Windlass crossbow	2H	3*	3	Long	40 s	Heavy, Ranged(Pointed), Load x2*, Quarrels/bolts

* Notifies changes from core rules



NEW WEAPON CRAFTING

WEAPON	PRICE	SUPPLY	WEIGHT	RAW MATERIALS	TIME	TALENT	TOOLS
Shiv	0.5 s	Uncom	Tiny	1/4 Iron, 1/4 Leather	Quarter	Smith	Forge
Sai/Parrying dagger	8 s	Uncom	Light	Iron, 1/2 Leather	2 days	Smith	Forge
Swordbreaker	14 s	Rare	Normal	2 Iron, 1/2 Leather	1 week	Smith	Forge
Rapier	20 s	Rare	Normal	2 Iron, 1/2 Leather	2 weeks	Smith	Forge
2h Longsword/Claymore	25 s	Uncom	Heavy	4 Iron, Leather	1 week	Smith	Forge
Two-handed flail	20 s	Uncom	Normal	2 Iron, 2 Wood	1 week	Smith	Forge
Blowgun	3 s	Uncom	Light	Wood, Glue	1 day	Bowyer	Knife, Fire
Blowgun darts, iron	1 s	Rare	Resource	1/3 Iron, Cloth resource roll	Quarter	Smith	Forge
Blowgun darts, wooden	0.4 s	Uncom	Resource	1/3 Wood, Cloth resource roll	Quarter	Bowyer	Knife
Whip	2 s	Uncom	Light	Leather	Quarter	Tanner	Knife
Bladed whip	6 s	Rare	Light	1/2 Iron, Leather	1 day	Tanner, Smith	Knife, Forge

sample file



NEW WEAPON MODIFIERS

These weapon modifiers are added from other modules, like the weapon rebalance modules above. Simply ignore them, if you don't use any other modules that mentions them.

Brittle/Fragile: Item takes damage on any item die 💀, even if an attack wasn't pushed or an armor wasn't pierced. If it is BRITTLE, it also cannot be repaired.

Chained: Opponent suffer a -2 penalty to PARRY.

Lengthy: Lengthy weapons can only be used at their maximum reach. They also apply a -1 penalty to move.

Loud: Will be heard by anyone within DISTANT range. Animals withing SHORT range must succeed a MIGHT roll on their own or an ANIMAL HANDLING by a handler or they will start fleeing, unless specially trained to ignore loud sounds.

Misfire: A weapon with this attribute inflicts its base damage upon the wielder if the weapon breaks due to rolling 💀, instead of dealing it to the target. A character that BREAKS from a misfire takes the slashing critical injury result 15-16.

Pierce Armor: Target can only roll half armor rating.

High-velocity: Opponents can only PARRY if in melee. Opponents suffer a -2 penalty to DODGE.

Shield-breaker: You may as a FAST attack target a shield (use the STRIKE option when using hidden combinations). Each non-parried/non-dodged ⚔ cause 1 item damage.

These weapons also receive no penalty when used to break wooden objects, like doors. The GM can decide that other STAB or SLASH attacks deal halved damage against such inanimate non-living objects.

Pick: These may cause damage is if they were a pointed STAB, but the attack is still performed as a SLASH action.

Tough: This item will soak the first damage it receives. It cannot soak damage through TOUGH again until repaired and the TOUGH modifier is repaired in the same way as a regular item die. To note if it has already been used, you can apply a checkbox after the modifier, like: "TOUGH [X]".

Trapping: Opponent suffer a -2 penalty to PARRY DISARM attempts.

WHY USE THESE MODULES?

1. Lethal weapons now generally deal 2 damage, 3 if they are on the 2-handed extreme end or 1 if they are more improvised, i.e., not something you would take to combat if other alternatives were readily available. The item bonus is now more based upon reach, as that is very important in combat. In some cases, it is lower if the weapon also has an actual reach.
2. Weapons are balanced a little bit better against one another, like now you can use a short sword instead of a broad sword without it feeling like a super bad trade.
3. Why does a sword not deal more damage than a dagger? Well, it does. It hits more often, if parries better and it actually deals a tiny bit more damage as each extra weapon die will translate to at least +1/6 points of damage. And in reality, a dagger wound would be kind of equally bad. Daggers were just worse in combat because of their limited reach.

WHY NOT USE IT?

You are fine with the weapon balance as it is in the core rules, or have implemented other rules for this.

Sample file



INVENTOR ITEMS

These are the items that can be built by an INVENTOR, if you use the Inventor talent module.

INVENTOR, COMMONLY USED TOOLS AND MATERIALS:

ITEM	PRICE	SUPPLY	WEIGHT	RAW MATERIALS	TIME	TALENT/TOOL	EFFECT
Distiller	7 s	Uncom	Heavy	Metal, Glass	2 days	SMITH, Forge	Used as a tool
Pots (Ceramic)	1 s	Common	Light	1 Stone (clay)	1 QD	Fire	Material
Pots (Metal)	2 s	Common	Light	1 Metal	1 day	SMITH, Forge	Material
Satchel	2 s	Uncom	–	1 Leather	1 QD	TANNER, Needle & thread	Can store bombs
Bullets	0.3 s	Uncom	Tiny	A resource roll for lead	1 QD	BOWYER or SMITH, fire	Resource(sling)
Sulfur	0.3 s	Uncom	Tiny	Copper ore/Lead ore/Zinc ore or Silver ore	1 QD	INVENTOR, SMITH, (Forge to produce 12/QD)	Raw material, keep the metal from ore

INVENTOR, CRAFTABLE RAW MATERIALS:

ITEM	PRICE	SUPPLY	WEIGHT	RAW MATERIALS	TIME	TALENT/TOOL	EFFECT
Acid	3 s	Rare	Light	Iron ore, Sulfur	1 day	INVENTOR, Distiller, Fire	Raw material
Concrete/ Mortar	2 s	Rare	Normal	1/2 Volcanic ash (Ashlands), 1/4 Limestone, 1/2 Sand	1 QD	INVENTOR, Fire, (Mill and Kiln to produce 12/QD)	Raw material
Detonators	4 s	Epic	Tiny	–	1 day	INVENTOR, Laboratory, Distiller, Fire	Don't have to lit arrows/bombs
Explosives	8 s	Epic	Tiny	Acid, Saltpeter, Smelling salts, and a resource roll for Oil	1 day	INVENTOR, Laboratory, Distiller, Fire	Resource(to blast open locks)
Liquor	5 s	Uncom	Resource	Mead/Wine/2 Beer/2 Ale	1 QD	INVENTOR, Distiller, Fire	Resource/Material
Match cord	3 s	Rare	Tiny	1/4 Cloth (linen), 1/2 Saltpeter, 1/4 Limestone	1 QD	INVENTOR	Resource(gun)
Perfume	10 s	Rare	Tiny	Herbs, Liquor	1 QD	INVENTOR, Distiller, Fire	Resource
Porcelain	3 s	Rare	Normal	1/2 Clay, 1/4 Sand, 1/4 Flint	1 QD	INVENTOR, Kiln/Forge, (Mill to produce 12/QD)	Raw material
Rubber	15 s	Epic	Resource	10 Vegetables, 10 Sulfur, Limestone	1 day	INVENTOR, Fire, Cauldron	Raw material
Saltpeter	3 s	Rare	Tiny	–	1 day	INVENTOR, Distiller, Fire	Barn (max 1 roll per week)
Smelling salts	1 s	Uncom	Tiny	–	1 QD	INVENTOR, Distiller, Fire	+2 HEAL OTHER Agi
Turpentine	3 s	Uncom	Normal	5 Wood(Firewood)	1 QD	INVENTOR, Distiller, Fire	Raw material
Viscid fire	10 s	Epic	Light	Sulfur, 1/2 Turpentine, 1/4 Tallow, 2 Saltpeter, resource roll for Lead	1 QD	INVENTOR, Laboratory	Raw material

Sample file



INVENTOR, CRAFTABLE AMMUNITION RESOURCES:

ITEM	PRICE	SUPPLY	WEIGHT	RAW MATERIALS	TIME	TALENT/TOOL	EFFECT
Arrows, Ampule (empty)	3 s	Rare	Resource	Wooden arrows, 1/2 Glass	1 QD	INVENTOR, SMITH, Forge	Resource(bow)
Arrows, Explosive	12 s	Epic	Light	Wooden arrows, 1/2 Explosives, Detonators	1 QD	INVENTOR	Resource(bow)
Arrows, Fire	3 s	Rare	Resource	Iron arrows, 1/2 Match cord, 1/6 Oil	1 turn	INVENTOR	Resource(bow)
Arrows, Viscid fire	8 s	Epic	Resource	Iron arrows, 1/2 Viscid fire	1 turn	INVENTOR	Resource(bow)
Bombs, Fire	6 s	Rare	Resource	Pots,1/4Cloth,Turpentine	1 turn	INVENTOR	Resource(thrown)
Bombs, Smoke	6 s	Epic	Resource	Pots, Saltpeter, Sulfur, 1/2 Honey	1 turn	INVENTOR	Resource(thrown)
Bombs, Quicklime	3 s	Rare	Resource	Pots, Limestone	1 QD	INVENTOR, Fire	Resource(thrown)
Bombs, Acid	5 s	Epic	Resource	Pots, Acid	1 turn	INVENTOR	Resource(thrown)
Bombs, Viscid fire	12 s	Epic	Resource	Pots, Viscid fire	1 turn	INVENTOR	Resource(thrown)
Bombs, Explosive	12 s	Epic	Resource	Pots (metal), Explosives, Matchcord resource roll	1 turn	INVENTOR	Resource(thrown)
Bombs, Flashbang	12 s	Epic	Resource	Pots, Acid, Saltpeter, Matchcord resource roll	1 day	INVENTOR	Resource(thrown)
Gunpowder & bullets	4s	Rare	Tiny	Bullets, Saltpeter, and a resource roll for both Sulfur and Wax	1 turn	INVENTOR	Resource(gun)

INVENTOR, NEW RANGED WEAPONS:

ITEM	PRICE	SUPPLY	WEIGHT	RAW MATERIALS	TIME	TALENT/TOOL	EFFECT
Slingshot	20 s	Epic	Light	1/4 Wood, Rubber	1 QD	BOWYER	Ranged weapon
Pistol	40 s	Rare	Light	Iron, Wood	1 week	INVENTOR, SMITH, Forge	Ranged weapon
Blunderbuss	60 s	Rare	Normal	2 Iron, Wood	2 weeks	INVENTOR, SMITH, Forge	Ranged weapon
Arquebus	70 s	Rare	Heavy	3 Iron, Wood	2 weeks	INVENTOR, SMITH, Forge	Ranged weapon

INVENTOR, NEW WEAPON STATS:

WEAPON	GRIP	BONUS	DAMAGE	RANGE	COST	FEATURES
Slingshot	2H	1	1	SHORT	30 s	Light, Ranged(Blunt), Ready, Stones/bullets, +1D8 die
Pistol	1H	2	2	NEAR	40 s	As Blunderbuss, but also Light and Pierce armor
Blunderbuss	2H	3	3	NEAR	60 s	Ranged(Pointed), Load, High-velocity, Misfire, Loud, Ammunition(gun powder & bullets), Lit match cord
Arquebus	2H	2	3	SHORT	70 s	As Blunderbuss, plus Heavy, Pierce armor and-1 MOVE

Sample file



Acid: Most commonly sulfuric acid, also known as Vitriolic Acid. It is concentrated by boiling of excess water.

Arrows, Ampule: These arrows have glass ampule heads that can be prefilled with poisons or other substances. Doubles the targets armor rating. Will not poison a target if it fails to deal any damage. If filled with acid, then the first point of damage will be dealt as acid damage and any non-natural armor rating will be reduced by 1. Poison/acid not included in price.

Arrows, Explosive: Front part of arrows shafts filled with explosives that detonate if they hit something hard, like bone at great speed. Loud and can frighten animals, deals +1 damage, but doubles targets armor rating.

Arrows, Fire: Requires an easily accessible fire within ARM'S LENGTH. Take a -2 penalty to hit. Count the first point of damage dealt as fire damage. An additionally rolled ⚔ can, instead of dealing extra damage, make a hit target catch fire. This makes them take 1 damage after each round, unless snuffed out with a SLOW action and a successful MOVE roll.

Arrows, Viscid Fire: Requires an easily accessible fire within ARM'S LENGTH or must be made with DETONATORS. Take a -2 penalty to hit. Count the first point of damage dealt as if fire damage. A hit target will catch fire, making them take 1 damage after each round, unless snuffed out with a SLOW action and a successful MOVE roll.

Bombs: These work just like thrown weapons, with range NEAR and no item bonus. They do not deal damage on a hit or from scoring extra hits, cannot be parried. Roll a resource die, to see if they are consumed from use. If you use the "Add resource die to rolls" module, then a resource die ⚔ will count as a hit. Bombs attached with detonators must not be thrown, they can also be buried and then works just like if they were mines. Roll a SURVIVAL vs SCOUTING roll whenever an enemy steps into such a zone to see if they detonate.

Bomb, Acid: Inflicts 1 damage to target every round, for 1d6 rounds, or until the victim is doused with a unit of water. Armor helps against the damage, but any damage blocked by non-natural armor decreases the armor rating by the same amount. Roll a die for every target within arm's length, on a ⚔ they are also hit.

Bomb, Smoke: Can only be used if you have an accessible fire within ARM'S LENGTH when taking the draw or attack action or must be fitted with DETONATORS. A 5-meter area (target and surrounding SHORT zone) is enclosed in smoke for 2d6 rounds. Ranged attacks into a zone with smoke are modified by –2 and cannot, as a general rule, hit anything through the zone. If the targeted zone is flammable then it will also ignite.

Bomb, Fire: Can only be used if you have an accessible fire within ARM'S LENGTH when taking the draw or attack action or must be fitted with DETONATORS. Thrown against 1 target. Deal 1 fire damage on a hit and roll a die against all targets within arm's reach, on a ⚔ they also take 1 fire damage. All hit targets and any nearby flammable objects keeps taking one point of fire damage after each round until the fire is put out with a successful MOVE roll (slow action). Armor helps against the initial damage only.

Bomb, Viscid Fire: As the regular fire bomb, but deals 2 initial fire damage and rolls 2 dice against targets within ARM'S LENGTH. All targets also take a -2 penalty to MOVE rolls made to put the fire out.

Bomb, Quicklime: Deals 2 Agility damage to the target and 1 Agility damage to all within ARM'S LENGTH. Armor has no effect, but damage is reduced with an ENDURANCE roll. The inhalation causes nausea and troubled breathing. A target that breaks from this also becomes blinded for a turn (15-minutes). The effect of this blindness is the same as for being in total darkness (see PHB page 112). Deals no damage to undead and non-living objects, and will only deal damage if a targets head is within the impact zone.

Bomb, Explosive: Can only be used if you have an accessible fire within ARM'S LENGTH when taking the attack action or must be fitted with DETONATORS. Loud, may scare animals. Deals 4 damage to the target and roll an equal amount of damage dice vs all targets within NEAR range (dealing 1 damage per ⚔). Armor rating protects as normal.

Detonator: Made from distilling urine into phosphor or by making a fulminating mercury/silver mixture. Explodes when smashed. Can remove the need for match cord on things like explosives. As an inventor, you probably add something to prime them just before throwing, to avoid unnecessary risk of detonation from tripping or so.

Distiller: An apparatus that is used to separate substances by selective boiling and condensation, also without the substances ever coming in direct contact with the fire that is used to heat it up.

Explosives: These could be in multiple forms, almost all use nitric acid, made from SULFURIC ACID and SALTPETER.

Sample file



A feasible explosive is ammonium nitrate. It uses ammonia (can be made from urine) and is enhanced with a tiny bit of oil. Explosives can be used to destroy locked doors.

Firearms: Firearms require you to first have a lit its match cord in order to use them. This burning cord is pressed into the firearm's gunpowder hole as you pull the trigger.

When making a masterwork firearm, you can exchange a +1 item bonus with a flintlock system, this makes a striking pin hit a frizzle and opens a hatch so that any gunpowder inside ignites. It removes the "requires lit match cord" from the prerequisite, but the weapon cannot fire if wet. Add a resource roll for flint when crafting the weapon.

When making a masterwork firearm, you can exchange a +2 item bonus with a caplock system, this removes the "requires lit match cord" and reduces the time a load action takes (from SLOW to FAST or from a FAST to a FREE action). You have to add detonators and a resource roll for copper when making "gunpowder and bullets" for the weapon.

Gunpowder: Burn fast or even explodes if in confined spaces. Does not work if moist. Ruined if immersed in water as the saltpeter then wash out.

Liquor: See the "Recreational drugs" module for more uses.

Match cord: This can act as a very slow burning fuse. When lit, roll a resource die each turn (15 minutes). It can be tweaked or shortened to burn faster.

Perfume: This is both a bit antiperspirant, germ reducing and can hide smell. Roll a resource die to gain a +1 bonus to manipulation for a Quarter Day or to increase HYGIENE if you use the "Hygiene" module.

Rubber: Can be extracted from some vegetable roots. A rank 2+ TANNER can replace half the amount of LEATHER when making shoes by taking a -2 CRAFT penalty, if so is done, the shoes will grant an extra +1 item bonus. Can also be used to make slingshots.

Saltpeter: Produced by distilling potash and calcium nitrate from urine moistened straw and dung. This often requires that you have access to a barn in active use or one that for a long time has been used by animals. You can then make one LORE roll per week to extract one unit per rolled ⚔.

Smelling salts: Can be used as a resource for a +2 bonus to a HEAL OTHER check made to heal Agility or to wake an unconscious person.

Turpentine: Can be used as lamp oil, but burns with a strong odor. Can be used to produce varnish.

Viscid Fire: This substance sticks to surfaces and is not easy to wash of even with soap. If ignited, it burns hot and is very hard to extinguish.

EXTENDED BOWYER ITEMS

These are the items that can be built by a BOWYER, if you use the "Bowyer: extended options" talent module. Read more about these items under that talent, in the Talent section of this booklet.

BOWYER, EXTENDED OPTIONS:

ITEM	PRICE	SUPPLY	WEIGHT	RAW MATERIALS	TIME	TALENT/TOOL	EFFECT
Flint arrows	1.2 s	Uncom	Resource	Flint/Obsidian/Glass, Wood	1 QD	Bowyer (rank 2), Knife	Arrow resource
Bone weapon	25%	Rare	Same	Iron is replaced with Bone, or Bone and Wood	Reduced	Bowyer, Knife	Add fragile
Warbow	x2	+1 category	Same	Double	+1 day	Bowyer (rank 2), Knife	See extended talent
Composite bow	40 s	Rare	Light	Wood, Horn, Glue, 1/4 Leather, 1/4 Wax	1 week	Bowyer (rank 3), Knife	Ranged weapon

BOWYER, NEW WEAPON STATS:

WEAPON	GRIP	BONUS	DAMAGE	RANGE	COST	FEATURES
Composite bow	2H	3	1	LONG	40 s	Light, Ranged(Pointed), Ready, Arrows

Sample file



EXTENDED SMITH ITEMS

These are the items that can be built by a SMITH, if you use the "Smith: extended options" talent module.

EXTENED SMITH, NEW MATERIALS:

ITEM	PRICE	SUPPLY	WEIGHT	RAW MATERIALS	TIME	TALENT/TOOL	EFFECT
Firewood	0.2 s	Common	Normal	–	1 QD	Forest, Axe, 3 per ⚔	For burning only
Charcoal	0.8 s	Common	Normal	4 Wood or 4 Firewood	1 QD	Fire/Kiln	+1 to smith rolls
Black coal	0.8 s	Rare	Normal	–	1 QD	Coal mine	+1 to smith rolls
Coke	1.6 s	Rare	Normal	2 Black coal	1 QD	Fire/Kiln	+2 to smith rolls
Lead	0.3 s	Uncom	Normal	Lead ore	1 QD	Smith, Fire, (Forge: XII)	Raw material
Copper	1 s	Common	Normal	Copper ore	1 QD	Smith, Fire, (Forge: XII)	Raw material
Bronze/Brass	3 s	Uncom	Normal	1/5 Tin/Zinc, 4/5 Copper	1 QD	Smith, Fire, (Forge: XII)	Raw material
Tin/Zinc	5 s	Uncom	Normal	Tin/Zinc Ore	1 QD	Smith, Fire, (Forge: XII)	Raw material
Wrought iron	3 s	Uncom	Normal	Iron, Charcoal	1 QD	SMITH (RANK 2), Forge	Raw material
Steel	10 s	Rare	Normal	Wrought iron, Black coal	1 QD	SMITH (RANK 3), Forge	Raw material
Rare minerals	1.5 s	Rare	Tiny	(Varies)	–	–	Raw material
Crucible Steel	20 s	Epic	Normal	1/2 Iron, 3/4 Wrought iron, Rare minerals, resource roll for Glass	1 QD	SMITH (RANK 4), Forge	Raw material
Dwarven steel	30 s	Epic	Normal	Steel, 2 Coke, 3 Rare minerals	1 QD	SMITH (RANK 4), Forge	Raw material

EXTENED SMITH, NEW ARMOR STATS:

ARMOR	BODY PART	ARMOR RATING	COST	FEATURES
Lamellar, Metal	Body	4	15 s	Heavy*
Scale, Metal	Body	5	25 s	Heavy*, Roll half rating vs stabs, but not vs arrows
Half-plate	Body	5	30 s	Modifies MOVE by -1*
Heavy brigandine	Body	6	40 s	Heavy*, Modifies MOVE by -1*
Mail Coif	Head	3	10 s	Light, Roll half rating vs stabs and arrows

* If you use the "Stealth modifiers" module, not that both heavy armor and modifiers to move, incur a -1 penalty to Stealth.

EXTENED SMITH, NEW ARMOR CRAFTING:

ARMOR	PRICE	SUPPLY	WEIGHT	RAW MATERIALS	TIME	TALENT	TOOLS
Lamellar, Metal	15 s	Rare	Heavy	3 Iron	2 days	SMITH	Forge
Scale, Metal	25 s	Rare	Heavy	3 Iron	1 week	SMITH	Forge
Half-plate	30 s	Rare	Normal	3 Iron	1 week	SMITH	Forge
Heavy brigandine	40 s	Uncommon	Heavy	4 Iron, 2 Cloth, a resource roll for Tin	1 week	SMITH, TAILOR	Forge, Needle & thread
Mail Coif	10 s	Common	Light	1/2 Iron, Cloth	2 days	SMITH, TAILOR	Forge, Needle & thread

Sample file



EXTENED SMITH, NEW ITEM CRAFTING:

ARMOR	PRICE	SUPPLY	WEIGHT	RAW MATERIALS	TIME	TALENT	TOOLS
Caltrops	2 s	Uncommon	Light	1/2 Iron	1 day	SMITH	Forge
Plough	20 s	Common	Heavy	5 Iron	1 week	SMITH	Forge
Ironcrow	3 s	Common	Heavy	2 Iron	1 day	SMITH	Forge
Whetstone	1 s	Common	Light	1 Stone	1 day	–	–

Firewood: Same as wood, although made out of wooden pieces or wood like pieces not fit to be used for crafting, but is suitable for making a fire. You can find 3 units of firewood for every 2 units of normal wood you would find during a Quarter Days work.

Charcoal: 1 unit can replace 2 units of WOOD when used as fuel. Burns at a higher temperature then WOOD.

Black coal: 1 unit can replace 2 units of WOOD when used as fuel. Burns at a higher temperature then WOOD. Released gases make it unsuitable for cooking under open fire.

Coke: 1 unit can replace 3 units of WOOD when used as fuel. Burns at a higher temperature then CHARCOAL and BLACK COAL. Unsuitable for cooking under open fire.

Copper: It is easy to use and gives +1 bonus to any CRAFTING roll. It is too soft to be used in arms and armor. Not safe for food, milk or anything that is lightly acidic.

Lead: It is very easy to work with and grants +2 bonus to any CRAFTING roll. It is however too soft to be used in tools, arms and armor and quickly melts if left near a fire. Items made of lead tends to be heavier than those made of iron.

Tin/Zinc: Used to make bronze/brass. Metals that tend to suffer from prolonged moisture, like that in Brigandine is often coated with a layer of tin to avoid rusting, as well as drinking canteens made out of metal.

Bronze/Brass: More expensive than iron and cannot match steel. Not safe for food, milk or anything that is lightly acidic. Looked down upon by the Rust church.

Weapons and armor can replace iron with bronze/brass. It can be master worked as long as the total bonus does not exceed half of what you normally can make, round down.

Silver: More expensive than iron and cannot match steel. It is however easy work with and gives a +1 bonus to any CRAFTING roll. Silver inlays (using 1/10 of metal used to craft) can be added when crafting a weapon or armor, to make it more stylish. This doubles the production time, but can give a +1 bonus to MANIPULATION.

Weapons and armor can replace iron with silver. It can be master worked as long as the total bonus does not exceed half of what you normally can make, round down.

Gold: Items crafted by replacing iron with gold uses twice the material and doubles the objects weight (unless the item is tiny). It is very easy to use and gives +2 bonus to any CRAFTING roll. It is too soft to be used in arms and armor. Gold inlays (using 1/10 of metal used to craft) can be added when crafting a weapon or armor. It can then give a +1 bonus to MANIPULATION.

Iron: Often contains slag and high amounts of carbon. It could be variants of pig iron, cast iron and low-quality wrought iron. The slag makes it easier to work with and lowers its melting point compared to other variants of iron, but it breaks easily. It also rusts easily and can be damaged from prolonged exposure to moisture.

Wrought iron: Considered this as high-quality wrought iron. It is made by repeatedly beating and folding a pig iron bloom, to force out the molten slag. This will however oxidize most of the carbon, making it weaker than steel. A good smith will often reheat edges in something rich in coal and hammer those, turning those parts into mild steel.

Weapons and armor can replace IRON with WROUGHT IRON, this gives a -2 modifier to the CRAFT roll, but a rank 2+ SMITH halves the penalty. The item will gain +1 Weapon Bonus/Armor Rating. It can be further master worked as long as the total bonus does not exceed what you normally can make.

Steel: Made by re-adding carbon to wrought iron under intense heat.

Weapons and armor can replace IRON with STEEL, this gives a -4 modifier to the CRAFT roll, but a rank 3+ SMITH halves the penalty. The item will gain +2 Weapon Bonus/Armor Rating. It can be further master worked as long as the total bonus does not exceed what you normally can make.

Sample file



Crucible Steel: A striped composite steel made in a crucible heated in a forge originally developed in the Drawn Lands, but at least known by some Aslene. The mix of components lowers the melting point, allowing the ingredients to partially fuse. It mechanically works just like STEEL, but can add a natural +1 bonus to MANIPULATION due to its beauty.

Dwarven Steel: Dwarves often add rare minerals to their finest steels: chromium, molybdenum and nickel among others. This makes the steel immune to rust and increases its toughness. The added toughness however makes it harder to work with. Considered heretic by the Rust church, but unless you are an inventor or alchemist it would be very hard to tell it apart from regular steel.

Weapons and armor can replace IRON with DWARVEN STEEL, this gives a -6 modifier to the CRAFT roll, but a rank 4+ SMITH halves the penalty. The item will gain +3 Weapon Bonus/Armor Rating. It can be further master worked as long as the total bonus does not exceed what you normally can make.

Caltrops: These can be scattered into a NEAR zone. The zone then counts as rough terrain, and on a failed roll the target takes 1 damage, ignoring armor, but roll any item dice from boots as if it were armor rating. If damaged, any movement actions or MOVE rolls count as a slow action for a Day. A successful HEALING roll can negate this effect.

Plough: Farming tool. If using the "Field (slightly changed)" and "Garden (slightly changed)" modules, it is added as a requirement.

Ironcrow: The medieval version of a crowbar. Can grant a +2 bonus to MIGHT rolls, made to bend open things.

Whetstone: Allows you to forgo the SMITH and Forge requirement when you want to repair a metal headed melee weapon that has taken a maximum of one point of item damage.

EXTENDED TAILOR ITEMS

These are the items that can be built by a TAILOR, if you use the "Tailor: extended options" talent module.

EXTENED TAILOR, NEW MATERIALS:

ITEM	PRICE	SUPPLY	WEIGHT	RAW MATERIALS	TIME	TALENT/TOOL	EFFECT
Cloth, Linen	2.5 s	Uncom	Normal	5 Flax	1 QD	TAILOR (RANK 2), (Tailor Shop)	Raw material
Cloth, Oil-cloth	5 s	Uncom	Normal	7 Flax, 1/2 Lead ore	1 QD	TAILOR (RANK 3), (Tailor Shop)	Raw material
Cloth, Silk	10 s	Rare	Light	1 Silk	1 QD	TAILOR (RANK 3), (Tailor Shop)	Raw material
Cloth, Silk wool	7.5 s	Rare	Normal	1 Silk, 1/2 Wool	1 QD	TAILOR (RANK 4), (Tailor Shop)	Raw material
Flax	0.3 s	Uncom	Normal	–	–	Field	Raw material
Silk pupae	7.5 s	Epic	Normal	–	–	Normally not found in the Forbidden Lands	Raw material, also meat

EXTENED TAILOR, NEW ARMOR STATS:

ARMOR	BODY PART	ARMOR RATING	COST	FEATURES
Rags	Body	–	0.5 s	Tiny, -2 to MANIPULATION
Clothes	Body	1	2 s	Tiny, not stacking with armor, count as rags if damaged
Gambeson	Body	3	10 s	Counts as winter clothing
Light brigandine	Body	4	20 s	Counts as winter clothing
Padded Cap	Head	1	3 s	Light, Counts as winter clothing

Sample file



EXTENED TAILOR, NEW ARMOR CRAFTING:

ARMOR	PRICE	SUPPLY	WEIGHT	RAW MATERIALS	TIME	TALENT	TOOLS
Gambeson	10 s	Common	Normal	6 Cloth	2 days	Tailor	Needle, thread
Light brigandine	20 s	Uncommon	Normal	5 Cloth, 1 Iron, a resource roll for Tin	1 week	TAILOR, SMITH	Forge, Needle & thread
Padded Cap	3 s	Common	Light	1 Cloth	1 day	Tailor	Needle, thread

Flax: Gained from the flax plant, you either harvest it for the seed to make linseed oil, or for the flax fibers to make linen cloth. You cannot use it for both at the same time as the fibers must be harvested before the seeds are ripe. They can be planted and harvested on a field instead of GRAIN.

Cloth, Wool: A warm cloth with natural elasticity. Very easy to spin and felt. Breathes, but is very warm. Repels water to a degree.

Can be used to make good winter clothing: double time, double cloth used, and add a unit of feather for every unit of cloth. Increase weight category.

Cloth, Linen: Linen is highly absorbent, so will wet quickly in rain. This may soak the wearer, which could be bad in cold weather, but it doesn't cause any damage to the fabric. It is very durable and strong with a high abrasion resistance. It does however not stretch and can take damage from folding. It has natural insect repellant qualities, resists dirt and stains and is good vs overheating.

Armor can replace CLOTH from wool with LINEN CLOTH, this gives a -2 modifier to the craft roll, but a rank 2+ TAILOR halves the penalty. The item will gain +1 Armor Rating. It can be further master worked as long as the total bonus does not exceed what you normally can make.

Cloth, Oilcloth: Oilcloth is made with linen, linseed oil and oxidized lead. It protects against wind, is water repellant and cannot soak.

Cloth, Silk: This cloth has a high luster and is very elegant. It is soft, light, durable and strong, but not elastic. It keeps moisture out. Silk is made from silk worms and while those could be kept inside silk farms and their eggs can hibernate there during winter, their food source made of mulberry tree leaves are very hard to grow in colder climates. The southern Harga region is likely the only place where silk farms have seen some degree of success in Ravenland. Items made out of silk are considered water repellant.

Armor can replace CLOTH with SILK, this gives a -4 modifier to the craft roll, but a rank 3+ TAILOR halves the penalty. The item will gain +1 Armor Rating. It can be further master worked as long as the total bonus does not exceed what you normally can make. It also adds a +1 bonus to MANIPULATION and its weight category is reduced one step.

Silk armors can also be made extra thick. Then double the used material and time to make. Do not decrease weight category, but gain another +1 to armor rating.

Cloth, Silk wool: This is a mix of silk and wool. It keeps the shine and luster of silk and the weight of wool. It can make excellent winter clothing, just like wool.

Armor can replace CLOTH with SILK WOOL, this gives a -2 modifier to the craft roll, but a rank 4+ TAILOR halves the penalty. The item will gain +1 Armor Rating. It can be further master worked as long as the total bonus does not exceed what you normally can make. It also adds a +1 bonus to MANIPULATION.

TOOLS ARE NEEDED FOR REPAIRS

While "LIGHT BRIGANDINE" has a better price and don't suffer from half rating vs stabs compared to "SCALE ARMOR, from HARDENED LEATHER", do note that the scale armor can easily be repaired while out adventuring, whereas the LIGHT BRIGANDINE would need a FORGE, and even if found, not everyone is just going to lend out their FORGE to you.

Sample file



EXTENDED TANNER ITEMS

These are the items that can be built by a TANNER, if you use the "Tanner: extended options" talent module.

EXTENED TANNER, NEW MATERIALS:

ITEM	PRICE	SUPPLY	WEIGHT	RAW MATERIALS	TIME	TALENT/TOOL	EFFECT
Rawhide	1 s	Common	Normal	Pelt	1 QD	TANNER, (Tannery)	Raw material
Buckskin	1.2 s	Common	Normal	Pelt	1 QD	TANNER, fire, (Tannery)	Raw material
Fur	2 s	Common	Normal	Pelt	1 QD	TANNER, (Tannery)	Raw material
Wax hardened leather	3 s	Uncom	Normal	Leather, 1/2 Wax	1 QD	TANNER (RANK 2), (Tannery)	Raw material
Glue hardened leather	3 s	Uncom	Normal	Leather, Glue	1 QD	TANNER (RANK 2), (Tannery)	Raw material
Glass composite leather	10 s	Epic	Normal	Leather, Glue, 1/2 Glass	1 QD	TANNER (RANK 3), (Tannery)	Raw material
Grease	2 s	Common	Tiny	Tallow or Blubber	1 QD	TANNER, Fire, Cauldron, Knife	Bonus vs cold
Glue	1 s	Common	Tiny	Pelt	1 QD	TANNER, Fire, Cauldron	Raw material
Varnish	6 s	Uncom	Light	Oil, Turpentine	1 QD	TANNER, Fire, Cauldron	Raw material
Book, blank	10 s	Uncom	Light	50 Parchment, either 1/2 Wood or 1/2 Leather	1 QD	TANNER, Needle & thread	100 pages
Soap	0.5 s	Common	Tiny	Resource roll for limestone and oil	1 QD	TANNER, Fire	Wash resource
Oil	1 s	Common	Light	1/4 Tallow or 2 Flax	1 QD	TANNER, Fire	Resource (oil lamp)
Horn	3 s	Uncom	Normal	Horned animal, Water	1 QD	TANNER	Raw material
Studs	1.5 s	Common	Light	1/2 Iron	1 QD	SMITH	Raw material

EXTENED TANNER, NEW ARMOR STATS:

ARMOR	BODY PART	ARMOR RATING	COST	FEATURES
Layered/Studded/Lamellar Leather	Body	3	6 s	–
Hardened leather	Body	4	12 s	-1 to MOVE
Scale armor, Hardened leather	Body	4	24 s	Roll half rating vs stabs, but not vs arrows

EXTENED TANNER, NEW ARMOR CRAFTING:

ARMOR	PRICE	SUPPLY	WEIGHT	RAW MATERIALS	TIME	TALENT	TOOLS
Layered/Studded/Lamellar Leather	6 s	Uncom	Normal	4 Leather, Studs OR 1/2 Iron	2 days	TANNER, (SMITH)	Knife, needle & thread, hammer or forge
Hardened leather	12 s	Uncom	Normal	4 Leather	2 days	TANNER	Knife, fire, needle & thread
Scale armor, Hardened leather	24 s	Rare	Normal	4 Leather	1 week	TANNER	Knife, needle & thread

Sample file



Tannin: A leather worker is considered to make their own tannin as part of their work and it is not a resource you need to keep track of. It is often made of finely crushed tree bark and if needed it could be considered made from firewood. If you use the "Mill (extended usage)" module, and dedicate a mill to help produce tannin (crushing spare tree bark and so on), you can gain a +1 bonus to all TANNER craft rolls.

Grease: If smeared on your skin, it grants you a +2 bonus to endurance vs cold weather, but smells really bad. If you use the "Hygiene" module, reduce your Hygiene die by 1.

Glue: This is kept as granules or flakes. You apply it after it has been dissolved and heated in water. It has an indefinite shelf life as long as it is kept dry.

Leather: Regular leather is made just as RAWHIDE, but adds the step of tanning, which changes the leathers chemical composition, preventing it from spoiling. It is after that stretched and softened. Leather will to some degree absorb water, but will not be damaged by it. Leather can be hardened through baking. That makes it tougher but stiffer. Baking is often superior to boiling leather, as that causes the leather to react with the water, plasticizing it, which causes shrinkage and lowered toughness.

Heavy/Studded/Lamellar leather: Treat this as extra layered leather held together with studs, it uses 4 instead of 2 units of LEATHER. Lamellar leather is made out of hardened strips of leather, but it uses similar stats.

You may replace the 1/2 unit of iron with studs procured from a SMITH. You can then replace the requirement of SMITH and Forge with that of a hammer.

Rawhide: Rawhide is made by taking a skinned pelt, soaking it in lime and water or urine, then fleshing and dehairing it (potash can help this process). Then finally drying it. Rawhide is tougher than leather, but very stiff. It is sensitive to moisture. If you spend a turn (15-minutes) in rain, or a day in sweaty or high moisture conditions, roll armor rating/item dice and deal damage on each 💀. Roll no more than once per day. You can make it resistant to water (but not fully waterproof – so swimming in it will still damage it), by adding 1/2 a unit of VARNISH per unit of RAWHIDE.

Hardened leather can be replaced with with RAWHIDE. Shields are especially good to make with rawhide as the shrinking, stiffness and toughness together will better hold it together, if used, gain a +2 bonus to such craft rolls. It should be protected from moisture.

Wax hardened leather: By heating leather and wax and then putting the two together, you can fully saturate leather with wax. This will stiffen the leather and make it more or less waterproof – making it good at containing liquids, like in waterskins. This avoids plasticizing, but the wax will to a slight degree lower piercing resistance, so for armor the end result will be similar to baking.

Glue hardened leather: Leather can become very hard and tough by moistening it, heating it and impregnating it with animal glue. As animal glue is soluble, it will however become sensitive to moisture unless varnished.

Hardened leather armors can replace their LEATHER with GLUE-HARDENED LEATHER, this gives a -2 modifier to the craft roll, but a rank 2+ TANNER halves the penalty. The item will gain +1 Armor Rating. It can be further master worked as long as the total bonus does not exceed what you normally can make. It should be protected from moisture.

Glass composite leather: This can be made kind of like glue impregnated leather, but with a layer of crushed glass in between the flesh side of two leather sheets. You can minimize sensitivity to moisture with varnish.

Hardened leather armors can replace their LEATHER with CLASS COMPOSITE LEATHER, this gives a -4 modifier to the craft roll, but a rank 3+ TANNER halves the penalty. The item will gain +2 Armor Rating. It can be further master worked as long as the total bonus does not exceed what you normally can make. It should be protected from moisture.

Buckskin: Instead of tanning, you can oil leather (the animal's own brain contains enough oil for this) and smoke it. The leather will absorb water, but will not be considerably damaged by it. The leather can become very smooth, but will smell of smoke. It lacks the chemical composition of regular leather and cannot be hardened.

Leather armor or Studded leather armor can replace their LEATHER with BUCKSKIN, this gives a +2 modifier to the CRAFT roll, but the items will lose 1 point of armor rating.

Fur: Made in a similar fashion to Buckskin. Leather armor or Heavy/Studded leather armor can replace their LEATHER with FUR, this makes the armor count as winter clothing.

Sample file



JOURNEYS



These modules are intended to expand or rebalance rules regarding journeys, resting and travelling.

☐ SHORT BREAK

Regular Quarter Day RESTS now only restore 1 attribute point to each attribute, but they can be combined with a SHORT BREAK during the same Quarter Day.

Once per Quarter Day, and at any time during that Quarter Day, you may take a 15-minute SHORT BREAK. You may take this SHORT BREAK even if you perform some other activity that uses up that whole Quarter Day, it will not affect that action.

During a SHORT BREAK, you may roll resource dice to restore attributes, see below. No attribute can be restored by more than 1 point during a SHORT BREAK.

Restore 1 Strength: Roll a resource die for food or alcohol* (beer, ale, mead, wine or liquor). Note that while alcohol can be used to restore strength in this way, you need to consume a full resource on purpose for it to have any effect on staving off HUNGER.

Restore 1 Agility: Roll a resource die for water. Note that while undistilled alcohol can be treated as a water resource for avoiding thirst, it will not restore Agility.

Restore 1 Empathy: Roll a resource die for liquor*, or rank 3 CHEF food/alcohol*.

Restore 1 Wits: Roll a resource die for tobacco.

Restore 1 Willpower: Roll a resource die for narcotics*. Cannot restore Willpower above the Potency of the narcotics, common narcotics might have a base potency of 2.

* You must succeed an ENDURANCE roll to avoid becoming INTOXICATED, if you use the "Recreational drugs" module.

WHY USE THIS MODULE?

1. You can still quickly regain your attributes. If you plan on resting, you can regain 4 in each attribute by: first ending your current QD by taking a SHORT BREAK, then take your Quarter Day's REST, take another SHORT BREAK during said REST, and then start the upcoming Quarter Day with another SHORT BREAK, all at the cost of extra resource rolls.
2. It makes resources more important.
3. It makes strong characters generally require more food, etc.
4. It can add some realism in that a person with limited physique can recover fast from becoming exhausted, as that happens fast, while an elite marathon runner would require more than 6h of rest before they could race another marathon.
5. You can take a SHORT BREAK during site exploration.

WHY NOT USE IT?

The rules are fine as they are. It makes minor attribute damage trivial, RESTS and talents that add RESTS becomes less valuable.

Sample file



RECREATIONAL DRUGS, NEW TRADE GOODS:

MATERIAL	SIZE	SHELF-LIFE	SUPPLY	PRICE	CREATED FROM	TALENT	TOOLS
Ale, Poor	Normal	One week	Common	0.5 s	Grain	CHEF	Brewery
Beer, Poor	Normal	One month	Uncom	1 s	Grain	CHEF	Oast house, Brewery
Mead/Wine, Poor	Light	One year	Common	1.5 s	1/4 Honey / 4 Vegetables	CHEF	Brewery
Ale, Good	Normal	One week	Uncom	1 s	Grain	CHEF(rank 3)	Brewery
Beer, Good	Normal	One month	Rare	2 s	Grain	CHEF(rank 3)	Oast house, Brewery
Mead/Wine,Good	Light	One year	Uncom	3 s	1/4 Honey / 4 Vegetables	CHEF(rank 3)	Brewery
Liquor	Tiny	–	Uncom	4 s	Mead/Wine/2 Ale/2 Beer	INVENTOR *	Distiller or Still
Narcotics	Tiny	One year	Rare	5+ s	2 Herbs	POISONER	Cauldron, fire
Tobacco	Tiny	One year	Uncom	1.5 s	Field(100 units per year)	HERBALIST	Oast house
Pipe, clay	Tiny	–	Common	0.5 s	A resource roll for Stone(clay)	–	Fire

* If you do not use INVENTOR talent module, you may substitute this for another talent, like CHEF.

☐ RECREATIONAL DRUGS

If you don't use the new stronghold functions modules, like that for "Brewery", then you need some other source for these. These recreational drugs work well together with the "Short break" module, but it does not require it.

Becoming intoxicated: Whenever you roll a resource die to take some sips from an alcoholic beverage or use narcotics, you must also succeed an ENDURANCE roll, or become INTOXICATED for a Quarter Day. You may on purpose roll extra resource dice, each die then requiring an extra ⚔ on the ENDURANCE roll. Or you may consume a whole resource die without rolling it, to automatically become INTOXICATED.

Beer/Ale/Mead/Wine: These resources can be used instead of water to quench thirst. If it tastes good and not poor, then it also restores Empathy, just like if a rank 3 CHEF had made food. Also read INTOXICATED above.

Liquor: Can be used as a resource die to restore Empathy, just like if a rank 3 chef had made food. If you use the "Add resource die to rolls", it can also be used as a resource die when performing a HEALING roll to save a life. Also read INTOXICATED above.

Tobacco: No effect, unless you use the "Short break" module.

Narcotics: Read "Becoming intoxicated" above. Otherwise, no effect, unless you use the "Short break" or the "Apothecary" talent module.

NEW CONDITION: INTOXICATED

When you use an alcohol or narcotics resource, you can become INTOXICATED., see "Becoming intoxicated" on the left. If you become INTOXICATED while already INTOXICATED, you BREAK your Agility and begin to vomit uncontrollably. Being INTOXICATED has several effects:

- Each time you become INTOXICATED, take 1 Agility damage.
- Take a -2 penalty to all skills.
- Always roll your full dice pool, even if your attributes have been reduced by damage.
- After a Quarter Day, remove INTOXICATED.

Note: If you use the intoxicated condition, it synergizes well with the "Solid drinker" talent module. Also note that rolling your full dice pool while being intoxicated, actually means that you still roll all Agility dice, even though you did take that damage. See it as you become calmer, and can ignore when your body urges you to stop. You are likely still at a loss though, since skills are reduced by 2.

Sample file



☐ HYGIENE DIE

Original idea: Rasmus

Roll your hygiene dice once per day. It can also be directly lowered by very unhygienic actions. If it becomes zero, you become FILTHY.

You may regain you Hygiene die, up to a maximum of a d12 die (or 4d6 if you use the "Xd6's as resources" module), by taking the actions listed below. Prices are per page 180 in the Player's Handbook. In general, you cannot take the same hygiene restoring action again, until you have lost at least one hygiene die.

Wash your clothes: +1 hygiene die. Add another +1-hygiene dice if you use soap or if you pay 5 copper for a professional washing. Wet clothes need a Quarter Day to hang in the sun or by a fire in order to dry.

Take a bath: +1 hygiene die. If you do it during a summer or you pay 3 copper for a bath at an inn, you avoid becoming COLD from taking it. Add another +1 hygiene dice if you use soap.

Haircut: +1 hygiene die. Includes beard trim. Costs 5 c.

Apply perfume: +1 hygiene die. Likely not available if you don't use the "Inventor" module.

Sleep at an inn: No added hygiene dice, but the basic hygienic actions you may take there is enough to not have to roll your hygiene dice at the end of the day.

NEW CONDITION: FILTHY

If you use the "Hygiene" module, then as soon as you lose all your Hygiene die, you become FILTHY. Otherwise, your GM could perhaps give you the FILTHY condition from certain events. Like falling into a pile of manure? Or sleeping in the gutter after a too heavy night out? Being FILTHY has several effects:

- You both smell and look awful. Take a -2 penalty to all MANIPULATION rolls against targets that aren't FILTHY.
- You cannot HELP OTHERS or benefit from HELP FROM OTHERS.
- Whenever you are BROKEN, you must roll against disease with a virulence rating of 4.
- As soon as you can wash yourself and your clothes (or in other way can regain a Hygiene die, if you use the "Hygiene" module), you are no longer FILTHY, but any contracted diseases stay.

☐ FORCED MARCH MODIFIERS

You can HIKE for 2 quarter days before needing to roll for FORCED MARCH, this is however modified by the following table. Any continuously forced march is made at a cumulative -2 modifier.

ITEM	# OF HIKES BEFORE ROLL
Drawn non-light weapon	-1
Drawn large shield	-1
Negative move items	-1/point
Mounted*	+1

* This only applies to the rider, the mount can still not hike for more than 2 Quarter Days before you have to roll for ANIMAL HANDLING.

☐ VEHICLE SPEED

A cart or wagon: drawn by animals has a speed of 2 in normal terrain and 0 in difficult terrain (it cannot enter those).

Road: A well-maintained road can increase travel speed to 3 per Quarter Day, to all forms of travel.

Rowing: Speed 2 per Quarter Day in a water hex, 1 if traveling a river upstream or 3 if traveling it downstream.

Sailing: 3 per Quarter Day, can be affected by wind. Use rowing speed in rivers.

☐ ALTERNATIVE WEATHER

Each morning, make a D6 roll on the weather table. Each weather effect combines (stacks) with the last rolled effect. This also means each roll normally effects the weather for two days in a row.

You can never feel too safe – a sudden change in the weather may occur because of a mishap, a random encounter or whenever the GM deems it appropriate.

DIE	CONVERT TO
1-3	**Sun/Moon/Stars:** +1 to lead the way rolls, +1 to hiking in darkness rolls. If this replaces Rain, then during the first light quarter day: Fog: -2 to lead the way.
4	**Clouds:** +1 temp if also Sun/Moon/Stars.
5	**Strong winds:** -1 heat if temp is 0 or less, -1 to make camp rolls, the weather changes more

Sample file



	quickly, roll next weather die after a Quarter Day. -1 to lead the way on sea, but add +1 speed if you travel by sail. If you roll 2x Strong winds while at sea you capsize on a mishap.
6+	**Risk for rain/snowfall:** +1 to the daily D6 rolls on the weather table (stacks). So next day a roll of 5 would become "Risk for rain/snowfall" and not "Strong winds" since you add +1, and because of two "Risk for rain/snowfall", next day would roll a D6+2. Terrain affects actual risk of precipitation. On a mountain, next to a coast line, it could be 100%, in a desert then probably still no rain. **On actual rain/snowfall:** -1 to make camp, +1 forage for water. **If positive heat, then Rain:** -1 heat (does not stack). If items vulnerable to moisture is exposed for at least 15 minutes, then once per day, roll item dice to see if they are damaged (each 💀 deals damage). **At zero or negative heat, then Snowfall:** Add a -1 negative modifier to lead the way and forced march rolls.

TEMP MODIFIERS IN RAVENLAND

Summer	+2
Spring, Fall	+1
Winter	±0
Mountains	-1

TEMP/HEAT

Temp is the actual temperature, around TEMP x 10 ±5 degrees Celsius or TEMP x 20 +30 ±10 degrees Fahrenheit. Heat is instead what living warm-blooded beings will feel as the temperature. You should convert item bonuses vs COLD to half that amount of bonus HEAT.

CLOTHES

Soaked wet	-2 to heat.
Bare minimum	-1 to heat.
Normal	±0 to heat.
Winter	+1 to heat. (prev +2 bonus vs COLD)

SLEEPING GEAR

Camp fire	Up to +2. As long as someone is STANDING GUARD it will not go out.
Tent	Protects you/gear from rain. +2 to MAKE CAMP
No blanket	-1 to heat
Sleeping fur	+1 to heat

HEAT	EFFECT
4	Roll an extra water and a hygiene die every Quarter Day. Not having water makes you both THIRSTY and SLEEPLESS. Sleeping on bare ground does not make you COLD.
3	You need to roll an extra water resource die and hygiene die per day. Sleeping on bare ground does not make you COLD.
2	Sleeping on bare ground does not make you COLD.
1	Roll ENDURANCE once every night to not become COLD, unless you have a fire.
±0	Roll ENDURANCE every Quarter Day to not become COLD.
-1	Roll ENDURANCE every hour to not become COLD.
-2	Roll ENDURANCE every 15 minutes to not become COLD.

WHY USE THIS MODULE?

This module was written before there was any official weather rules. It still holds some advantages over the official ones.

1. Previous weather affects the upcoming roll, it makes rain more likely follow rain, just like in real life.
2. There are some positive effects from weather, making it not just bad for the PCs to add weather rules.

WHY NOT USE IT?

Weather rules might complicate things more than the value they give. Or you simply use other rules for weather.

Sample file



ALTERNATIVE WEATHER JOURNEY ACTIVITIES

If you use the "Alternative weather" module, then these two pages represents an alternative view, from the perspective of Journey activities instead of keeping all the information in the weather roll. The rules are the same as for "Alternative weather" it is just presented in another way.

WEATHER ROLL

Roll 1d6, +1 per ongoing "Risk for rain/snowfall".

DIE	CONVERT TO
1-3	Sun/Moon/Stars. If after rain, then during next Quarter Day with light: Fog.
4	Cloudy. +1 TEMP if also Sun/Moon/Stars.
5	Strong winds: -1 HEAT if TEMP is 0 or less (not stacking), roll next weather after a Quarter Day.
6+	Risk for rain/snowfall: Actual chance/risk depending on terrain. At positive heat: -1 heat (does not stack). Moisture can ruin sensitive items.

HEAT	EFFECT
4	An extra water and hygiene die/Quarter Day. Not having water also makes you SLEEPLESS.
3	An extra water and hygiene die once/day.
2	–
1	ENDURANCE once per night or COLD
±0	ENDURANCE once every QD or COLD
-1	ENDURANCE once every hour or COLD
-2	ENDURANCE once per 15 min or COLD

Standard heat is 1 ±1 for seasons, +1 for winter clothing.

EACH DAY

- Roll resource dice for water, food and hygiene if that module is used. If you use the "Xd6's as resources" module, roll a die for each item that has a shelf-life of a week.
- Roll for weather.
- Players or GM could update any calendar.
- Check dates of critical injuries, etc.

HIKING THOUGH HEXES

You can hike 2 hexes per Quarter Day, 3 if on horseback. Only 1 hex in Dark Forests, Mountains, Quagmires or Ruins. Marshlands, Lakes and Rivers requires a boat or raft.

QUARTER	SUMMER	SPRING/FALL	WINTER
Morning	Light	Light	Dark
Daytime	Light	Light	Light
Evening	Light	Dark	Dark
Nighttime	Dark	Dark	Dark

FORCED MARCH (ENDURANCE)

Rolls ENDURANCE if you hike for more than 2 ± the listed amount of Quarter days. The roll is made with a -1 penalty per Snowfall and -2 penalty for each previous forced march roll during the day. Boots can give bonuses to the roll.

- -1 Drawn weapons (ignore if light)
- -1 Drawn large shield
- -1 per Negative move item
- +1 if Mounted (does not apply to the mount)

Failure: 1 Agility damage and you are unable to HIKE until you REST.

LEAD THE WAY AS PATHFINDER (SURVIVAL)

One person rolls SURVIVAL for each unexplored hex entered.

- +1 per Sun/Moon/Stars
- -2 if Darkness (unless night vision like a Goblin)
- -1 per Fog and -1 per Snowfall
- -1 per Strong Wind on sea (x2 capsize on fail)

Failure: Roll for a mishap.

HIKING IN DARKNESS (SCOUTING)

Roll SCOUTING for each unexplored hex entered during night, unless you have night vision like a Goblin.

- +1 per Sun/Moon/Stars

Failure: Take 1 Strength damage.

KEEP WATCH AS LOOKOUT (SCOUTING)

Roll SCOUTING for each unexplored hex entered or around once per day (like 1d6 quarter days after the last event). Note that weather like fog may reduce the distance to when you will notice any threat and the other way around.

- ±2 if Darkness and only one side has dark vision

Sample file



STAYING IN A HEX

MAKE CAMP (SURVIVAL)

If no one keeps watch any fire will die out. Depending on temperature, you might then have to roll against cold.

- -1 per Strong Wind

Failure: Roll for a mishap.

REST

Restore damage to attributes, you may also spend XP as long as you aren't acquiring new talents or spells. If you want to acquire a new skill this way, you have to have successfully used it during the session.

TRAIN

If you have the XP and a teacher, you can learn a new talent, a new skill, a new a magical path or an increase to a magical path. Without a teacher, you need a Wits roll success to for a new talent.

If you use the "Wits to learn magic" module, you may also try to learn spells. All rolls to learn magical paths or spells are made with a penalty equal to the rank you try to attain.

SLEEP (SURVIVAL)

Roll SURVIVAL if you try to sleep without a finished camp. All ENDURANCE rolls vs cold automatically fails while sleeping on the ground at heat zero or lower. Also counts as REST.

Push: You do get to SLEEP, but do not benefit from REST.

CRAFT (CRAFTING)

Things that take a full day to craft use two Quarter Days.

REPAIR (CRAFTING)

You can attempt to repair up to three items in a Quarter Day.

SURVEY THE LANDS (SCOUTING/ENDURANCE)

Success: Roll for feature and encounter.

Failure: Roll for a mishap.

Push: Possibly ambushed if there is an encounter.

HUNT (SURVIVAL)

- +1 if Plains or Forest
- -1 if Mountains, Marshlands or Ruins

Success: You find a prey, see page 153 in the Player's Handbook. Then roll MARKSMANSHIP (ranged weapon), or SURVIVAL (traps) modified by that table. A success can give, PELTS, MEAT, TALLOW, SINEW and even BONES if desperate.

Failure: Roll for a mishap. If you use the "Pushed long time rolls" module, then you also suffer a mishap if you push and that fails to add any more ⚔.

FORAGE (SURVIVAL)

- +1 if Marshland or Forest
- -1 if Plains, Dark Forest or Quagmire
- -2 if Mountains or Ruins
- -1 if Spring (if not foraging for Water)
- +1 if Autumn (if not foraging for Water)
- -2 if Winter (if not foraging for Water)
- +1 if Raining/Snowing (if foraging for Water)
- -2 if foraging Herbs (requires rank 2 Herbalist)

Success: 1 unit of VEGETABLES per ⚔, or any amount of water if you foraged for water instead of vegetables.

Failure: Roll for a mishap. If you use the "Pushed long time rolls" module, then you also suffer a mishap if you push and that fails to add any more ⚔.

FISH (SURVIVAL)

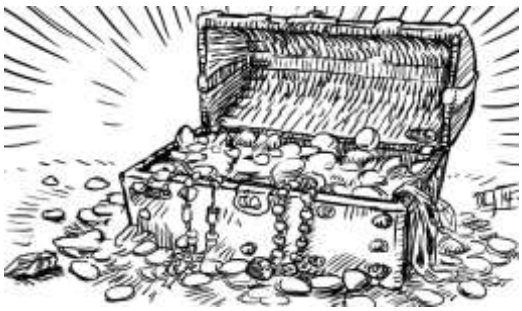
Requires a lake or a river and fishing gear.

Success: 1 unit of FISH per ⚔.

Failure: Roll for a mishap. If you use the "Pushed long time rolls" module, then you also suffer a mishap if you push and that fails to add any more ⚔.

EXPLORE

Exploring an adventure site takes a Quarter Day.



Sample file



☐ SURVEY THE LANDS

When traveling the lands, you can survey for valuable features of the terrain by spending a Quarter Day in the same hex and making a SCOUTING roll. If you are in a water hex you must have a boat to SURVEY THE LANDS, unless you have the DIVER talent.

A failed roll: Roll for a mishap. If you are in a boat, roll for a "Sea travel mishap", PHB page 156, otherwise roll for a "Survey mishap" on the table below.

On a success: Make a roll for a feature. The GM makes a roll for a complication. You will find tracks or other signs from any complication in time, unless otherwise stated in the description of the complication. A complication will use/guard/have laid claims to the feature if there is any. The tables for features and complications can be found in the Gamemaster's booklet for Reforged Power.

A pushed successful roll: Any complication spots the party before they spot it or any tracks of it. It can choose to ambush the party, or make itself known. A complication that can call for aid within the Quarter Day, may do so, become larger or more organized.

Terrain: You may not survey the land while on an Ice Cap or Sea ice tile. Rivers are scouted with their first nearby hex.

SURVEY MISHAPS

D6, MISHAP IN LAND HEX/WATER HEX
1, Lost/Floated ashore: Roll SURVIVAL each QD to be able to leave your current hex.
2, Torn clothes: Your clothes are damaged. Maybe roll for the effects of COLD.
3, Wounded foot: You suffer a critical injury, equivalent to result 25–26 for blunt trauma.
4, Leeches: Roll for HEALING. If you succeed you take 1 Strength damage, otherwise you take 2.
5, Savage animal: A wolf, bear, crocodile, shark or other wild animal feels threatened and attacks you.
6, Watched:. Something is watching and you feel forced to abandon the survey. For 2d6 days (a hidden roll), any successful Survey in this hex will allow any complication, if there is any, to ambush you.

☐ MORE TERRAIN FEATURES

The following terrain features are automatic and do not require any survey roll.

NEXT TO RIVER OR LAKE (NOT OCEAN)

Hunt ±0. Allows fishing.

You may forage water even on a failure, but then everyone doing so must roll against a virulence rating 3 disease, unless boiled (requires cauldron and fire).

Next to river only: Allows construction of water mill. Halve the construction time for the moat stronghold location. Irrigation opportunities grants a +2 bonus to construct the field and garden stronghold locations.

LAKE/OCEAN

Hunt ±0. Allows fishing. Requires boat or raft.

PLAINS

Forage -1, Hunt +1.

FOREST

Forage +1, Hunt +1.

-2 to construct Wind mills.

DARK FOREST

Forage -1, Hunt ±0. Difficult terrain.

-2 to construct Wind mills.

Constructing a field, garden or pasture stronghold locations requires warm weather and a failed roll creates an uncontrolled forest fire that destroys most other flammable things in the hex and can over time spread to adjacent hexes depending on upcoming weather.

HILLS

Forage ±0, Hunt ±0.

+2 to construct Wind mills.

Ramparts or palisades receive an automatic +1 to defense rating.

Double construction time to construct a field or garden stronghold location.

Wells must be built as cisterns and these use 10 times the materials and takes months instead of weeks to complete.

Sample file



MOUNTAINS

Forage -2, Hunt -1. Difficult terrain.

+2 to construct Quarry.

Cannot hold the field, garden, fence or pasture stronghold locations even though you can forage here.

Ramparts or palisades receive an automatic +1 to defense rating.

Wells must be built as cisterns and these use 10 times the materials and takes months instead of weeks to complete.

MARCHLANDS

Forage +1, Hunt -1. Allows fishing. Requires boat or raft.

-1 to construct any stronghold location, except moat.

You may forage for purple shells, except during winter times, this is an ENDURANCE roll for diving at a -2 penalty unless you have the Diver talent. If the temperature is kind of cold, like regular spring, fall temperatures, you also become COLD. For each success, roll another die, every ⚔ on that yields a pearl (worth 2d6 silver) in addition to 1 unit of MEAT. A mishap can results in a surprise crocodile attack.

QUAGMIRE

Forage -1, Hunt ±0. Difficult terrain.

-1 to construct any stronghold location, except moat.

A quarry can possibly yield peat instead of stone, see the "New quarry features" module. Peat is a LIGHT resource. It can be used instead of wood when making something that burns.

If you are a TANNER, you can make a SURVIVAL roll to have the Quagmire function as just as a ROOT CELLAR and/or a TANNERY. Do this just like if you were constructing the locations, but eschew the material costs.

RUINS

Forage -2, Hunt -1. Difficult terrain.

-2 to construct the field stronghold location.

Counts as a free quarry for stone.

When constructing a stronghold location, you only need half the amount of stone, as you can reuse old building blocks.

ASHLANDS

Any found water will be undrinkable/poisonous.

Cannot construct well.

Can count as a free quarry for Volcanic ash.

FIRELANDS

Forage -2.

Forage for water yields poisonous water.

Cannot construct well or root cellar.

Any activities requiring digging is reduced to half speed and need to roll a/an extra Gear Die per week. Any 💀, and the ground yields in a flow of semi-molten rock. Roll a Gear Die for each nearby worker. Another 💀 means that they have become covered in semi molten rock. NPCs are automatically killed by this. Player characters can instead roll for a fire based Critical Injury.

CRIMSON FOREST

Forage +1, Hunt +1.

Consuming anything edible or drinkable found comes with the risk of contracting Crimson Sickness.

TUNDRA

Forage -1, Hunt +1.

Cannot hold the field, garden, fence or pasture stronghold locations even though you can forage here.

If you use the "New quarry feature" module, then any found sand resource is black sand (as per page 13 in the Bitter Reach). This cannot be used as normal sand, like to make glass, but 4 units can be made into 1 unit of Iron on a successful CRAFTING roll by a Smith. A quarry here also have a high chance of finding peat.

ICE CAP

Hunt -1. Difficult terrain, unless snowshoes/skis/sled.

BENEATH THE ICE

Difficult terrain.

ICE FOREST

Forage -1, Hunt ±0.

Counts as a free quarry for Stone (petrified wood).

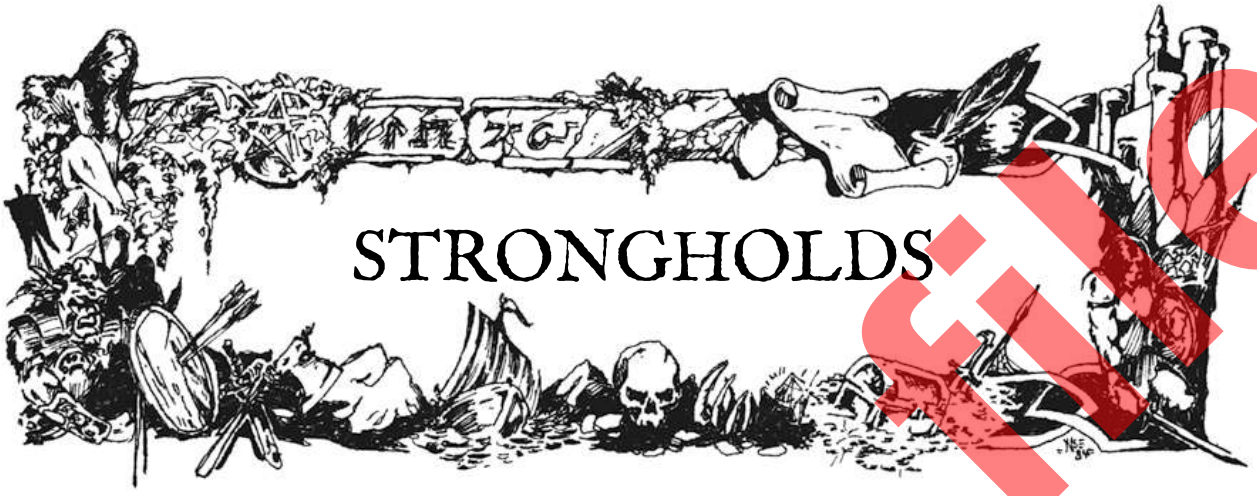
Cannot hold the field, garden, fence or pasture stronghold locations even though you can forage here.

SEA ICE

Hunt ±0. Very difficult terrain. Snowshoes/skis/sled/boat can partially help.

Sample file





STRONGHOLDS

These modules are intended to expand or rebalance rules regarding strongholds, army combat and trade.

☐ STRONGHOLD REPUTATION

Buildings that grant reputation are no longer directly added to the players reputation. Instead, a stronghold will have its own reputation score, that will tell if NPCs knows about it. It will also be used for various rolls, like resident recruitment and stronghold events.

DUPLICATE STRONGHOLD FUNCTIONS

If you build a stronghold function again, it will only add half of its reputation to the stronghold, and if you add it again, it will only half of that half, and so on. So building 3 Dungeons (1 + 0.5 + 0.25 rep) and 3 Forges (1 + 0.5 + 0.25 rep), will add 3.5 reputation to the stronghold, rounded down to 3. If you build a function again, but in another second stronghold, you add the full reputation bonus to that stronghold, and no extra reputation to the first.

PLAYER REPUTATION

Player characters add half of their most famous stronghold reputation to their own reputation score. If they own several strongholds, they must halve it again for each extra stronghold, i.e. a forth from their second, an eighth from their third, and so on. Example: If you own two Strongholds, "Bergwall" at 9 reputation and "Slavesilk" at 7 reputation, they add a total of 9/2 + 7/4 = 4.5 + 1.75 = 6.25 reputation to the player characters, rounded down to +6.

☐ HOUSING

Every 100 wood, and every 150 stone in a building, now counts towards 1 housing, as long as these units of wood or stone aren't also supporting any stronghold function. This makes the dwellings listed on page 194 in the Player's handbook now have an effect on your Stronghold, in that they grant a HOUSING score, allowing residents to move in.

BUILDING	HOUSING	REPUTATION
Cottage	2	-
Tower	2	-
Stone house	4	-
Farm	4	-
Fort	11	-
Fortress	43	+1
Castle	260	+3
Palace	520	+5

A building can be built to include other functions, for instance, a Fortress (1000 WOOD, 5000 STONE), could contain RAMPARTS (600 STONE) and GUARD TOWER (400 STONE) in its construction costs, but this would then reduce the available housing to 36 (1000/100 from the remaining wood + 4000/150 from the remaining stone).

☐ TYPES OF WORK FORCE

There may be many things that drive people to work for you, so NPC workers are now grouped into different categories.

Sample file



HIRELINGS

These are your paid workers, following the core rules.

Recruitment: You can hire them in villages, or if you have a Town Hall, you may be able to recruit them directly from your Stronghold. If you do not hire them from your Stronghold, you still need to pay them from day 1, even if the first days only include travelling.

Requirements: Hirelings are hired workers, providing their own equipment. They sleep in tents, that they themselves provide, or in hallways or so. They are only interested in the money they make, and can leave, according to the base rules, when no longer paid for. You may pay part of their salary in food, around 1-2 units of food, into an equal reduction in silver, per week.

RESIDENTS

Skip this section if you don't use the "Housing" module.

If people believe in a better future within your Stronghold, some may be willing to permanently join your cause. These residents will eschew their need for money, they will make enough by the side to go around, as long as you provide food and housing. Note that a high-status resident, that uses several points of housing, likely has non-working spouses, kids, their own workers, etc. So, the total housing of a Stronghold will somewhat represent the permanent adult population of it, when fully inhabited.

Status: A worker has a STATUS of 1 if they are COMMON, and twice that for each reduction in supply (i.e. COMMON = 1, UNCOMMON = 2, RARE = 4, EPIC = 8, LEGENDARY = 16). A MASTER BUILDER is an exception and has double that STATUS, i.e., they have a STATUS of 4 even though only UNCOMMON.

Recruitment: When you recruit hirelings, you may at the same time make a Reputation roll for your stronghold, for each ⚔, one worker will want to become a permanent resident, as long as you fulfill their requirements. Either take a -5 penalty to the roll, or pay an extra ⚔ for each rarity above common they are. Every 25 points worth of inhabited HOUSING also makes your residents feel less important and care less for each other, this adds a negative recruitment penalty. It is not that people don't want to live there; it is more that you need to look harder for efficient candidates. You may also once per week make a roll to try to convert your paid hirelings into residents.

Requirement: For them to join you, you need to have free living space equal to the STATUS of the resident. This space cannot be shared between buildings, i.e. a MASTER BUILDER that uses 4 STATUS cannot be fitted into two cottages each with a HOUSING of 2. All your residents also require an upkeep of 2 units of food and water per used HOUSING per week.

Mistreatment: If residents are forcibly ousted from their homes by the players, then add a negative recruitment penalty for 1d6 years, if they die (except from age) add a recruitment penalty for 1d6 months, if they are starving add a recruitment penalty for 1d6 weeks. There are other ways to mistreat your residents, up to the GM to decide.

Conscripted work: You can give residents work assignments up to one hex away from your Stronghold at no penalty, at two they will only work 1 QD/day. If you pay them like hirelings or setup additional HOUSING to accommodate them, they are willing to work full days at longer distances.

Defense: If you use the "Varied forces" module, then on a successful PERFORMANCE roll, all residents will form an ANGRY MOB of half a person per STATUS/HOUSING in use in the Stronghold. You must provide arms and armor.

PLAYER CHARACTERS

Skip this section if you don't use the "Housing" module.

Player characters must occupy an amount of HOUSING at least equal to the STATUS of their highest STATUS resident. So, if 4 PCs have no residents in their Stronghold, but maybe some hirelings, they need a total of zero HOUSING. If they let a GUARD and a FARMER move in (both COMMON, so STATUS 1), they need at least 6 (2 x 1 for the NPCs, 4 x 1 for the PCs), if a MASTER BUILDER also moves in, they now need a total HOUSING of at least 22 (2 x 1 for the common NPCs, 1 x 4 for the MASTER BUILDER and now 4 x 4 for the PCs).

SLAVES

Slaves can be used for the work they are trained for or for untrained labor (jobs that cost at most 5 copper/day).

Recruitment: At a slave market, they can be bought for around 1d3 times their daily wage in copper times their daily wage in copper again. So a baker would be 1d3 x 36 copper, a master builder would be 1d3 x 4 gold. Could also be captured, but this could stain your reputation even more.

Requirement: A slave must be kept in a Dungeon, guarded by a jailer. They require 1 unit of food and water per week, or they will become weak and work at a reduced pace. Each assigned area of work, also require at least 1 jailer or guard per up to 4 slaves, or they can escape.

Sample file



STRONGHOLD FUNCTION OVERVIEW

FUNCTION	REP.	MATERIAL AND REQUIREMENTS	TIME	EFFECT
Apiary*	–	5 Wood, Bee swarm	1 QD	2 wax, 2 honey three times per year
Arena*	+1	200 Stone, 200 Wood, 50 Sand, Training Grounds	2 weeks	Spend coin for temp rep. +5 to recruit orcs.
Bakery	–	200 Stone, 40 Wood, Fireplace	1 week	Can turn 12 flour into food
Barn*	–	300 Wood	2 days	Winter lodging and hay for 12-48 animals
Brewery*	+1	150 Wood, 10 Copper, Chef	1 week	Can craft 12 ale/beer/wine/mead
Bridge*	+1	400 Stone/200 Wood, River, Builder	2 weeks	Allows traversal over a river
Dairy*	–	200 Stone, 40 Wood, Builder	1 week	Can turn 12 milk into food
Ditch*	–	Palisade/Ramparts, No moat	2 weeks	+1 defense rating first round of combat
Dovecote	+1	30 Wood, Pigeons	1 day	A released dove will fly to its dovecote
Drawbridge*	–	100 Wood, 20 Iron, Forge, Builder	1 week	Can reduce enemy attack effectiveness
Dungeon	+1	50 Stone, 20 Iron	1 week	Holds up to 4 prisoners, a jailer can guard.
Fence*	–	400 Stone or 100 Wood, See description	1-2 days	Reduces need for herder/protects crops
Field	–	Plough*, (Gives 1d6 x 5 Stone)*	1 month	300 units of grain/flax* per year
Fireplace	–	20 Stone	1 day	If handyman*, then no cold or darkness
Forge	+1	400 Stone, 60 Iron, Fireplace, Builder	1 week	Can craft metal items, turn 12 ore into bars
Gallows	+1	20 Wood	1 day	-2 reputation to next event roll/execution
Garden	–	Plough*, (Gives 1d6 x 5 Stone)*	1 month	10 vegetables/herbs per spring/summer week
Granary*	–	300 Wood, Builder	2 days	Store grain/flour/flax/tobacco x10 longer
Graveyard*	–	20 Stone	1 day	Less likely that undead holds a grudge
Guard Tower	–	400 Stone/200 Wood, Builder	2 weeks	+1 defense rating, +2 scouting
Hen house*	–	30 Wood, 12 Hens	1 day	12 hens provide 1 food per day
Infirmary*	–	400 Stone/200 Wood, Builder	2 days	If staffed: healing successes, reduced deaths
Inn	+1	500 Stone/250 Wood, Builder	1 week	Can turn 12 meat/vegetables into food
Kennel*	–	100 Wood, 12 Dogs	1 day	Can aid hunters/herders. D6 born dogs/year
Kiln*	–	200 Stone, Fireplace, Builder	2 days	+2 pottery. Make bricks, charcoal, coke, tar.
Laboratory	+1	100 Wood, Alchemist/Poisoner/Inventor*	1 week	+2 to alchemist/poisoner/inventor* rolls
Library	+1	100 Wood, Books	1 week	+2 to lore. Research advanced functions*
Marketplace	+1	60 Wood	1 week	Market access. More can give supply dice*.
Mill	–	10 Stone, 400 Wood, Builder	2 weeks	Speed up flour and tannin making by x 12
Mine	+1-3	60 Wood, Minable resource found, Builder	1 month	2 ore/QD/worker. Weekly risk for collapse.
Moat	+1	Palisade/Ramp., Water, No Ditch/Secret t., Builder	1 month	+1 defense rating, hinders enemy sappers
Monument*	+1	250 Limestone/250 Marble/50 Bronze/Mountain	1 month	–
Oast house*	–	200 Stone, 200 Wood, Seeds, Builder	1 week	Fields can produce tobacco. Needed for beer
Orchard*	+1	Fruit trees	1 week	10 vegetables/herbs per summer/fall week

Sample file



FUNCTION	REP.	MATERIAL AND REQUIREMENTS	TIME	EFFECT
Palisade*	–	20 Hide, 200 Wood/100 Wood & 100 Banewood	1 week	As ramparts, but only +1 defense
Pasture	–	20 Wood, Cows	1 day	1 milk/cow/day, 1d6 calves/year
Pier*	–	20 Stone, 40 Wood, Adjacent water	1 week	Fishermen. Sailboats, longboats
Pigsty	–	50 Wood, Pigs	1 day	2D6 piglets are born each year
Portcullis	–	100 Iron, Ramparts, Forge, Builder	1 week	+0/1 defense rating, can soak damage
Quarry	+0-2	–	1 day	2 res/worker/QD, up to 12 workers
Ramparts	+1	600 Stone, No palisade, Builder	1 month	+2 defense rating, can soak damage
Road*	+0-X	500 Stone	varies	+1 speed, wagons can always travel
Root Cellar	–	200 Stone, Builder	1 week	Store meat/vegetables x10 longer
Salt Works*	–	200 Stone, 10 Copper, Ocean, Builder	1 week	QD: Spend 1 firewood to create 1 salt
Sawmill*	+1	200 Stone, 200 Wood, 10 Iron, River, Builder	2 weeks	Can turn 12 wood into planks
Scriptorium	+1	100 Wood, Ink, Feather, Builder	1 week	+2 to write
Secret tunnel*	–	100 Stone/30 Wood, 0-20 Iron, No moat	1 week	Should be kept a secret
Sheepfold	–	20 Wood, Sheep	1 day	2/year: 2 wool/sheep. 1d6 lambs/year
Shelter (Barracks)*	–	200 Wood, Builder	1 week	+find hirelings, less harsh non-paym
Shooting Range	–	20 Wood	1 day	+1 marksmanship XP once/skill level
Shrine	+1	80 Stone/80 Wood, Builder	1 week	If your faith: +1 WP and threshold
Slaughterhouse*	–	200 Stone, 200 Wood, 5 Iron, Builder	2 days	slaughter and hunters: +50% meat
Smokery*	–	300 Stone, 20 Iron, Builder	1 week	Chef: Can craft 12 cured food at a time
Stables	–	400 Wood	2 days	Stableboy: riding animal care & food
Still*	+1	100 Wood, 10 Metal, 10 Glass, Forge, Inventor	2 weeks	As distiller but can produce 12 units
Tailor Shop	–	100 Wood, Builder	2 days	+2 to craft cloth. Turn 12 cloth in QD.
Tannery	–	100 Wood	2 days	Tanner+QD: turn 12 hides to leather
Temple*	+1	500 Stone, 200 Wood, Builder	1 month	+5 recruitment. Heal wits/empathy
Theatre*	+1	600 Wood, 50 Cloth, Minstrel or Performer	1 week	QD: 1/month, reputation roll for WP
Toll house*	–	200 Stone or 100 Wood, Bridge	2 days	10 copper x d6 per reputation per week
Torture Chambers*	-1	50 Stone, 20 Wood, 5 Iron, Dungeon, Gallows	1 week	Manipulation bonus vs prisoners
Town Hall*	+1-X	200 Stone, 600 Wood, Dovecote, Marketplace, Builder	1 month	Seek workers from town 1/week
Training Grounds	–	40 Wood	2 days	+1 melee XP once/skill level
Trophy Hall*	–	400 Stone/200 Wood, Town hall, Trophy	1 weeks	Trophies grants minus to event rolls
Vault	–	200 Stone, 100 Wood, 10 Iron, Builder	2 weeks	Safely store valuables in stronghold
Warehouse*	–	100 Stone, 200 Wood, Builder	1 week	Use your/others markets to sell stuff
Well/Cistern	–	50 Stone/500 Stone	2 w/m	Free access to water
Workshop*	–	200 Wood, Chisel, Knife, Hammer, Saw	2 days	+2 to craft items of wood, bone, stone

* New/changed. Only available if their module is used.

Sample file



FUNCTIONS

☐ APIARY

A box of wood made to be the home for a bee swarm.

- REQUIREMENT: GARDEN, FIELD or ORCHARD if not on Plains. Also requires a BEE SWARM which must be bought (12 silver) or stolen separately
- RAW MATERIALS: 5 WOOD
- TOOLS: Saw and hammer
- TIME: 1 Quarter Day
- EFFECT: A PC with the PAIN RESISTANT talent or a FARMER can once per Spring, Summer and Fall make an ANIMAL HANDLING roll to harvest 2 HONEY and WAX per ⚔. A farmer can automatically succeed with 1⚔. If well kept, produces a new BEE SWARM during spring.

☐ ARENA

A place to hold competitions. Be it with horses or with weapons. Even disputes in the forms of duels could take place here.

- REQUIREMENT: TRAINING GROUNDS
- RAW MATERIALS: 200 STONE and 200 WOOD, 50 SAND
- TOOLS: Sledgehammer, pickaxe, saw, hammer
- TIME: 2 weeks
- REPUTATION: +1
- EFFECT: You may hold competitions, gain a +1 Reputation bonus for 1 week per 5 silver spent, up to a maximum of +10. The Arena is also very much liked by orcs, you gain a +5 bonus to reputation rolls made to recruit orcs to become residents in your stronghold.

☐ BARN

A building that can protect farm animals and to keep them warm and store hay during winter. Without a barn you could have to butcher animals when winter comes.

- REQUIREMENT: PASTURE or SHEEPFOLD
- RAW MATERIALS: 300 WOOD
- TOOLS: Saw and hammer
- TIME: 2 days
- EFFECT: A PC or a FARMER can spend 1 week during summer to store hay for the winter in the barn. A barn can fit and feed 12 large animals (like cows) or 4 times as many small (like SHEEP). You are allowed to mix different kind of animals; it then supports up to 4 small animals for every large animal space not in use.

BAKERY

Same functionality as described in the Player's Handbook. As with most jobs, a part of the baker's job, will be to provide their own firewood needed to bake.

☐ BREWERY

A brewery allows a Stronghold to speed up their production capacity of all non-distilled alcohol.

- REQUIREMENT: FORGE, the CHEF talent
- RAW MATERIALS: 150 WOOD, 10 COPPER BARS.
- TOOLS: Saw and hammer
- TIME: 1 week
- REPUTATION: +1
- EFFECT: A PC with the CHEF talent or a BREWER can spend a Quarter Day here craft up to 12 instead of 1 unit of ALE, BEER, MEAD or WINE.

☐ BRIDGE

A wooden or stone bridge that allows travel from one side of a river to the other.

- REQUIREMENT: Adjacent river, The BUILDER talent
- RAW MATERIALS: 400 STONE or 200 WOOD
- TOOLS: Saw and hammer (sledgehammer
- and pickaxe if built of STONE).
- TIME: 2 weeks
- REPUTATION: +1
- EFFECT: PCs, NPCs, their animals and wagons, can now traverse through two hexes separated by a river, as if the river weren't there.

☐ DAIRY

A building where you produce dairy products like butter, cheese, etc. from milk, mainly to avoid having it spoil too fast.

- REQUIREMENT: The BUILDER talent
- RAW MATERIALS: 200 STONE and 40 WOOD
- TOOLS: Sledgehammer, pickaxe, saw, hammer
- TIME: 1 week

Sample file



- EFFECT: A PC or a FARMER can spend a Quarter Day here to turn up to 12 units of MILK into FOOD after a Quarter Days work.

☐ DITCH

A ditch is like a moat but without water. You are considered to have left a small bridging area, unless you construct a DRAWBRIDGE, at which time that will be replaced.

- REQUIREMENT: RAMPARTS OR PALISADE
- RAW MATERIALS: –
- TOOLS: Pickaxe and shovel
- TIME: 2 weeks
- EFFECT: Increases the Defense Rating of the stronghold by +1 during the first round of combat. Does not stack with a moat.

DOVECOTE

A way to justify ignoring the cost for transporting pigeons between your dovecote and those of allied towns, could be to have it part of a service travelling peddlers perform "for free", for being allowed to trade with your Stronghold.

☐ DRAWBRIDGE

A bridge over a moat or ditch that can mechanically be lowered and raised from within the stronghold.

- REQUIREMENT: RAMPARTS or PALISADE, FORGE, the BUILDER talent
- RAW MATERIALS: 100 WOOD and 20 IRON
- TOOLS: Saw and hammer
- TIME: 1 week
- EFFECT: Lowers the effectiveness of enemy battering rams or siege towers by 1.

DUNGEON

A dungeon can also be used to hold slaves. You may call it a "slave pit" if you want, but it would be built and function in the same way.

☐ FENCE

A fence surrounds an area of land. It often not a function in itself, it should mostly be seen as an extension of another function, i.e. a "garden" can become a "fenced garden".

- REQUIREMENT: FIELD, GARDEN, PASTURE or SHEEPFOLD. Alternatively, if in a Forest, you can fence some forest for a PIGSTY
- RAW MATERIALS: 400 STONE or 100 WOOD
- TOOLS: Saw and hammer (sledgehammer
- and pickaxe if built of STONE).
- TIME: 1 day, or 2 days if made of stone
- EFFECT: A FIELD or GARDEN will be protected from animals like boars (a possible stronghold event). A PASTURE or SHEEPFOLD will no longer require a HERDER. If a PIGSTY is in a forest, a part of said forest could be fenced off to provide food, reducing the need for a HERDER. Big herd animals like cows require a larger area and will topple over wooden fences, so they require one built out of STONE.

☐ FIELD (SLIGHTLY CHANGED)

Requires a PLOUGH (HEAVY, made by SMITH, requires FORGE, 5 Iron and 1 week of time) and a hex that can be foraged. You can choose to harvest FLAX instead of GRAIN. When you complete it, gain 1d6 x 5 STONE.

☐ FIREPLACE (SLIGHTLY CHANGED)

A FIREPLACE now requires a HANDYMAN to eliminate the effects or COLD and DARKNESS in the Stronghold. A part of their job description (with help from other workers) will be to provide enough FIREWOOD for this. If you have no HANDYMAN, you will need to provide a unit of FIREWOOD each day you want the fireplace to be working.

In the Bitter Reach a HANDYMAN, even together with other workers will not be able to gather the required fuel, so you will need to have dedicated people for that.

FORGE

Same functionality as described in the Player's Handbook.

GALLOWS

Same functionality as described in the Player's Handbook. An executioner must not kill its subject, he/she can instead inflict a critical injury. It carries the same costs and has the same game effects, except that the subject may survive the ordeal.

☐ GARDEN (SLIGHTLY CHANGED)

Requires a PLOUGH (HEAVY, made by SMITH, requires FORGE, 5 Iron and 1 week of time) and a hex that can be foraged. Can be worked on by either by a FARMER or a HERBALIST.

Sample file



Only a HERBALIST allows you to gain HERBS from a garden. When you complete it, gain 1d6 x 5 STONE.

☐ GRANARY

A dry place is devoid of moisture is the best place to store some trade goods to keep them from spoiling.

- REQUIREMENT: The BUILDER talent
- RAW MATERIALS: 300 WOOD
- TOOLS: Saw and hammer
- TIME: 2 days
- EFFECT: Allows GRAIN, FLOUR, FLAX, and TOBACCO to be stored ten times longer without spoiling.

☐ GRAVEYARD

As soon as someone dies within or in the area outside your stronghold, it might be time to think of a graveyard.

- REQUIREMENT: –
- RAW MATERIALS: 20 STONE
- TOOLS: Pickaxe and shovel
- TIME: 1 day
- EFFECT: A graveyard will maybe not lessen the chance of restless dead, but it will at least lessen the chance of them waking up feeling wronged, as more vengeful ghouls. Some have instead turned to other methods, like cremation, as this can lessen these problems... but if problem then occurs, they can often be far worse, as ghosts or other spirits are much harder to get rid of.

GUARDTOWER

If you have a rampart, your guard tower will normally consist of multiple towers. This does not change the guard tower's effect, nor does it increase its cost or time to build, as you can use parts of the ramparts during their construction.

☐ HEN HOUSE

A roosting place for hens. It needs not be enclosed, as long as they are locked inside during night time. They can feed themselves, except during winter time, but a field provides enough extra food to provide for one hen house during winter.

- REQUIREMENT: A dozen CHICKEN (cost 4 copper each) or HENS (cost 8 copper each), which must be bought or stolen separately
- RAW MATERIALS: 30 WOOD
- TOOLS: Saw and hammer
- TIME: 1 day
- EFFECT: When filled with a dozen HENS (up to one can be a rooster), it proves 1 unit of FOOD per day (in the form of eggs). If you have a rooster, up to two units of eggs can instead turned into two dozen chickens, although that will take a season before they are ready for slaughter and will require space equal to that of another hen house. Half of these CHICKENS will after the season also count as HENS, so will begin to provide eggs if not slaughtered.

☐ INFIRMARY

A place to take care of the sick and injured.

- REQUIREMENT: The BUILDER talent
- RAW MATERIALS: 400 STONE or 200 WOOD
- TOOLS: Saw and hammer (sledgehammer and pickaxe if built of STONE).
- TIME: 2 days
- EFFECT: A PC with the PHYSICIAN talent or a PHYSICIAN that spends time here will automatically succeed any HEALING rolls to save a life or for long time care. An infirmary can reduce the losses of life from combat, hunting and mining accidents by 50%.

INN

An Inn can also provide beds for weary travelers.

☐ KENNEL

The dogs trained here can help out with any many tasks in the stronghold.

- REQUIREMENT: Up to a dozen dogs, which must be bought or stolen separately
- RAW MATERIALS: 100 WOOD
- TOOLS: Saw and hammer
- TIME: 1 day
- EFFECT: Your SHEPHERDS can herd four times as many animals. Any death of a HUNTER can

Sample file



instead be applied to a dog. D6 puppies are born in the KENNEL each year.

☐ KILN

A type of oven for processing materials that needs to be baked at very high temperatures.

- REQUIREMENT: FIREPLACE, the BUILDER talent
- RAW MATERIALS: 200 STONE
- TOOLS: Sledgehammer and pickaxe
- TIME: 2 days
- EFFECT: Grants a +2 to craft rolls involving clay. A PC or QUARRY WORKER can here, per Quarter Day, turn 12 units of CLAY into 12 units of BRICKS or 12 units of wood/FIREWOOD into 3 units of CHARCOAL plus 1 unit of TAR or 12 units of BLACK COAL into 6 units of COKE plus 1 unit of tar, or 12 units of tree sap into 6 units of TAR. You can have different kilns for different purposes, like those listed above, or you must spend a Quarter Day cleaning it between different uses.

LABORATORY

An apothecary provides the lab environment to effectively craft poisons and potions.

- REQUIREMENT: The ALCHEMIST, APOTHECARY, POISONER or INVENTOR talent
- RAW MATERIALS: 100 WOOD
- TOOLS: Saw and hammer
- TIME: Two days
- REPUTATION: +1
- EFFECT: Gives a Gear Bonus of +2 to HEALING rolls when using the ALCHEMIST, APOTHECARY or the POISONER talents to craft. Gives a +2 bonus to CRAFT rolls when using the INVENTOR talent to craft.

☐ LIBRARY (ADDED RESEARCH OPTION)

A new effect has been added to the library.

- ADDED EFFECT: If staffed by a PC or a SCRIBE for a week, make a LORE roll (without the +2 bonus from the library). If successful make one roll per ⚔ on the Advanced building research table in the Gamemaster booklet, read all rolled headlines and select ONE of the results. A SCRIBE doesn't roll, but instead always succeeds with one ⚔. You may select what to research if you have a hint, from previously rolling multiple ⚔. Players may also want to research something by describing it, then make the LORE roll at -3 or give a SCRIBE a 50% chance of failing.

☐ MARKETPLACE (EXTENDED)

You may build the marketplace an extra time, by extending it, for each allied settlement upstream and downstream if you and they own a pier. You may also build it an extra time for each allied settlement you are connected to via a road.

- EFFECT: Each marketplace above the first allows you to roll an extra supply die when checking if any uncommon or rarer supplies are available for purchase.

☐ MILL (EXTENDED USAGE)

Can also be set up to crush gold ore or bark for tannin. It takes a Quarter Day to set up the mill for another type of production. You can always do without a mill, but can then only produce 1 unit instead of up to a dozen.

- EFFECT: As long as a mill is set to crush bark for tannin (do not keep track of these resources), your stronghold gains a +1 bonus to all craft and repair rolls that requires the TANNER talent.

☐ MINE (NOW REQUIRES ORE VEIN)

Can only be built if ore or another minable resource have been found, see SURVEY THE LANDS., if the "Survey the lands" module is used. Mines the resource found and not always iron ore. Most mines grant a +1 reputation bonus, but a silver mine will grant a +2 bonus and a gold mine a +3.

☐ MOAT (SLIGHTLY CHANGED)

Requirements have changed and effects have been added, see below. When constructed, you are considered to have left a small bridging area, unless you construct a DRAWBRIDGE, at which time that area will be replaced by more moat.

- REQUIREMENT: RAMPARTS or PALISADE, adjacent river, ocean or lake, or constructed within Marshland or Quagmire, the BUILDER talent
- ADDED EFFECT: Hinders construction of and destroys any existing SECRET TUNNEL functions.

Sample file



Hinders enemy sappers from attacking your stronghold.

☐ MONUMENT

This is either made of one or multiple sculptures, it doesn't affect the required material, time or reputation gain. If made in mountains you can forgo the material requirements by directly carving into the mountain face.

- REQUIREMENT: –
- RAW MATERIALS: 300 STONE or 100 BRONZE, or none if made in Mountains.
- TOOLS: Hammer and chisel
- TIME: 1 month
- REPUTATION: +1
- EFFECT: None, except the added reputation.

☐ OAST HOUSE

A heated building that can be used for drying tobacco leaves or roasting hops. A small field with hops will be included.

- REQUIREMENT: A SURVIVAL roll at -2 to find an initial source for hops trees and tobacco seeds, otherwise these can be bought on the market for around 1d6 gold, UNCOMMON supply.
- RAW MATERIALS: 200 STONE and 300 WOOD
- TOOLS: Sledgehammer, pickaxe, saw, hammer
- TIME: 1 week
- EFFECT: Your FIELDS can now produce TOBACCO instead of GRAIN/FLAX. The OAST HOUSE is also a prerequisite if you want to be able to produce BEER in your stronghold.

☐ ORCHARD

Similar to a garden, but made of different kind of fruit trees instead of cultivated ground. An orchard typically provides vegetables(fruit) later into fall than a garden.

- REQUIREMENT: You need to find fruit trees, either during a lucky SURVEY THE LANDS roll, or to find and transport them to your stronghold from other settlements (rare, 20 gold, 200 weight) and a hex that can be foraged.
- RAW MATERIALS: –
- TOOLS: Pickaxe and shovel
- TIME: 1 week
- REPUTATION: +1
- EFFECT: During the Summer and Fall, you can harvest 10 units of VEGETABLES per week from the ORCHARD. The work takes one Quarter Day and can be carried out by a PC or a FARMER.

☐ PALISADE

A fortified woodwork, with parapets and sharpened poles. Sometimes also called a stockade or gord. Barrels with water and wet hides (that could be hanged down on the outside of the walls) offered some limited protection vs enemy fire attacks.

- REQUIREMENT: –
- RAW MATERIALS: 20 HIDE, then either 200 WOOD or 100 WOOD and 100 BANEWOOD.
- TOOLS: Timber axe, pickaxe, saw, hammer
- TIME: 1 week
- EFFECT: As Ramparts, but only offers a +1 bonus to Defense Rating and can only be breached one. If the outmost walls are made out of BANEWOOD, the Defense Rating remains at +1 even after the Palisade has been breached.

☐ PASTURE (SLIGHTLY CHANGED)

Can only be created in a hex that can be foraged. A HERDER (a full-time job) is required to follow the cows when they grace. An alternative is to build a FENCE (see that function) around the area. Simply change the name of this function to FENCED PASTURE if so is done. As cows are large creatures, any built FENCE needs to be made out of STONE. Cows needs a BARN filled with hay to survive during winter.

- EFFECT: Milking cows now gives MILK and not FOOD. MILK can count as a resource for both food and water, but only lasts one day. A CHEF can turn one unit of MILK into FOOD during a Quarter Day, or you can build a DAIRY to turn up to 12 per Quarter Day.

  A worker may spend a Quarter Day here to make 2 units of DRY DUNG. Dry dung can be used as a WOOD resource when making things that burn, like torches.

☐ PIER

A pier leads out from the shore into deeper water, allowing boats to stay in the water.

- REQUIREMENT: Adjacent river, lake or ocean

Sample file



- RAW MATERIALS: 20 STONE and 40 WOOD
- TOOLS: Saw and hammer
- TIME: 1 week
- EFFECT: Can hire FISHERMEN. Sailboats and longboats can stay in the water for long periods of time. Can allow for additional marketplaces (see MARKETPLACE function).

☐ PIGSTY (ALTERED REQUIREMENTS)

Pigs in the pigsty will require food, while some can be gained from the population, some requirements have been added. You may not have more pigsties than the number of times you fulfill these requirements. The exception is a Forest, those can support any number of pigs. A forest will however either require a HERDER at least once per week or have an area enclosed by the FENCE function.

- REQUIREMENT: GARDEN, ORCHARD or Forest. Then up to a dozen pigs, which must be bought or stolen separately

☐ PORTCULLIS (REQUIRES AMMUNITION)

The portcullis function includes murder holes and machicolations, that eases the means to throw STONES, boiling WATER, heated OIL, lime, etc, at the attackers. If you do not have any resources to throw on your attackers (spend 10 resources per round of combat), the Defense Bonus from the Portcullis is reduced to +0, but it can still be used to soak one point of damage from the attackers.

☐ QUARRY (ROLL FOR TYPE OF QUARRY)

You can build a QUARRY for a special resource you have found for instance through a SURVEY THE LANDS roll. A QUARRY mines the resource found, and not always STONE. You can also make a QUARRY just digging into the ground. If so, then roll on the table once per ⚔ during the construction roll, modified by terrain, below, and pick one result for the resource it gives. If you make a new quarry, either roll at -2 per type of QUARRY you already have in the hex, or roll without penalty and create a new quarry of a type you already have.

Sand: replaces stone when making glass. Price 2 copper/unit of sand.

Clay: replaces stone when making things out of clay. Half a unit of clay can with half a unit of sand also be crafted into 1 unit of bricks (light) during a quarter day, 12 can be constructed in a KILN. Bricks can replace stone and then grants a +1 bonus when crafting buildings. Price 3 copper/unit of clay.

Black sand: This cannot be used as normal sand, like to make glass, but 4 units can be made into 1 unit of iron on a successful CRAFTING roll by a Smith. Common in the Bitter Reach, see page 13 of that book. Price 1 copper/unit of black sand.

Peat: Peat is light and can replace wood when used for burning. Price 1 copper/unit of peat.

Volcanic ash: Can be added to gardens and fields as a soil enricher. Increases next yield with twice the amount of added ash, up to a 50% increase in yield. Price 1 copper/unit in the Bloodlands.

TERRAIN	D6 ROLL:
Plain, Ruins, Marshlands	1-3: sand, 4: clay, 5-6: stone
Tundra	1-2: black sand, 3-4: peat, 5-6: stone
Forest, Dark forest, Crimson forest	1: sand, 2-4: clay, 5-6: stone
Quagmire	1: clay, 2-5: peat, 6: stone
Hills	1 clay, 2-6: stone
Mountains, Firelands	1-6: stone
Ashlands	1-4: volcanic ash, 5-6: stone
Ice forest	1 black sand, 2-4 clay, 5-6: stone

☐ RAMPARTS (MULTILAYERED STRONGHOLDS)

You are now allowed to have several ramparts, each using twice the material and time as the previous layer. You gain no Defense Bonuses for having more layers of ramparts other than one during an attack, but if you lose, the enemy will have to launch a new attack against the next layer, as long as you haven't surrendered that is. You may move guards from one layer to another, they then do not provide any defense rating during a turn they are moved. Each extra layer also doubles the number of ATTACKERS and GUARDS needed in order to gain Attack and Defense Rating.

☐ ROAD

While not made with dwarven quality and only slightly wider than a wagon can fit. These roads are at least far better than traveling without one. Road can also be contracted,

Sample file



then just pay 25 gold per hex, 40 if in difficult terrain, with an uncommon supply.

- REQUIREMENT: –
- RAW MATERIALS: 500 STONE
- TOOLS: Shovel and pickaxe (x12)
- TIME: 1 month if done by 12 QUARRY WORKERS, 2 months if in difficult terrain (1-2 years if done alone)
- REPUTATION: +1 for each fully connected settlement (added to both settlements), as long as they aren't another one of your own strongholds, stacks without diminishing returns.
- EFFECT: The entire hex is considered to have roads. +1 to travel speed if you only follow hexes with roads. Also allows wagons to travel through difficult terrain. Roads only crosses rivers if there exists a bridge (a separate function).

☐ ROOT CELLAR (SLIGHTLY CHANGED)

A root cellar now only stores thing that should be stored in cold (but slightly damp) environments. For items that need a dry environment, use a GRANARY.

FOOD/FIELD RATIONS/ALE (normal shelf-life of 1 week), CURED FOOD/BEER/MEAD/WINE (normal shelf-life 1 month), can also be stored here to prolong the time before they spoil.

☐ SALT WORKS

While not nearly as profitable as a salt mine, a salt work could be the means to an end for a poor costal farmer, as salt is often easy to trade. It is made by filtering salt water and continually cooking the brine until only salt remains.

- REQUIREMENT: Adjacent Ocean hex, the BUILDER talent
- RAW MATERIALS: 200 STONE and 10 COPPER
- TOOLS: Sledgehammer and pickaxe
- TIME: 1 week
- EFFECT: A PC or NPC that spends a Quarter Day here can spend 1 unit of FIREWOOD or regular WOOD to gain 1 unit of SALT.

☐ SAWMILL

A sawmill helps greatly when producing planks, and can even be built to cut limestone and marble into blocks. A waterwheel turns a pitman arm, turning rotating motion into linear, drawing the sawblade back and forth.

- REQUIREMENT: An adjacent river and the BUILDER talent
- RAW MATERIALS: 200 stone and 200 wood
- TOOLS: Shovel, pickaxe, saw and hammer
- TIME: 2 weeks
- REPUTATION: +1
- EFFECT: A PC or LUMBERJACK can turn 12 units of WOOD into PLANKS, instead of just 1.

☐ SCRIPTORIUM (EXPANDED USAGE)

The bonus is also added whenever you write, be it regular books or forged letters. It has no effect on learning magic.

☐ SECRET TUNNEL

A tunnel that leads under your castle. It includes optionally locked grates, placed so that it can be attacked down into from the stronghold, to hinder enemies from having a too easy route inside, if found out.

- REQUIREMENT: Cannot be combined with a moat
- RAW MATERIALS: 100 STONE or 30 WOOD, and optionally 20 IRON for a locked grate
- TOOLS: Shovel, pickaxe, saw, hammer
- TIME: 1 week
- EFFECT: Allows escaping for a castle attack and sneaking out or in if sieged. This could however require a STEALTH roll opposed by the opponents SCOUTING. It should be kept a secret, if found out it could be destroyed by enemy sappers, damaging your ramparts in the process. It should likely also have a locked grate, or if found out, enemies could use it to bypass a PORTCULLIS.

☐ SHEEPFOLD (SLIGHTLY CHANGED)

Can only be created in a hex that can be foraged. A HERDER (a full-time job) is required to follow the sheep when they grace. An alternative is to build a FENCE (see that function) around the area. Simply change the name of this function to FENCED SHEEPFOLD if so is done. A FENCE made out of WOOD is enough. Sheep needs a BARN filled with hay to survive during winter.

Sample file



☐ SHELTER/BARRACKS

Erecting a SHELTER is a good way to show that you care about your hirelings. They will here have an easier way to take care of their hygiene and will not have to resort to living in tents or sleeping on the ground in hallways or where ever there is space. The SHELTER building is often called barracks if used for troops.

- REQUIREMENT: The BUILDER talent
- RAW MATERIALS: 200 WOOD
- TOOLS: Saw and hammer
- TIME: 1 week
- EFFECT: You may roll an extra supply dice when trying to find hirelings, and if your hirelings aren't paid on time, roll twice on the "non-payment" table and take the higher result.

SHOOTING RANGE

Same as in the core game. A SHOOTING RANGE together with a TRAINING GROUND is required if you want to hire GUARDS of higher rank. Note that such guards would be in less supply and will demand an increased salary or STATUS.

☐ SHRINE (DEDICATED TO ONE GOD)

A SHINE will have to match one of the gods a PC sees as most important to them, for it to have any effect. You can build multiple SHRINES to different gods. It could also be called a "grove" and be dedicated to nature, etc.

☐ SLAUGHTERHOUSE

A place to better take care of the meat when you butcher animals.

- REQUIREMENT: The BUILDER talent
- RAW MATERIALS: 200 STONE, 200 WOOD and 5 IRON
- TOOLS: Sledgehammer, pickaxe, saw, hammer
- TIME: 2 days
- EFFECT: If staffed by a PC or BUTCHER your stronghold will yield a +50% bonus to meat produced (round down), from hunting and butchered livestock.

☐ SMOKERY

A chef can craft multiple units of cured food at a time here.

- REQUIREMENT: The BUILDER talent
- RAW MATERIALS: 300 Stone, 20 Iron
- TOOLS: Sledgehammer, pickaxe, saw, hammer
- TIME: 1 week
- EFFECT: A PC with the CHEF talent, or an INNKEEPER can during a quarter day make 12 units of CURED FOOD from 12 units of FISH/MEAT and one unit of SALT and IRONWOOD. If you don't use the "Survey the land" module, exchange IRONWOOD for regular WOOD.

☐ STABLES (SLIGHTLY CHANGED)

A stable can host up to 12 horses, but needs a STABLE BOY to tend to them and to acquire hay for the winter. If you have your own STABLE BOY, d6 foals can be born here each year.

☐ STILL

A still is like a much larger version of a distiller and was often used to make LIQUOR from non-distilled alcoholic beverages.

- REQUIREMENT: FORGE, the INVENTOR talent. If you do not use the INVENTOR talent then ALCHEMIST could be used instead, or if that one is not used, then CHEF.
- RAW MATERIALS: 100 WOOD, 10 METAL, and 10 GLASS
- TOOLS: Saw and hammer
- TIME: 2 weeks
- REPUTATION: +1
- EFFECT: Works as a distiller, but when used for a Quarter Day by a PC with the ALCHEMIST talent or by an ALCHEMIST or BREWER, it can process up to 12 units instead of 1.

TAILOR SHOP

Same functionality as described in the Player's Handbook.

TANNERY

Same functionality as described in the Player's Handbook. A tannery is always placed outside any city walls, as they tend to smell rather badly.

☐ TEMPLE

A temple is like a greater shrine, but requires a priest to perform the daily sermons. You can only have one temple, but you may have several shrines, as long as they don't

Sample file



completely oppose any god the temple is dedicated to. Note that a dedicated temple will over time convert your residents to its faith.

- REQUIREMENT: The BUILDER talent
- RAW MATERIALS: 500 STONE and 200 WOOD.
- TOOLS: Sledgehammer, pickaxe, saw, hammer
- TIME: 1 month
- REPUTATION: +1
- EFFECT: A generic temple is dedicated to all gods, but temples can also be dedicated to one god. A temple needs to be staffed by a PRIEST to provide any bonuses.

  If you use the "Short breaks" module, then a temple allows any SHORT BREAKS in the Stronghold to automatically restore 1 point of Wits and Empathy without any need for TOBACCO or ALCOHOL. This is true even if this isn't your primary faith, as long as you do not despise the entity. If you do not use the "Short breaks" module, then instead allow a 15-minute visit per session to restore your Wits and Empathy as if you had rested.

  A temple yields a +5 bonus to Reputation rolls made to recruit people to become residents, but only if they find this faith appealing. For a generic temple this will apply to all, except perhaps Orcs.

  A temple dedicated only to one god will also come with specific benefits, Read more about this in the Gamemasters booklet of Reforged Power.

☐ THEATRE

Most PERFORMERS generally try their luck around marketplaces, but a grander theatre building could attract a bigger audience. A theatre generally staffs itself with performers that you do not have to pay for, they make their own living there, but you could yourself hire more/better PERFORMERS if you absolutely want to. Watching an actual show is free for the PCs, as they own the building.

- REQUIREMENT: A minstrel or PERFORMER
- RAW MATERIALS: 600 WOOD and 50 CLOTH
- TOOLS: Saw, hammer, needle, thread
- TIME: 1 month
- REPUTATION: +1
- EFFECT: One per visit to your Stronghold in-between a journey, you may spend a Quarter Day here watching a performance. Roll the stronghold's reputation dice, gain 1 Willpower per ⚔.

  A Minstrel feels extra inspired here; they gain 1 WP per session if they spend an extra QD here.

☐ TOLLHOUSE

A house that takes a fee from those that wish to pass a river using your bridge.

- REQUIREMENT: Bridge
- RAW MATERIALS: 200 STONE or 100 WOOD
- TOOLS: Saw and hammer (sledgehammer and pickaxe if built of STONE).
- TIME: 2 days
- EFFECT: Each week a PC or GUARD is stationed here, roll Xd6, equal to the stronghold's reputation, take the dot sum x10 in gained copper coins. Income is split with each functional bridge within a day's travel, if there are any.

☐ TORTURE CHAMBERS

While not super useful for extracting information, a torture chamber will at least make people think twice before they double cross you.

- REQUIREMENT: DUNGEON and GALLOWS
- RAW MATERIALS: 50 stone, 20 WOOD and 5 IRON
- TOOLS: Sledgehammer, pickaxe, saw, hammer
- TIME: 1 week
- REPUTATION: -1.
- EFFECT: If staffed by a PC with the COLD-BLOODED talent or an EXECUTIONER, it grants a +2 bonus to manipulation rolls vs prisoners.

☐ TOWN HALL

A town hall acts as the administrative building in your stronghold. It is here you normally hold court.

- REQUIREMENT: DOVECOTE, MARKETPLACE, the BUILDER talent
- RAW MATERIALS: 200 STONE and 600 WOOD
- TOOLS: Sledgehammer, pickaxe, saw, hammer
- TIME: 1 month
- REPUTATION: +1, Strongholds reputation at least equal to that of its lord/mayor
- EFFECT: You can once per week make rolls to recruit hirelings from your own stronghold.

  Elect one PC or NPC as lord/mayor. They gain +1 reputation, and use status as if a PC.

Sample file



TRAINING GROUNDS

Same as in the core game. A SHOOTING RANGE together with a TRAINING GROUND is required if you want to hire GUARDS of higher rank. Note that such guards would be in less supply and will demand increased salary or STATUS.

☐ TROPHY HALL

A place to display your might to the world. When people start to see what you are really are made of, they will hopefully be less likely to start a fight.

- REQUIREMENT: TOWN HALL and at least one trophy, these would often be monster heads that have gone through taxidermy by a TANNER of rank 2 or higher (before spoiling)
- RAW MATERIALS: 400 STONE or 200 WOOD
- TOOLS: Saw and hammer (sledgehammer and pickaxe if built of STONE).
- TIME: 1 week
- EFFECT: Trophies give your town a negative modifier when rolling for events at the stronghold, see table below. More dangerous monsters are more interesting, as well as diversity. So duplicate entries and very weak monsters do not count as a whole "trophy" on the table. Very dangerous enemies that have strength values of 20+ can count as multiple entries. A trophy hall also has a high chance of ad-hoc giving PCs reputation for their monster kills, one way could be to just apply the modifier, but as a bonus, to the PCs.

TROPHIES	EVENT MODIFIER
1-2	-1
3-5	-2
6-9	-3
10-14	-4
15 or more	-5

VAULT

Same functionality as described in the Player's Handbook. A STEWARD can also be given access to the VAULT.

☐ WAREHOUSE

A warehouse allows to setup more goods for sale at once, and can works as a loading point when sending out merchant wagons.

- REQUIREMENT: The BUILDER talent
- RAW MATERIALS: 100 STONE and 200 WOOD
- TOOLS: Sledgehammer, pickaxe, saw, hammer
- TIME: 1 week
- EFFECT: With this a PC or HAWKER assigned to sell goods in your stronghold can sell all types of goods at once, and not just those from a single profession (see more under selling goods).

  This can also work a hub for remote trade, where you can send out HAWKERS and GUARDS with horse driven wagons with goods, allowing trade rolls with other settlements (see more under selling goods).

☐ WELL/CISTERN (ADDED CISTERN)

Same functionality as described in the Player's Handbook. If built in hills or mountains, it is called a cistern, and will then be collecting rain water. A cistern requires 500 STONE and takes two months to construct.

☐ WORKSHOP

A good workspace with plenty of space for tools.

- REQUIREMENT: –
- RAW MATERIALS: 200 Wood, a chisel, a knife, a hammer and a saw, which must be bought or stolen separately
- TOOLS: Saw and hammer
- TIME: 2 days
- EFFECT: Can be used by a PC, BOWYER or CARPENTER and then grants a +2 modifier to CRAFT items made out of WOOD, BONE or STONE. A BOWYER or CARPENTER counts as if they had +1 rank when stationed here.

☐ GUARDS REDUCE HOSTILITIES

For every complete unit of guards you have (normally it takes 10 guards to form a unit), your Reputation counts as 1 lower when you roll on the weekly event table.

Sample file



STRONGHOLD RESOURCES

New modules in this or the GM booklet can produce these. If you do not use any such modules, then these raw materials are likely not available, but that will be up to your GM to decide.

MATERIAL	SIZE	SUPPLY	PRICE	CREATED FROM	TALENT	TOOLS
Milk	Normal	Common	0.2 s	–	–	Cow (Pasture)
Cured food	Light	Uncom	1.2 s	1 Fish/1 Meat, resource roll for Salt and Fine wood	Chef	Fire
Honey	Light	Common	3 s	Torch (also produces Wax)	Pain resistant	Bee hive (2 units 3 times per year)
Wax	Tiny	Common	2 s	Harvested together with Honey, see row above		
Salt	Light	Common	0.3 s	–	–	Salt mine/Salt works
Oil	Light	Common	1 s	1/4 Tallow or 2 Flax	Tanner	Fire

Milk: MILK can count as a resource for either food or water, but only has a shelf-life of one day. A CHEF can turn one unit of MILK into FOOD during a Quarter Day, or you can build a DAIRY to turn up to 12 per Quarter Day.

Cured food: This counts as food, but is so salted and smokey, that you need to use roll an extra resource die for water when eaten. It will however last a month instead of a week, and even longer if stored in a ROOT CELLAR.

Honey: Can be used as a FOOD resource die. But can be stored indefinitely (no shelf life).

Wax: Mainly used to waterproof items or to make candles, then just replace tallow with wax. Wax candles cost 3 s.

Salt: Salt can be added on a one-to-one basis to stop an edible item from going bad. That means you can add 1 unit of SALT to a unit of MEAT to avoid having it spoil after a day. To eat any salted food, you need to add a unit of water.

Oil: When used as lamp oil, you can roll a resource die every hour of use when giving of torch light, or just spend a resource after a Quarter Day. Can be reduced to candle light strength, then only roll a resource die every QD.

NEW CONSTRUCTION MATERIALS

New modules in this or the GM booklet can produce these. If you do not use any such modules, then these raw materials are likely not available, but that will be up to your GM to decide.

MATERIAL	SIZE	SUPPLY	PRICE	CREATED FROM	TALENT	TOOLS
Bone	Normal	Uncom	0.1 s	–	–	–
Bricks	Light	Uncom	0.7 s	1/2 Clay, 1/2 Sand	–	Kiln to produce 12 per QD
Planks	Light	Uncom	0.7 s	Wood	–	Sawmill to produce 12 per QD
Nails	Normal	Common	3 s	Iron	Smith	Forge
Tar	Light	Common	0.5 s	2 Sap from wood	–	(or from making charcoal/coke)
Limestone	Normal	Uncom	1 s	–	–	Quarry (Limestone)
Marble	Normal	Rare	2 s	–	–	Quarry (Marble)
Concrete/Mortar	Normal	Rare	2 s	1/2 Volcanic ash (Ashlands), 1/4 Limestone, 1/2 Sand	1 QD	INVENTOR, Fire, (Mill and Kiln to produce 12/QD)

Sample file



Luxury resource: If building is constructed with luxury resources it doubles its HOUSING value. If you use the "Stronghold reputation" module, it can also grant half a point of reputation to that kind of building.

Stone: Regular construction material. A common type is granite.

Wood: Regular construction material. If used in the Bitter Reach, it counts as a luxury material.

Bone: Half a unit of BONE and half a unit of HIDE can replace a unit of WOOD when making functions in the Bitter Reach.

Petrified wood: Can replace STONE when constructing a function.

Bricks: Can replace STONE when constructing a function, then grants a +2 bonus to the roll.

Planks: Can replace WOOD when constructing a function or object that requires a saw, then grants a +1 bonus to the roll.

Nails: Spend one unit per 20 WOOD when constructing a function or an object that requires a saw, to gain a +1 bonus to the roll. This stacks with other material bonuses.

Tar: Byproduct when making charcoal or coal in a kiln, or can be made from harvested tree sap in a similar process. Spend one unit per 20 WOOD when constructing a house, boat, or something similarly waterproof to gain a +1 bonus to the roll. Also make a resource roll for tar whenever you need to repair a boat. Can be used as a fire resource. When used to make torches gain a +2 bonus to the CRAFT roll. Can replace WAX to waterproof wood and stoneware.

Limestone: Can replace STONE when constructing a function, then gives a +1 bonus to the roll.

Marble: Can replace STONE when constructing a function, then gives a +1 bonus to the roll. Also counts as a luxury resource.

Concrete/Mortar: Spend one unit per 20 STONE, or as a replacement resource for STONE, when constructing a function, to gain a +2 bonus to the roll. This stacks with other material bonuses.

NEW TYPES OF HIRELINGS

HIRELING	SALARY	SUPPLY
Alchemist/Apothecary	1 silver	Uncommon
Butcher	5 copper	Common
Brewer	12 copper	Uncommon
Fisherman	4 copper	Common
Hawker	6 copper	Common
Herbalist	6 copper	Common
Herder	3 copper	Common
Inventor	2 silver	Rare
Performer	4 copper	Common
Physician	1 silver	Uncommon
Priest	1 silver	Uncommon
Scribe	8 copper	Uncommon
Stableboy	3 copper	Common
Steward	2 silver	Rare

☐ ALCHEMIST / APOTHECARY

They can craft potions, or if you use the "Apothecary" talent module, then also poisons, antidotes and elixirs. See the talents for more information. An ALCHEMIST'S/APOTHECARY'S CRAFTING rolls succeed automatically, with one ⚔.

☐ BUTCHER

They can staff the SLAUGHTERHOUSE. Increasing the MEAT output from the city.

☐ BREWER

Can staff a BREWERY or a STILL.

☐ FISHERMAN

Produces one unit of FISH per Quarter Day's work in a lake or ocean hex. If you have a PIER and provide boats, their output increases to 2 units of FISH per Quarter Day's work.

☐ HAWKER

A HAWKER can spend a Quarter Day every day to yield you a weekly roll to try to sell the goods produced by one profession. So, in a week they could sell the goods produced by two different professions. You don't need a HAWKER for this though, the right profession works equally well. As in a

Sample file



BAKER that spends a Quarter Day every day selling its goods, allows a weekly roll to sell bread, etc.
If you own a warehouse, then a hawker can spend a whole day's work there to allow to a weekly roll to sell ALL your types of items.

☐ HERBALIST

Can staff a GARDEN, that location can then optionally produce HERBS instead of VEGETABLES.

☐ HERDER

Can take care of 12 large or 48 small animals of the same type, by making sure they don't run away and by providing protection when they grace. A KENNEL can increase a herder's capacity and a fence can reduce the need of herders.

☐ INVENTOR

An INVENTOR'S CRAFTING rolls succeed automatically, with one ⚔. They can make the items noted under the INVENTOR talent. With a STILL they can distill 12 times the amount in a Quarter Day. They can extract 1 unit of SALTPETER per week form a PASTURE with a BARN.

☐ PERFORMER

These are normally not paid, they will wander into your marketplace and try to make a living on their own, the same is true if you build a theatre. You can however actually hire them at a theatre to boost its effectiveness, each hired performer, up to a maximum of 5, grants a +1 modifier to the Willpower roll at a theatre.

☐ PHYSICIAN

Can staff an INFIRMARY. There a PHYSICIAN'S HEALING rolls to save someone's life from a critical injury or to provide long time care, to halve the duration of a critical injury, succeed automatically, with one ⚔.

☐ PRIEST

This is for a general priest that wants to spread the words about the gods. They generally have a high lore skill and the storyteller talent. They can staff a temple dedicated to all gods.

A specialist priest (see hireling mastery), is often a druid or a sorcerer. They can staff a temple dedicated to all gods or to a specific god.

☐ SCRIBE

They can staff a library to do weekly research into new stronghold functionality, automatically succeeding such rolls with one ⚔. A scribe can also help you copy books in a scriptorium, automatically succeeding any LORE rolls to do so with one ⚔.

☐ STABLEBOY

A stableboy tends to horses, grooms them, feeds them and provides hay for them. They normally make their living by being paid by visitors, if so, you don't need to hire them. However, if your stables are for your own horses, you must hire a STABLEBOY to take care of them. In this case your stable also provide 1d6 foals per year.

☐ STEWARD

A steward can take care of the administrative while you are gone. They have access to the treasury and can pay your hirelings while you are gone, if you didn't pay them enough in advance. They do their best to understand your will, and will try to enforce that in case of events.

☐ HIRELING MASTERY

If you want to hire a craftsman with extra talent ranks, you must also increase their salary and decrease their supply (i.e. they will be harder to find). So as a TANNER is uncommon, a rank 2 TANNER is rare. An increase in rank, doubles their STATUS, as per the Residents rules.

TALENT	SUPPLY	SALARY
Rank 1	Normal supply	x1
Rank 2	+ 1 level of scarcity	x2
Rank 3	+ 2 levels of scarcity	x4
Rank 4	+ 3 levels of scarcity	x8
Rank 5	Legendary	x16

Sample file



BATTLES AT THE STRONGHOLD

☐ ALTERNATIVE VARIED FORCES

The number of combatants needed to fill a unit (that grants +1 combat rating) is equal to 300 divided by the units "unit points". Further halve this for defensive units.

Unit point are given from different sources. Each point of Strength adds +3. Then add your melee rating. Then add the sum of all ranks in combat-oriented talents. Finally, add or remove 1 per difference in Armor Rating from 7. Armor rating is from chest and head. A mail + chain coif is 9, but only 4 vs stabs and arrows, so averaging 6. An average soldier with Armor Rating 6 can be seen as having 15 unit points. An average orc soldier with an Armor Rating of 3, can also be given 15 unit points, because of their higher-than-average Strength.

If needed, you can field up to one unit with half a unit size, doing so adds +0 combat rating, but the unit can then be used to soak any final loss to your combatants. You can normally field 50 defensive combatants or 100 offensive/field combatants, but round to the nearest whole unit.

VETERANCY	WITH ARMOR RATING	UNIT POINTS	UNIT SIZE
Angry mob	3	5	60/30*
Thugs	4	10	30/15*
Soldiers/Guards	6	15	20/10*
Veterans	8	20	15/8*
Elite unit	8	25	12/6*

* The smaller amount is for defense rating of guards

Units should ideally have a 2-handed primary weapon, or a 1-handed weapon and a shield. The main weapon should deal 2 damage or have reach to not count as inadequate. Weapons must also cost at least 2 silver/hand used. Soldiers should also have a backup weapon like a short sword if ranged, or a mace or dagger if melee only. If you fail to adequately arm your troops, you suffer a unit point penalty.

CIRCUMSTANCE	UNIT POINTS
One hand is free	-1
No backup weapons	-1
Inadequate weapons	-2

The GM should apply "unit points" from exceptionally good weapons, like using halberds instead of spears could add a +1 modifier.

At least 1 full unit should also be armed with bows or crossbows to not count as having ammunition shortage. This can count as their only weapon, but that is dangerous as ammunition shortage then can remove the whole units combat rating die. Ranged units may also add the difference in Agility + MARKSMANSHIP compared to their Strength + MELEE to their total unit points, this is forced if they do not have any backup melee weapons.

☐ CAVALRY

Cavalry can only be used in open field combat. If at least one unit of soldiers have access to riding horses, you gain the "some fast or flying forces" bonus. If you have access to warhorses, then those can double their unit points in open field combat. Horse armor is called barding, and costs as much to make as humanoid armor, average your horses armor with your own when calculating Armor Rating.

☐ LARGE SCALE COMBAT

If you attack a very big stronghold, for example with multiple layers of ramparts and palisades, both the maximum number of fielded units and the required number of attackers and defenders per unit is multiplied. The same can happen for open combat, but will only happen if both sides would have had reinforcement groups on their side.

☐ PRESSING ATTACKS

If one side inflicts more losses on the enemy, they may choose one of the losses the enemy takes, except for their commander. Attackers can also choose from these two special attacks, even if they fail to press the attack:

- PILLAGE: All easy to carry goods are looted from all accessible buildings. Unless a rampart, palisade or portcullis has been totally breached, this will be limited to buildings outside the walls.
- ARSON: A building is set on fire, make a list of all buildings in the stronghold and target one. If you want to target a building inside a working rampart, palisade or portcullis, you will need both fire ammunition for your bows or siege weapons and then draw/roll the targeted function at random, from a list of all targets within the walls.

Sample file



ATTACK RATING SUMMARY

CIRCUMSTANCE	MODIFIER
Led by a commander	+1
Each unit of attackers	+1 up to limit
Ladders/grappling hooks	+1
Siege tower/ Battering ram	+2/+1 if Drawbridge +1/+0 if Drawbridge
Monsters in their force	+1/monster
Some attackers can fly	+1
Mantlets	+1*
Sapper team	–, disabled by a moat
Catapult/Trebuchet	+1*
Hungry/Diseased/etc	-1 per condition
Ammunition/shortage	0*/-1

* As long as there is enough ammunition

ATTACKER LOSSESS

An attacker can choose from these losses:

- ATTACKERS: 1 unit of ATTACKERS are broken.
- COMMANDER: Defeated. Cannot be selected by a pressed attack.
- MONSTER: A monster is defeated.
- BATTERING RAMS AND SIEGE TOWERS: Can only be selected by the defenders if they have fire munitions. Each attack only yields one damage, so a siege tower can be picked twice.

DEFENSE RATING SUMMARY

CIRCUMSTANCE	MODIFIER
PCs take part in the defense	+1
Each unit of guards	+1 up to limit
Ramparts/Palisade	+2/+1, sappers can damage
Portcullis	+1*
Guard tower	+1
Moat/Ditch	+1/+1 first turn only
Drawbridge	–
Bolt thrower	+1*
Trebuchet	+X* first turn only
Hungry/Diseased/etc	-1 per condition
Ammunition/shortage	0*/-1

* As long as there is enough ammunition

DEFENDER LOSSESS

A defender can choose from these losses:

- GUARDS: One unit of GUARDS are broken.
- RAMPARTS DAMAGED: From +2 to +1.
- PALISADE/DAMAGED RAMPARTS ARE BREACHED: Raw materials remains.
- PORTCULLIS DESTROYED: Raw materials remain.
- (NEW) BOLT THROWER DESTROYED: Can only be selected if the enemy has flying units or a catapult. 1d3 GUARDS are also broken.
- (NEW) PILLAGE: Can only be selected by attackers.
- (NEW) ARSON: Can only be selected by attackers.

FIELD COMBAT RATING SUMMARY

CIRCUMSTANCE	MODIFIER
Led by PCs or a commander	+1
Each unit of soldiers/cavalry	+1 up to limit
Each monster on your side	+1
Some fast or flying forces	+1 if terrain allows it
Ranged weapons	+1 first turn only
Siege weapons	+1 first turn only
Caltrops	+1 if opposing cavalry
Hungry/Diseased/etc	-1 per condition
Flanking fronts	+1

FIELD COMBAT LOSSESS

A force can choose from these losses:

- COMBATANTS: One unit of COMBATANTS are broken.
- COMMANDER: Defeated. Can only be selected if no more than one group of attackers remain.
- MONSTER: A monster is defeated.

☐ MORALE EVENTS

If a PC, during an event, manage to push down a D3 attackers, that will in the end not really affect the combat. So, instead treat all minor victories or failures, as bonus morale to one side. If the PCs succeeds, they can add +1 rating to their next roll, if they fail, the enemy gets a small victory and can add a die to their next roll.

Sample file



☐ REINFORCEMENTS

If you have reserve troops, as in you could not field all, because of the given varied forces max modifier. You can, as soon as a unit is lost, make a PERFORMANCE roll (this is done by the commander in charge), with a -1 modifier per damaged/lost asset. On a success you may deploy a new unit, and be given back your attack/defense modifier. But on a failure, you at the same time gain -1 rating from bad morale (negating the bonus). As soon as your bad morale equals the number of units deployed, your forces will flee or surrender.

☐ FALL BACK

If an attacker wants to disengage or a defender wants to move away from a breached outer wall to a fresh inner wall, they can call a fall back. A fall back automatically succeeds with no rolls, if you are faster than your opponent, like mounted on horses.

- FALL BACK: Make a normal attack and defense roll, but do not roll for any units retreating from battle. If you have reserve forces or forces falling back that are faster than the opponent, they can aid the fallback, so those can still add to the roll, up to your maximum of units deployed.

☐ ARSON EVENT

If a building is set on fire within the walls, select a PC in line for an event to be the one nearest the fire, and that PC will be given a chance to help put it out. They can roll an ENDURANCE roll, or a PERFORMANCE roll if there are people around, to help put them out. Each ⚔ allows them to pick one of the following effects:

- FIRE CONTAINED: If the building is close to other buildings (like within city walls), then, at random, draw two other buildings in the vicinity. Remove drawn buildings that contain no amount of WOOD. Then if this is not selected, remaining buildings will be on fire during the next event.
- CONTENT SAVED: You manage to save all the valuable items in the building.
- BUILDING SAVED: If selected, then a building completely made out of non-burning materials is safe and a building made out of things like WOOD will just requires a Quarter Days of repairs before it is working again. If not selected, a non-flammable building will require a Quarter Days of repairs before it is working again and a building out of WOOD or the like is completely destroyed. Any non-burning materials, like STONE and IRON, can be reused when rebuilding it.

This does not replace the normal event rolled per turn. A PC can however only participate in one event per turn. So, if there are more fires ongoing then the number of PCs, they are likely in serious trouble.

☐ AMMUNITION

Each turn ammunition is spent by both sides in a conflict. Ammunition usage can be modified by combat scale. It is advised to just calculate the number of rounds before ammunition will go out before the combat commences.

- ARROWS/BOLTS: Both sides must spend at least 20 units of ARROWS or 10 units of BOLTS per turn or suffer from "ammunition shortage", a -1 penalty to your combat rating. In field combat, arrows/bolts are only spent during the first turn of combat.
- PORTCULLIS: A defender must spend 20 units of STONE, 20 FIREWOOD and water, or 10 FIREWOOD and 10 LAMP OIL, or other suitable substances, per turn, for it to yield its +1 bonus.
- MANTLETS: These loses their effectiveness once the attacker has run out of arrows/bolts.
- BOLT THROWER: Spend 1 unit of ballista bolts per turn to receive a bonus from it.
- CATAPULT: Spend 1 unit of catapult ammo per turn to receive a bonus from it.
- TREBUCHET: This is for a defensive trebuchet. For offensive use, see laying siege with a trebuchet. Gives +1 bonus to the first defense roll per type of deployed enemy siege weapon, as long as you can spend 1 unit of trebuchet ammunition per bonus to the roll.

☐ LAYING SIEGE WITH A TREBUCHET

An enemy trebuchet can fire on a Stronghold safe from the range of the defenders, so without triggering combat. Unless the enemy counterattacks in open field combat, or surrenders, they Stronghold will suffer 1d6 damaged buildings per Quarter Day, using 200 units of STONE. Select ramparts/palisade or draw randomly. If using fire munitions, it instead starts 1d6 arson events each Quarter Day.

Sample file



☐ CALTROPS

Usable in field combat. If your soldiers can throw out 1 units of caltrops per soldier you field in combat, it will have two effects, first your side will gain +1 to Combat Rating as long as your opponent has deployed any cavalry units. It also slows down any advances, so any effects that only lasts during the first turn of combat, now also lasts during the second turn of combat.

☐ STRONGHOLD REPAIR

To repair a location, you have to spend the time it took to create it, but reduce years to months, months to weeks, weeks to days, days to Quarter Days and Quarter Days to hours. You also need to succeed a CRAFTING roll, if it fails, the building cannot be saved. Resources like WOOD then become FIREWOOD. You can salvage STONE and IRON. You then need to rebuild the location as from scratch. Note that if you fail a construction roll, all resources are lost. To repair a location, you must have full access to it, so a rampart/palisade could likely be impossible to repair during a siege.

☐ COMBAT EVENTS

If you fight in field combat, replace event 1 and 4 in the Player's Handbook, with those from the table below.

Also, if you use the "Heightened falling damage" module, consider allowing a player to succeed a skill roll to avoid falling if they roll a 1 during regular non field combat.

D6, EVENTS DURING THE BATTLE (FIELD COMBAT)

1: As a PC manage to down an opponent, their weapon gets lodged in their victim. Make a MIGHT roll, on a failure they lose their held weapon. If they later on manage to find it, it will have received an item damage.

4: An enemy unit charges unexpectedly from the flank, targeting a PC's position. The PC must make a PERFORMANCE roll to quickly rally a counter, if successful you will gain a flank or the enemy will lose a flank. On a failure, the enemy will gain a flank, or you will lose one.

SIEGE EQUIPMENT IN DETAIL

☐ BOLT THROWER

This weapon kind of looks like a gigantic crossbow placed on a pivoting rest on top of a tower. The limbs are powered by the torsion of a twisted rope. It is considered specialized knowledge and must be researched from a library.

- REQUIREMENT: "Torsion weapon" research (made at a library), Builder
- RAW MATERIALS: Guard tower (consumed), 50 WOOD and 2 ROPE
- TOOLS: Saw and hammer
- TIME: 1 week
- AMMUNITION: 1 unit of ballista bolts per turn. These are 10 times as expensive as regular arrows and takes a week to make.
- EFFECT: +1 to Defense Rating as long as you have at last 3 GUARDS stationed here and remaining ammunition. A bolt thrower could be used in regular combat, it would then use 1 item die, 1 ammunition die and deal 5 damage on a hit. It counts as a monster attack and thus cannot be parried. It takes 2d6 rounds to reload.

☐ BATTERING RAM (HOW TO CONSTRUCT)

Battering rams are used to break down stone walls or wooden doors. They often consist of a metal headed wooden log suspended in the air by rope over a canopy made with animal hides, often drenched in water, so it wouldn't be as easy for it to catch fire.

- REQUIREMENT: Builder
- RAW MATERIALS: 20 WOOD, 2 IRON and 5 HIDES
- TOOLS: Forge, Saw and hammer
- TIME: 2 days
- EFFECT: +1 to Attack Rating as long as your opponent does not have a DRAWBRIDGE. Does not stack with the bonus from a SIEGE TOWER.

☐ MANTLETS

Portable wooden walls, often used by the offenders' crossbowmen and the like, to take cover from enemy projectiles.

- REQUIREMENT: Builder
- RAW MATERIALS: 100 WOOD
- TOOLS: Saw and hammer

Sample file



- TIME: 2 days
- EFFECT: +1 to Attack Rating as long as you are not out of ammunition.

☐ LADDERS/GRAPPLING HOOKS (HOW TO CONSTRUCT)

These can help your units climb walls and buildings.

- REQUIREMENT: –
- RAW MATERIALS: 80 WOOD OR 20 GRAPPLING HOOKS and 20 ROPE
- TOOLS: Saw and hammer
- TIME: 1 day / –
- EFFECT: +1 to Attack Rating.



☐ CATAPULT

A wooden frame, with a tension powered arm ending in a bucket, that slings stones towards enemy fortifications. It can't reach too far, so must be used in reach of enemy counterfire.

- REQUIREMENT: "Torsion weapon" research (made at a library), Builder
- RAW MATERIALS: 100 WOOD and 5 ROPE
- TOOLS: Saw and hammer
- TIME: 1 week
- AMMUNITION: 10 STONES per turn. For arson attacks, you can use 5 barrels with CHARCOAL.
- EFFECT: +1 to Attack Rating as long as you have ammunition and at last 3 stationed ATTACKERS.

☐ SAPPER TEAM

You dig a tunnel supported with wood under the enemy fortification, then fill it with straw and other burnable material and as it collapses, so does parts of the enemy's walls.

- REQUIREMENT: You must be in Siege during the construction time. Enemy cannot have a MOAT
- RAW MATERIALS: 25 WOOD.
- TOOLS: Shovel, pickaxe, saw, hammer
- TIME: 1 week
- EFFECT: Damages the defenders' RAMPARTS or PALISADE, usually just before the combat begins.

☐ SIEGE TOWER

A large tower on wheels. It can work as an access point over the enemy walls, if they do not have a drawbridge. But even if they do, the height makes it suitable to shoot at the defenders from. Usually covered in wet hides to prevent fire.

- REQUIREMENT: Builder
- RAW MATERIALS: 250 WOOD and 20 HIDE
- TOOLS: Saw and hammer
- TIME: 2 weeks
- EFFECT: +2 to Attack Rating or +1 if your opponent has a DRAWBRIDGE. Does not stack with the bonus from a BATTERING RAM.

☐ TREBUCHET

A sling-based catapult that is driven by a heavy counter weight.

- REQUIREMENT: "Trebuchet" research (made at a library), Builder
- RAW MATERIALS: 200 WOOD, 50 STONE, 10 LEATHER, 10 IRON
- TOOLS: Saw and hammer
- TIME: 2 WEEKS
- AMMUNITION: Same as a catapult.
- REPUTATION: +1
- EFFECT: Works like a catapult, but can be used from a siege. If a defender has a trebuchet, they can spend 1d6 units of fire munitions to destroy an enemy trebuchet before it can be setup.

Sample file



☐ SETTING UP A SHOP

Before you sell items, you must categorize them.

- EVERYDAY ITEMS: These are items everyone has, but you don't necessarily need to buy them often. Like clothes or a knife.

  Sell up to 1 unit for every rolled ⚔.
- SPECIALIZED ITEMS: These are items that some common professions need to have access to everyday. Like swords and chainmail.

  Sell up to 1 unit for every 2 rolled ⚔.
- LUXURY ITEMS: These are items that for some might be nice to have, but are not really necessary for anyone in a settlement. Like a set of full plate armor or a two-handed sword.

  Sell up to 1 unit for every 3 rolled ⚔.
- CONSUMABLES ITEM: Is the item used up, like food, raw materials, or arrows? Then when making a roll, sell up to 10 (or 3d6) units per ⚔ if it is an everyday item, 3 (or 1d6) per ⚔ if it is a specialized item or 1/⚔ if it is a luxury item.

AT YOUR OWN STRONGHOLD

After a week, make a Reputation roll, using your Strongholds reputation, regardless if it is a PC or a HAWKER that does the selling. See HAWKER for more information.

AT ANOTHER SETTLEMENT

Requires that the remote settlement has a MARKETPLACE.

After a week, make a MANIPULATION roll. As long as you have a wagon, it can act as a WAREHOUSE, allowing you to sell from multiple item categories at once. A HAWKER automatically succeeds these rolls with 1 ⚔, but gains an extra ⚔ per increased mastery, so it can be more profitable to send out more experienced sellers.

- NOT PRODUCED: It the item normally cannot be procured in the local settlement; the rarity is reduced by one category (LUXURY → SPECIALIZED → EVERYDAY → CONSUMABLE).
- ACCEPTING TRADE: If you do not sell for coin, but want to trade for an item the settlement easily can produce in excess, the rarity is reduced by one category (LUXURY → SPECIALIZED → EVERYDAY → CONSUMABLE).

CHANGING PRICES

If you are fine with selling for half the amount of coin, move two categories towards an everyday item, 70% of the price moves one category. If you would go "below" the everyday category, instead triple your sales per week. If you want to sell at double the price, more two categories towards luxury. A 40% price increase moves it one category. If you surpass the luxury category, increase the needed ⚔ by the same amount. Lowering prices can affect other sales negatively, like if you sell iron headed arrows without lowering the price of wooden headed arrows, the sales of wooden header arrows could drop with the same amount as the increase in sold iron headed arrows.

FAST DEALS

If you need to sell things fast, during a Quarter Day instead of a week, you can do so for 25% of the item's value and you may move one category toward a consumable item. If you are not in your own Stronghold, then you can do this without a MARKETPLACE, and you also don't need a wagon or WAREHOUSE to sell from multiple categories at once, se HAWKER (new type of hireling) for more information.

MASTERWORK

Masterwork items are more expensive, but do note that they also are rarer and can be considered too high quality/too luxurious, if you want to sell, so each level of masterwork will require an additional ⚔ on the roll.

MASTERWORK	PRICE	MASTERWORK	PRICE
+0	x1	+3	x25
+1	x3	+4	x80
+2	x10	+5	x240

+1/+2 to MANIPULATION can multiply the price x2/x4. Modifiers like a lighter than normal item can double price

☐ FOUND TREASURE

If you succeed a MANIPULATION roll, you may try to sell your found treasure (see Gamemaster's Guide page 186-193), these can be sold as "fast deals" at 100% price. Roll the listed dice, if the PCs aren't good at estimating their value the GM might roll these in secret. The GM then tells them what they can be sold for, if your players are not happy with the price, they can try again in another settlement or try again in the same settlement after a week of time.

Sample file



STRONGHOLD MANAGEMENT

Here follows some optional rules to quicken and ease the running of a Stronghold.

☐ MANAGE YOUR STRONGHOLD IN WEEKS

Since Stronghold events occur every week. It is simper if all your hirelings measure time in weeks instead of days. When you hire a hireling, you may hire them for up to 1-7 days, or for any number of weeks.

It can be a good idea to pay them for more than a week in advance, if you will be gone for more than a week and don't have a STEWARD to run things while you are gone, but these investments can then be lost if a Stronghold event kills or scares your hirelings away.

☐ GAIN HIRELING RESOURCES IN ADVANCE

When a week begins, immediately gain the resources your hireling would produce over that week. This should be done at the same time as you pay them. It makes keeping count of resources much easier.

If you need to actually use all these resources over the week, well then all of them might not be available at once. But if you construct things that takes the entire week to build, like a house, it is ok to empty the storage in advance, as the materials will be there when you finish.

☐ AVERAGE SALES FROM SHOPS

As long as your shops set up a stock, ideally around three times the amount they sell per week, but you don't need to be exact, then they are allowed to average their sales over each week into a fixed amount, to ease stronghold management.

Each 6 dice of Stronghold reputation will simply provide 1X toward weekly sales, round down. If you are some points short or in excess, you can modify the demand to a multiple of 6, by lowering or increasing the sale prices with 5% per missing/excessive point.

Example:
You hire a HUNTER and a TANNER and have a TANNERY.
You have a Stronghold reputation of 6.

Their salary per week becomes: 84 copper coins
That is (6 for a tanner per day +6 for a hunter per day) x7.

The hunter provides 2 meat per day, that unfortunately also will spoil each day unless you build a ROOT CELLAR, and 2 pelt per day. That totals to 14 pelts per week.

We setup what the tanner ideally will do each week. He will spend 7 Quarter Days per week to gain weekly sell rolls for tanner items for the Stronghold (see HAWKER for more information under "New types of hirelings"). With his spare time, we set him to make 10 LEATHER in one QD, a GREAT FUR using 2 PELTS in a QD, BOOTS for 2 LEATHER in 2 QDs, a WATERSKIN using 1 LEATHER in a QD, a SLEEPING FUR using 2 PELTS in a QD, and finally a SMALL TENT for 1 LEATHER in a QD.
That uses all his time and leaves 6 unused LEATHER.

Selling these yields using the "Setting up a shop" module:

- Leather: These are specialized items + consumable items. To be able to sell 6 per week, we need to lower the price to 70%. 6 x 12 x 0.7 = 50 copper.
- Great fur: Specialized item. To be able to sell one per week, we must lower price to 70%. 30 x 0.7 = 21 copper.
- Boots: Everyday item. Sell for 30 copper.
- Waterskin: Specialized item. To be able to sell one per week, we must lower price to 70%. 30 x 0.7 = 21 copper.
- Sleeping fur: Specialized item. To be able to sell one per week, we must lower price to 70%. 30 x 0.7 = 21 copper.
- Small tent. Specialized item. To be able to sell one per week, we must lower price to 70%. 20 x 0.7 = 14 copper.

The total sales become: 50+21+30+21+21+14 = 157 copper.
That makes for a profit of 157 – 84 = 73 copper per week.

Note that during the first week, the tanner will not sell anything. He will use the first week and all the pelts that become available during it to set up a stock in his tannery.

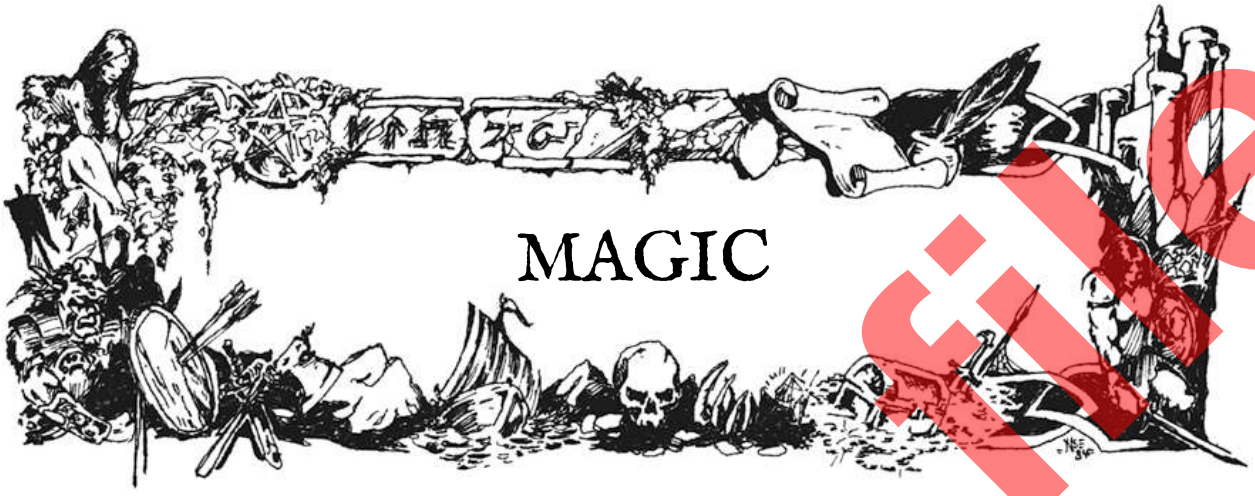
If you had a Stronghold Reputation of 2, you would have to lower prices by 20%, to gain the same number of customers as if you had a Reputation of 6. This would change the profit to 157*0,8 – 84 = 41 copper per week.

Note that you cannot just hire another tanner and hunter to double the profit. Your Stronghold will still only sell the same number of items per week. They will just compete for the same number of customers. The only way to increase sales is to increase the Strongholds Reputation, or by making them sell different items.

Sample file



MAGIC



These modules are intended to expand or rebalance rules regarding magic.

☐ MAGIC MISHAP MODIFIERS

When these occur, you roll on the mishap table with a 10-digit modifier, depending on the amount of 💀 you rolled. New results have been added if you roll 01-06.

ROLLED 💀	MODIFIER (ROLLABLE RANGE)
1 💀	-10 (01-56)
2 💀	±0 (11-66)
3 💀	+10 (22-66)
More	+10 per rolled 💀

NEW MAGIC MISHAP RESULTS

01-02	Willpower drain. The spell drains 1d3 additional Willpower Points, or as much as you have left.
03-04	The spell drains you magic capabilities. Treat all your magical talents as if they were one rank lower for 1d6 days. Talents reduced to zero, still allows you to CHANCE CAST spells at rank 1.
05-06	Chaotic energies surge through your body and electricity constantly crackle around you. Roll 3 more Base Dice when you cast your next spell. If not, the effect will go away by itself after 24 hours, but you cannot benefit from SLEEP during the duration.

WHY USE THIS MODULE?

1. This reduces the risk of dying from a single 💀 mishap die. Which can be seen as good, as rolling dice then is no longer to be completely discouraged, and rolling dice is a central mechanic of the game, so having a goal of never rolling dice then reduces fun?
2. At the same time, it increases the risk of instantly dying, if you roll 6 or more magic dice, making it riskier to go all out.
3. This new mechanic is shared with the "Critical injury modifiers" and the "Stronghold event modifiers" modules. So, if the others are used, it can be applied just to keep a theme.

WHY NOT USE IT?

The risks are good as they are, you should opt to never throw any magic dice and/or this changes the rules too much from how they were intended.

Sample file



MAGIC DICE TO ROLL

Follows rules in the books. Chart only here to help.

TALENT RANK	SPELL RANK 1	2	3	4	5
1	1	1+💀	-	-	-
2	0	1	1+💀	-	-
3	-1	0	1	1+💀	-
4	-2	-1	0	1	1+💀
5	-3	-2	-1	0	1

Also note:

- +1 die for each additional WP you spend.
- -1 die (or more exactly -1 spell rank, but that is almost the same) if cast from a grimoire.
- Reducing number of dice from rank is optional.
- Ingredients do not affect amount of spell dice.

☐ SPELL INGREDIENT RESOURCE

To not keep too much count on spell ingredients, especially hard to count ingredients like "clay", you can treat them as a resource die. See this as a whimsical part of magic, sometimes almost no "clay" is used up, but suddenly your entire pockets contents will also be gone! You're GM might even allow some expensive ingredients like a spyglass, count as a resource die and then often not be consumed.

☐ NEW SPELLS

Spellcasters may access/learn any spells noted as "New" in the following chapters.

WARNING!

This puts a lot more utility power in the hands of your spellcasters, so perhaps limit them by using the "Maximum known spells" module, or add some xp sink, kind of like the CURATOR OF MAGIC talent (see the module above), to be able to learn these "new" spells, or just do not allow free access to them. Maybe just as rewards from very rare to find grimoires?

☐ HIGHER GRIMOIRE SPELLS

You may write down any spells you know into a grimoire, even spells of a higher rank. Using a grimoire only reduces your magic dice to roll by one, and no longer reduces spell rank, so you still cannot cast higher ranked magic without chance casting it into a mishap.

☐ SPELL ACTION ECONOMY

These are the actions you might want to take while casting magic in combat.

- **Fast action:** Draw your grimoire. As long as it is easily accessible.
- **Fast action:** Draw forth an ingredient. As long as it is easily accessible.
- **Free action:** Use your grimoire. Requires that you hold it with at least one hand.
- **Slow action:** Cast the spell. Power words only need a fast action.

WHY USE THIS MODULE?

1. Casting a spell from a grimoire as a free action, might be a correct way to interpret the rules? The original Swedish version reads as you need to "draw" your grimoire, while the English is translated to "ready". Another thing pointing to this is that "Safe cast from grimoire" isn't listed as an available action in the Player's Handbook, page 86-87, only the "Cast spell", "Power word" and "Draw" actions are listed.
2. As a grimoire likely uses up a hand, you have probably traded away some other utility, like a shield to be able to use it in combat.

WHY NOT USE IT?

Flipping and reading takes time, so a grimoire should be readied before each use.

Sample file



EPIC MAGIC

This is a new classification of spells and rituals that use immense powers that leave some a permanent change upon the world.

Epic spell ingredients do not increase power level, instead you are required to add these ingredients for each Power Level of the spell you want to cast. Each category of ingredients may only be used once per spell, unless otherwise noted.

Some ingredients count as corrupted ingredient, i.e. they count as an ingredient, but they also add an equal level of corruption to the resulting spell. See individual spell descriptions for the actual corruption drawbacks.

Attribute loss (+1): Permanently reduce one of your attributes by 1. For each attribute you have already lost to age, you may do this once for free.

Monster heart (+X): The heart or object closest resembling a heart from a monster with 10+ Strength. The object must be used within 1 week, or the effect is lost. Can add one ingredient level per 10 points of Strength.

Life goal (+1): A strong emotion that this will fulfill or will be the hallmark of someone's goals in life. Even if the person gains a new life goal, this effect is spent.

Elven ruby (+1/+2): If it is an item, you can let a willing elven ruby (likely your own, killing your body) empower it for as long as it remains attached. It can then only empower permanent effects. This counts as two ingredient levels. You may also use elven ruby dust (make a resource roll to check if all remaining dust is consumed), that counts as a single ingredient level, and the dust will be destroyed.

Spellcaster help (+1): You have the help of more spellcasters, summarize the highest ranks of magic of all members, it needs to be 13 or higher.

Place of an event (+1/+2/+3): You are in a location where an event took place that will have an everlasting effect on the lands. Like +1 could be that a village was saved from doom, +2 could be something of more importance to the land than a single village, often significantly affecting 500 or more lives, and +3 would have massive effect on an entire map, like the vanishing of a powerful sovereign that given time could have claimed the entire map region (like the whole of the Forbidden Lands) if not the event had occurred. A single event can only be used once to power an artifact and must be used within a year of it occurring.

Sacrifice (+1/+2, most often corrupted): You sacrifice someone to create the item. If the target is unwilling, this counts as a corrupted ingredient. If the sacrifice is particularly large like a large group of individuals, it counts as if two likely corrupted ingredients. If you sacrifice yourself, you count as a level 2 ingredient without adding corruption. No one sacrificed to create a Epic spell can be resurrected, at least not without first reversing the effect of the spell.

Impure motives/Conflicted emotions (+1, corrupted): You or someone helping you are doing this for power, or are stressed, or afflicted by any other emotions that are sucked into the casting of the spell. Circumstances like if a monster was hunted just to gain a powerful artifact heart will count as an impure action.

SPELL LIST ACRONYMS

P: Range: Personal
A: Range: ARM'S LENGTH
N: Range: NEAR
S: Range: SHORT
L: Range: LONG
D: Range: DISTANT

PW: POWER WORD
RIT: RITUAL
RE: Can be used as a REACTIVE action.
+: Combine with another spell.
EPIC: Epic magic

1R: DURATION: One round
1T: DURATION: One turn
1QD: Duration: Quarter Day.
1D: 1 Day.
1W: 1 Week.

NEW: Added in this booklet.

Sample file



GENERAL SPELLS

RANK 1:

- **Magical Seal (A, QD):** Decrease Power Level of spells.
- **Sense Magic (S):** Know what kind of magic is used. Can also counter the Obscure magic spell.
- **Pass Magical Resilience (P, QD, NEW):** Ignore up to Power Level # of spell resilience.
- **Prestidigitation (PW, NEW):** Show off a minor trick, that could grant a PL bonus to a skill.
- **Magic Beacon (N, NEW):** Adds 1 PL and 1 Magic Die to spells cast on target.

RANK 2:

- **Dispel Magic (PW, S):** Used as a reaction to counter a spell being cast.
- **Obscure Magic (+):** Combined with other magic to make it unnoticeable.
- **Extend Magic (+, NEW):** Improve range or duration of another spell. Also increases its rank.
- **Hold Magic (+, NEW):** Increase the duration of a spell to until concentration ends.
- **Copy Magic (S, NEW):** Gain temporary knowledge of a spell you observe as it is cast.

RANK 3:

- **Bind Magic (A, RIT):** Binds magic to an object.
- **Transfer (A):** Steal or transfer Willpower points.
- **Stabilize Spell (PW, NEW):** Next spell cast in an area rolls less magical dice.
- **Stabilize Magic Zone (RIT, S, NEW):** Reduces severity of mishaps in a personal space.
- **Prepare Magic (P, NEW):** Pre-prepare a spell to become a POWER WORD.

RANK 4:

- **Mass Spell (+, NEW):** Your spells may target more people.
- **Quicken Ritual (NEW):** A ritual only takes 1 Turn to complete.
- **Living Spell (RIT, 1W, +, NEW):** A spell affects an area for a very long time.
- **Unearth Magic (RIT, P, NEW):** Learn magic from magical imprint of a dead spell caster.
- **Call Familiar (RIT, P, NEW):** Gain a permanent magical companion.

RANK 5:

- **Create Artifact (RIT, EPIC, A, NEW):** Imbue crafted item with great power at a steep cost.
- **Absorb Magical Residue (P, NEW):** Regain WP spent in an area.

RANK 6:

- **Transcendence (RIT, P, NEW):** Alter yourself permanently to become more like your magic.
- **God spell (+, NEW):** Increased potency of spells.

PASS MAGICAL RESILIENCE

- RANK 1
- RANGE: Personal
- DURATION: Quarter Day
- INGREDIENT: Piece of obsidian or glass

You may ignore up to Power Level amount of spell resilience (like that gained from the Magical Seal spell) against your spells during a Quarter Day.

PRESTIDIGITATION

- RANK 1, Power Word
- RANGE: Personal
- DURATION: Immediate
- INGREDIENT: A handful of sand

You perform a minor trick. The trick can give a bonus equal to the Power Level to a skill roll you perform during the turn, if it is deemed likely it could be helpful. For instance, a booming voice might give a bonus to intimidate. You can also perform a weaker version that don't cost you any Willpower Points, as long as it also doesn't provide you any tangible in game bonuses. I.e., as long as you don't cool a cup of water to try to use it to resist overheating or so, you can do it at no cost. What prestidigitation actually can do depends on what magical disciplines you know. You may do more things than those listed below, as long as they fit the theme and your GM approves of their use.

Healing: Soothe pain, instill calmness or radiate friendliness.

Shapeshifting: Sound like an animal, have birds sing for you or shift into a-half animal like appearance.

Sight: Create some dancing lights, your eyes go completely white or a spot on your forehead start to glow.

Ice: Chill a beverage or create a small rain of snowflakes.

Sample file



Nature: Make a sprout grow, a flower bloom, or your appearance take on some plant features.

Swarm: Have a small number of insects appear, or some insects perform a simple trick, like forming into a shape.

Blood: You visibly bleed, your eyes glow red, or you radiate heat.

Death: You temporarily take on some undead appearance, your touch is cold, a stench of decay appears, or lights around you dim.

Signs: You gain a booming voice, or a floating message appears.

Stone: Some small stones move on their own, a stone you hold starts to levitate or your appearance becomes a bit stone like.

Elements: Create a breezing wind, a flame appears, water swirl around you, or a rumbling can be heard from the ground.

Magma: Create a puff of sulfur smelling smoke, lava jumps up in a trick, a small amount of water or stone becomes heated, or a stone temporarily glows in a red hue.

Mentalism: An imaginary sound or voice behind the target, or they might see you for something you are not for a split second.

Oneiromancy: A lullaby-like tune appears in the air or you or a willing target that is not hindered from sleeping falls asleep.

Magnetism: Iron objects starts to rattle, or an iron object you hold starts to levitate.

MAGIC BEACON

- RANK 1
- RANGE: Near
- DURATION: Varies
- INGREDIENT: Large gemstone worth at least 2 gold (not consumed)

All other spells cast on the target will for 1 turn (15 minutes) be cast at an extra Power Level and an extra magic die. If cast at an extra Power Level the duration is increased to a Quarter Day.

EXTEND MAGIC

- RANK 2, Cast with another spell
- RANGE: Personal
- DURATION: Immediate
- INGREDIENT: Hourglass (extend duration) or Spyglass (extend range), not consumed

You can extend the power of a spell. Every Power Level spent increased the range of a spell that have a range of at least ARM'S LENGTH, or doubles the duration of a spell that has a duration longer than immediate. However, every Power Level used to extend magic, also increases the spells effective rank. Cannot be used on rituals.

HOLD MAGIC

- RANK 2, Cast with another spell
- RANGE: Personal
- DURATION: Varies
- INGREDIENT: Two tiny strings bound with a knot

You can concentrate to hold on to the fleeting power of another spell. This increases the duration of a spell, but can require a varying amount of concentration and if you take any attribute damage, you must make an ENDURANCE roll or the spell immediately fails. You cannot concentrate on more than one spell at a time by using hold magic. It does not hinder you from casting other spells, but it hinders you from casting rituals. Any additional Power Levels grants +2 bonus dice to any ENDURANCE rolls made to keep your concentration.

From Rounds: You increase a spells duration from Rounds to Turns, but you must now spend a SLOW action each round to keep concentration.

From Turns: You increase a spells duration from Turns to Quarter Days, but you must now spend a FAST action each round to keep concentration.

From Quarter Days: You increase a spells duration from Quarter Days to until you go to SLEEP, but then you must now spend a FREE action each round to keep concentration.

Sample file



COPY MAGIC

- RANK 2
- RANGE: Short
- DURATION: One week
- INGREDIENT: A lump of coal

As long as you successfully observe the use of magic over a maximum of a SHORT distance, you can on your following round copy the magical signature of that spell, as long as the Power Level of your Copy Magic equals the rank of the spell. When you cast the spell, the GM will tell you the minimum Power Level you need. You can at this time abort the spell, but it will then still cost you your action.

You gain knowledge of the spell for a week. During this time, you may cast this spell as if you had a its corresponding magical discipline one rank below that of the spell, but down to a minimum rank of 1, if you are not already higher. If you want to spend XP to learn the spell's discipline during this time, it will count as a teacher of a rank one less than that of the spell, but to a minimum rank of 1.

If you ever fulfill all criteria's for permanently knowing the spell, during its duration, you can choose to learn it permanently.

Copy Magic cannot be used to copy monster abilities, even if they are spell like.

PREPARE MAGIC

- RANK 3
- RANGE: Personal
- DURATION: Permanent
- INGREDIENT: Parchment

You prepare a specific spell you know, so that the next time you use it, you will cast it as POWER WORD. You cannot prepare RITUALS in advance. When cast, you can have a maximum of Power Levels amount of prepared spell, any more than that will become lost. The same spell cannot be prepared multiple times.

STABILIZE SPELL

- RANK 3, POWER WORD
- RANGE: Near (targets the entire zone)
- DURATION: Varies
- INGREDIENT: Iron ring (not consumed)

The next spell or rituals that is cast while in a NEAR distance from your current location rolls Power Level less magical dice. The magic fades if not used within a Quarter Day.

STABILIZE MAGIC ZONE

- RANK 3, RITUAL
- RANGE: Short (targets the entire zone)
- DURATION: Permanent
- INGREDIENT: None, but see below.

You try to stabilize the magic in a zone, causing all magical mishaps from one path of magic to be affected in the same way as rank 1 of the LUCKY talent would affect a critical injury. Before casting this ritual, you must have prepared a suitable location:

For sorcerous magic it requires you to have a structure where you can inscribe and inlay at least the floors with runes, pentagrams or other symbols. This takes 1 week of work, requires a successful CRAFTING roll and various minerals worth at least 10 gold.

For druidic magic, it requires setting up a circle of stones in a groove or other suitable place in the nature. This takes 1 week and requires a CRAFTING roll and hewn natural stone with a combined weight of at least 250 units.

Every Power Level can stabilize one path of magic, but it must be a path you know. You do not need to make new CRAFTING rolls to recast this spell, as long as the location has not been damaged. If it is, its effects immediately end.

MASS SPELL

- RANK 4, Cast with another spell
- RANGE: Personal
- DURATION: Immediate
- INGREDIENT: Twice the ingredients of the other spell

A spell with a range of at least ARM'S LENGTH, is now split into an extra number of simultaneous casts, equal to the Power Level of mass spell, each at different targets. No target (or area, if it targets an area) can be affected more than once. This also means that your main targets will not count as being a nearby other main targets, if that would/could make them be affected twice. The total Power Level of the affected spell is split by the number of targets, round up.

Sample file



QUICKEN RITUAL

- RANK 4
- RANGE: Personal
- DURATION: Immediate
- INGREDIENT: None

This spell is cast together with a ritual. It reduces the time to cast a ritual from a Quarter Day to a Turn (15 minutes).

Casting a Quickened Ritual is taxing, so you cannot do it more than once per Quarter Day.

CALL FAMILIAR

- RANK 4, RITUAL
- RANGE: Personal
- DURATION: Permanent
- INGREDIENT: A unit of food

An animal, bird, reptile, demon, undead, tiny dragon, or extra-large insect is called forth and becomes bound to you as your familiar. They cannot talk, and will not fight for you. You can however use them as the source point for your spells and command them. They can communicate two-word sentences telepathically, this is enough to grant you a +1 modifier to SCOUTING as long as they are nearby.

A familiar sustain themselves on spirit energy and require no food, but can eat and that can increase their mood. If they die, they are not gone for good, they will return if you recast this ritual at the same Power Level.

You can have a maximum of one familiar, and must be without one for 1d6 weeks before you can get a new.

The animal can have a total amount of attributes (Strength and Agility) equal to 5 + 1 per Power Level. You can use the Gamemasters Guide page 126 to 127 to see some stats for common animals. You may also add Power Levels to make it more intelligent, making it more communicative, like adding a word to each sentence per Power Level. You can add two Power Levels to have it gain some basic utility, like a weak fire breath, just enough to light your campfire.

LIVING SPELL

- RANK 4, RITUAL, Cast with another spell
- RANGE: Near
- DURATION: Varies
- INGREDIENT: Parchment where the spell is inscribed

Cast together with another spell, that is not a RITUAL. That spell now targets a zone.

If it had a duration, it now targets everyone within the new area as long as they stay within. If a target leaves the zone, any effects bestowed upon them by the spell, immediately ends. If it was an immediate effect, is now cast up to once per turn to the first one entering the zone. Any positive effects the spell had will be reverted when you leave the zone, while any detrimental effects will stay.

The spell can no longer differentiate friends from foes, but the original spellcaster may render the spell inactive at will when entering within NEAR range.

You can increase the zone size to SHORT or LONG for 1 to 2 additional Power Levels, respectively. You may mold the target area somewhat, like "only target the city walls".

It normally lasts for a week, but you can increase the duration to a month or a year for 2 to 4 additional power levels, respectively. Regardless of this a living spell will also begin to fade out upon the spellcasters death.

Living spells are by nature very unpredictable, so the GM is allowed to tweak and alter the spell somewhat.

UNEARTH MAGIC

- RANK 4, RITUAL
- RANGE: Personal
- DURATION: Immediate
- INGREDIENT: Skull of a spell caster (needed, does not add to Power Level)

This ritual allows you to read the magical energy imprint from the skull taken from a spell casters body. This allows you to use that spellcasters stats as if they were a teacher for the duration of the ritual, the skull then crumbles to dust. The spellcaster need not have been on good terms with you, you are not actually contacting the dead, merely reading years of magical imprints. You get to understand all that you can learn from using this ritual, before you begin it. You need to cast this at a Power Level at least equaling the rank of the paths or spells you want to read.

Sample file



CREATE ARTIFACT

- RANK 5, RITUAL, EPIC MAGIC
- RANGE: Arm's Length
- DURATION: Permanent
- INGREDIENT: See Epic Magic (Epic Magic ingredients do not increase Power Level)

This is an Epic Spell, see the description for those in this booklet. Each Power Level requires an ingredient.

This ritual must be cast at the same time as the artifact is created, most often through a CRAFTING roll with an added -1 penalty per Power Level. If the roll is failed, the item shatters and the artifact is not created. If the roll is pushed the artifact will be corrupted. A magical mishap will also corrupt it.

After determining the total Power Level. The resulting artifact can have several effects with a total cost up to the Power Level. Even though the players may wish for what the artifact should do, the GM has the final say and may tweak or corrupt any and particularly breaking combinations. All the listed effects are only examples, use your imagination to come up with more.

FOR EACH POWER LEVEL:

Artifact die: Added with item dice of a chosen skill or as armor. Can be added to a sub-skill, like only when using ENDURANCE to resist poison, or only when fighting undead, this increases the die category by 1. If enhancing a sub-usage and still keeping a bonus when not using that sub-usage, it increases cost by 0.5. Cost: 1 (D8), 2 (D10), 3 (D12). Minimum total Power Level of item: 2 (D8), 4 (D10), 8 (D12).

Magical access: Grants access to a spell you know as if cast by a grimoire with a set Power Level and magical rank (extra ranks can be added to reduce magical dice and risk of mishap). It still costs Willpower to use. Cost: 0.5 per magical rank. Cost modifier: +0.5 if Power Level is variable. Cost modifier: -0.5 for it to be usable only once per Quarter Day. Minimum total cost: 0.5.

Daily magic: The item can cast a spell you know once per day and provides the Willpower Points needed, without any risk of magical mishap. Cost per magical rank: 0.5. It provides 1 WP per ⚔ on a D8. You can upgrade to a D10 for 0.5 or to a D12 for 1, or pay 3 for +2 fixed Power Levels. Minimum total cost: 1.

Permanent magic: The item constantly affects the owner with a magical effect at Power Level 1, but only as long as the item is wielded/worn. Cost: 1 if it has a normal duration of a day or more, 2 if its normally duration is a Quarter Day, 3 if its normal duration is a turn, 5 if its normal duration is a round. Also costs 0.5 per rank of the spell, add +0.5 if the effect should be togglable. Is the spell circumstantial, i.e. more unlikely then likely to benefit you during a week of adventuring? Cost modifier: x0.5.

Limited magic: The item can use magic a limited number of times and then breaks. Costs and works as daily magic, but can be used multiple times per day. Cost modifiers: x0.25 for 3 charges, x0.5 for it to roll a die on use, first break after rolling a 💀, x0.75 for 10 charges.

Regenerating: The artifact cannot be repaired. It instead regenerates 1 item die every day, even if it is broken, as long as all the pieces are held together in place. Cost: 1.

Indestructible: The artifact cannot lose item dice. It can only be destroyed via a reversal of this spell, including new ingredients or by other specific means. Cost: 2. Minimum total level of artifact: 4.

Light source: The artifact can be used as a torch; you can turn on and off the light at will. Cost: 3. Minimum total level of artifact: 4.

Shapeshifting: The artifact can switch between different forms or sizes. Cost: 2. Minimum total level of artifact: 1 per different form + 1 per size change (tiny, light, normal, heavy).

Returning: The artifact can be bound to a target as a Quarter Day ritual. This target can call it to their hand as a free action. Cost: 2. Minimum total level of artifact: 2 to recall from ARM'S LENGTH, 3 from DISTANT range, 4 from same dimension.

FOR EACH POINT OF CORRUPTION:

Corrupt life: Select the most appropriate of the following: On breaking a target, once per usage per encounter, or on a 💀 when using it: take 1 attribute damage. The type of damage is determined on creation, but is often Empathy damage. On a 💀 count as 2 points of corruption, the others as 1 point of corruption.

Magic backlash: Casts a negative spell on the user with no risk for magical mishap. The effect of the spell can be somewhat delayed (usually about 15 minutes). It ignores any magical resistances or immunities. This effect counts

Sample file



as 1 points of corruption per Power Level or 0.5 if the effect is delayed.

Sow emotions: The item calls for attention. You must fail an INSIGHT roll and spend 1 WP to part from it. Others near it will on feeling its power want to steal it on a failed INSIGHT roll. This effect counts as 1 point of corruption.

Skill reduction: The artifact reduces a skill, even when not actively held. This often come with added effects. Like a skill reduction to ANIMAL HANDLING can also make nearby animals uneasy, cause nearby dogs to bark, other animals avoid or attack the user and so on. A skill reduction to SLEIGHT OF HAND, may cause the user to always need to make such a roll when drawing an item, and so forth. Reduce the skills with a D8 Artifact Die, or whatever Artifact Die the item already has. This effect counts as 1 point of corruption or 2 if it affects multiple skills.

GROETMYNDIG (Example Artifact)

Power Level: 3 (1, +2 from corruption) This old sword was made to shout out encouraging words in combat. It was intended as a royal gift, however most uttered sentences are void of intellect, like "Fight on!" and "Hold your hat!". The shouts are also often made at the most inappropriate times... so the gift was discarded. It grants 1d8 artifact item die in combat (1 power level), and will roll a d8 + its item dice to ENCOURAGE whenever you or an ally in NEAR range becomes broken in Wits/Empathy (ad-hoc 2 power levels). A D8 is added as a negative modifier to all MANIPULATION and STEALTH rolls for your party, even if sheathed/tucked away, as it often shouts out some generic "You wrong! And you ugly, too!" or other fitting slurs at the worst times (2 points of corruption).

ABSORB MAGICAL RESIDUE

- RANK 5
- RANGE: Personal
- DURATION: Immediate
- INGREDIENT: A broom

This spell must be cast within LONG range from an area where multiple magical spells have been cast or where they ended their duration. For each Power Level, you receive two Willpower Points back. But you cannot regain more WP than the total amount that has been spent in the area. As soon as anyone uses this spell, it will consume all magical residue in the area, including any magical residue from this spell itself.

TRANSCENDENCE

- RANK 6, RITUAL
- RANGE: Personal
- DURATION: Permanent
- INGREDIENT: None

This spell makes you a part of your magic forever. When the ritual is performed you select one magical path (discipline) you have reached maximum rank into. Your appearance then forever changes to look more like your own powers, this likely grants you an extra Reputation Point or so (only the first time the ritual is cast).

Permanent boon: Each Quarter Day the first spell you cast from the discipline you have transcended into costs you one less Willpower Point, down to zero. This effect is lost if you ever lose the knowledge of the transcendence spell.

Healing: Your skin grows perfect and you start to radiate a faint warm light. You gain a permanent -2 penalty to STEALTH and a +1 bonus to MANIPULATION.

Shapeshifting: You take on animal traits and cannot leave a half-shapeshifted appearance. Even your speech is partially affected. Take a permanent -2 penalty to MANIPULATION and a +1 bonus to MOVE.

Sight: Seeing so much takes its toll on your body. Your eyes changes color and your skin and hair become pale. Take a permanent -2 penalty to ENDURANCE and gain permanent true sight.

Sample file



Ice: Your skin turns into a light blue hue and you radiate an aura of cold around you. From now on you take double damage from fire, but become immune to COLD.

Nature: Your appearance takes on some plant features and your skin looks like bark. From now on you take double damage from fire, but gain a point of natural armor.

Swarm: You partially turn into a swarm of tiny insects. Take a permanent -2 penalty to MANIPULATION, but treat it as a bonus when you try to intimidate someone. You take half damage from physical attacks, but double damage from elemental damage, like fire, cold, acid and lightning.

Blood: Your eyes glow red. Blood Bond no longer needs to be from the same type of kin, but you need to use it once per session or go HUNGRY. This hunger will only go away from successfully using the Blood Bond spell.

Death: You look partially undead and your touch becomes cold. Take a permanent -2 penalty to MANIPULATION, but treat it as a bonus when you try to intimidate someone. You can be affected by the turn undead spell, but gain a point of natural armor.

Signs: Your entire skin becomes filled with living tattoos of symbols and magical writings. As long as you do not use anything but LIGHT body armor that do not cover your limbs, you always count as having both a symbol and a grimoire ready for a spell you are about to cast. If you carry more armor then this, then you can no longer active your permanent boon (reducing WP cost of first spell per QD).

Stone: Your skin turns into a very thin layer of stone. You gain a permanent -2 penalty to MOVE, but gain a point of natural armor.

Elements: You take on the appearance of the last element you used. This also slightly affects your personality, and the confusion from that gives you a permanent -2 penalty to INSIGHT. As long as you stay in fire mode, you can ignore the detrimental effects of being THIRSTY. Water can ignore COLD, earth can ignore HUNGRY and air can ignore SLEEPLESS.

Magma: Your skin turns into a thin layer of molten rock. You no longer need to drink water and are immune to the THIRSTY condition, but you must wear metal armor and use metal gloves to avoid having flammable materials combust. Take a -2 penalty to SLEIGHT OF HAND, but gains one point of natural armor.

Mentalism: No one can really describe your appearance after looking at you. Your reputation counts as halved.

Oneiromancy: Half your mind, constantly sleeps, while the other half stays awake. As long as nothing forces you to sleep, you no longer have to spend time to SLEEP and at almost all times count as both being awake and as if sleeping. This makes you kind of aloof though, so you suffer a penalty of -2 to LORE rolls.

Magnetism: Your skin turns into a hair thin layer of iron. You gain a permanent -2 penalty to MOVE, but gain a point of natural armor.

GOD SPELL

- RANK 6, Cast with another spell
- RANGE: Varies
- DURATION: Varies
- INGREDIENT: Heart of a Strength 10+ being

This is cast in conjunction with another non-epic spell or ritual. That spell or ritual then: takes twice the time to cast and its range or radius is increased one step if it had one. The spell also either triples its Power Level or it affects up to 3 times its normal number of targeted creatures. Each additional WP beyond the first doubles the number of targets or further increases the spells range or radius. Note that the minimum Power Level of this spell is 2, one for the god spell effect and one for the original spell effect.

God spells can leave permanent marks on the land, this is up to the GM to decide. Like plants may not grow or snow immediately melt on the spot where a "god spell fireball" landed, and so on.



Sample file



HEALING

In this list the "Weathermaster" spell has moved to PATH OF NATURE and "Serenity" have moved to Symbolism.

RANK 1:

- **Cleanse Spirit (A):** Heal ally's Wits/Empathy.
- **Healing Hands (A):** Heal ally's Strength/Agility.
- **Natures Cure (A):** Cure disease or poison.
- **Preserve (A, 1W, NEW):** Prevent spoiling.
- **Rinse (A, NEW):** Restore target HYGIENE or make something safer to consume.

RANK 2:

- **Banish Demon (N):** Damage true demons.
- **Mend Wounds (A):** Heals a critical injury.
- **Purge Undead (N):** Deals damage to undead.
- **Mend Self (P, NEW):** Heal all your attributes by 1 after a Quarter Day, PL speeds up healing.
- **Immunity (A, 1QD, NEW):** Become immune or partially immune to poisons and diseases.

RANK 3:

- **Resurrection (A):** Restores a deceased to life.
- **Calm Emotions (N, NEW):** Stops hostilities.
- **Invigorate (S, 1QD, NEW):** Bonus hit points.
- **Lift Curse (A, NEW):** Dispel curses.
- **Rite of passage (A, RIT, NEW):** Burial that hinders undeath and grants WP.

RANK 4:

- **Tranquility (P, 1QD, NEW):** Increase Empathy.
- **Rejuvenation (A, RIT, NEW):** Restore 1 year per Power Level.
- **Regeneration (A, RIT, NEW):** Restore lost limbs.
- **Healing trance (A, NEW):** Like a SHORT BREAK.

RANK 5:

- **Restoration (A, RIT, NEW):** Restore permanently lost attributes, with some limitations.
- **Purge Magic (S, NEW):** Undo magic in effect.
- **Holy Ward (P, 1T, NEW):** Allies are FEARLESS and gain better defensive push vs demons and undead.

RANK 6:

- **Restore life (A, RIT, EPIC, NEW):** Resurrection without need of corpse or drawbacks.

PRESERVE

- RANK 1
- RANGE: Arm's Length
- DURATION: One week
- INGREDIENT: A sprinkle of salt

An amount of material up to the size of a heavy item is prevented from spoiling for a week. For an additional Power Level, you may target a humanoid in size and for 3 WP you can target a whole wagon load. If the spell targets a living subject, they can if they want to, succumb into a deep sleep while the spell lasts. If so the spell halts, but does no nullify, any effects from conditions (HUNGER, THIRST, COLD, etc.), critical injuries, bleeding, poison and disease. The target can still die from coup de grace or other instant death critical injuries if attacked during the duration. You can end the spell at will.

RINSE

- RANK 1
- RANGE: Arm's Length
- DURATION: Immediate
- INGREDIENT: A lit torch (not consumed)

The touched source, up to a humanoid in size, becomes cleaner. If it would inflict poison or disease from consumption, that potency is lowered by 6 per Power Level. If the "Hygiene" module or the FILTHY condition is used, a touched being is no longer FILTHY and may restore 1 HYGIENE die per Power Level. It has no effect against ongoing poisons or diseases.

MEND SELF

- RANK 2
- RANGE: Personal
- DURATION: Varies
- INGREDIENT: A resource roll for drinkable water.

You heal 1 point of Strength, Agility, Wits and Empathy when this Quarter Days ends. You may spend additional Power Levels to speed up the progress. At one additional Power Level, you heal after a turn (15 minutes) and at two additional Power Levels you heal immediately.

Sample file



IMMUNITY

- RANK 2
- RANGE: Arm's Length
- DURATION: Quarter Day
- INGREDIENT: Fang from a snake.

The target reduces the potency of all poison and disease suffered during the upcoming Quarter Day by 3 per Power Level. You can also spend Power Levels to add another target to the spell. It does not affect any poisons or diseases that the target may have already contracted, before the spell was cast.

CALM EMOTIONS

- RANK 3
- RANGE: Near
- DURATION: Immediate
- INGREDIENT: Herbs thrown into the air

All targets, except you, within the radius or engaged with someone within the radius stops for a second to contemplate their actions. Spending all their upcoming actions for one round to defend, negotiate or disengage only. If the targets actions were stirred by emotions, those are now gone and the targets can be reasoned with again. Gain a +1 bonus to any MANIPULATION roll taken during this time per Power Level. Any new hostile actions will end the effect. No effect on monsters.

INVIGORATE

- RANK 3
- RANGE: Arm's Length
- DURATION: Quarter Day
- INGREDIENT: A unit of FOOD.

The target negates the next damage to attributes they receive, up to the Power Level. If this negates damage from pushed 💀, they also do not yield any WP. You may optionally spend Power Levels to add additional targets.

LIFT CURSE

- RANK 3
- RANGE: Near
- DURATION: Immediate
- INGREDIENT: Something from who or whatever that cast the curse

You dispel all curses affecting one or a group of targets on a 1 Power Level per Power Level basis. You can for 0 willpower also sense the exact Power Levels affecting each target, what kind of curses are involved and any effects they might have.

Lifting a curse cast as an epic magic will require that life curse is cast as an equal level epic magic.

RITE OF PASSAGE

- RANK 3, RITUAL
- RANGE: Arm's Length
- DURATION: Permanent
- INGREDIENT: Mournful tears

This ritual takes a Quarter Day and requires you to bury a corpse. The corpse will then be protected from ever rising as an undead and for each Power Level, you receive two back.

Players can produce mournful tears for friends or if they succeed an Empathy roll. A player behind an intentional killing, or one with the COLD-BLOODED talent, gains no roll. This roll cannot be pushed (or the tears will at least not be mournful then).

TRANQUILITY

- RANK 4
- RANGE: Personal
- DURATION: Quarter Day
- INGREDIENT: A unit of herbs

You increase your Empathy with the Power Level for a Quarter Day.

Sample file



REJUVENATION

- RANK 4, RITUAL
- RANGE: Arm's Length
- DURATION: Immediate
- INGREDIENT: A unit of spring water

This ritual takes a Quarter Day and requires a willing subject. The target is restored 1 year of youth for every Power Level. However, the target also loses any experience, skills and talents accumulated over these years. They will retain some memories from this period of time, but the memories will grow weaker and it will be almost impossible for the subject to tell exactly when they happened.

If the target has been subjected to the Weight of Ages spell, the spell will counter these years first, without any negative side effects.

REGENERATION

- RANK 4, RITUAL
- RANGE: Arm's Length
- DURATION: Immediate
- INGREDIENT: Tar

This ritual takes a Quarter Day and alleviates a permanent critical injury. If used within a turn (15 minutes) of it happening, the effect is immediate and can then even reverse death without any negative side effects.

If the stump is lost, to badly damaged or cannot be attached within a turn, you can magically form a new limb. Even though it forms immediately, it takes a while to adjust to it and it will be effectively unusable for 2d6 days -1 day per Power Level. This second usage cannot reverse death.

HEALING TRANCE

- RANK 4
- RANGE: Arm's Length
- DURATION: Immediate
- INGREDIENT: Amulet (not consumed)

This spell targets 1 willing subject per Power Level. Each such target falls into a deep sleep for 15-minutes and when they wake up, they restore 1 point to all attributes, and they also gain 1 Willpower Point if their WP is below their current Empathy. No target can be affected by healing trance more than once per Quarter Day, and if you use the "Short break" module, this counts as a SHORT BREAK.

RESTORATION

- RANK 5, RITUAL
- RANGE: Arm's Length
- DURATION: Immediate
- INGREDIENT: None, but see below.

You can restore permanently lost attribute points. To restore an attribute lost to create an artifact, you must as an ingredient destroy an artifact of at least equal power. You can also restore an attribute lost to age, but it is then sadly only restored for a week. You can also restore an attribute lost from other events, like through death. The spell only needs a Power Level of 1, but each restoration on a subject double the required Power Level to restore it a new.

PURGE MAGIC

- RANK 5
- RANGE: Short
- DURATION: Immediate
- INGREDIENT: None, but see below.

You permanently end all magical effects with a duration other than immediate inside the range. Must be cast with a Power Level equal or greater than that of the ongoing effects, or it simply fails to affect that magic. It will affect object with bound magic (see the bind magic spell), but it will not affect artifacts, unless you present a material cost at least equal to what would be needed to create it.

Sample file



HOLY WARD

- RANK 5
- RANGE: Personal
- DURATION: Varies
- INGREDIENT: A lit candle

You extend a faint glow during the duration. You or any ally within NEAR range of you, that don't have the FEARLESS talent, counts as having FEARLESS rank 1 against demons and undead. You or any ally within its range that have to roll any defensive rolls, like Armor Rating rolls, resistance rolls (like an INSIGHT roll against a fear attack), PARRIES or DODGES against demons and undead, will gain an automatic +2 modifier to such rolls. It has no effect against half-demons, i.e., creatures that do not originate from another plane of existence.

The spell lasts for 1 turn, but you can spend one extra Power Level to have it last a Quarter Day.

RESTORE LIFE

- RANK 6, RITUAL, EPIC MAGIC
- RANGE: Arm's Length
- DURATION: Permanent
- INGREDIENT: See Epic Magic (Epic Magic ingredients do not increase Power Level)

This is an Epic Spell, see the description for those in this booklet. Each Power Level requires an ingredient. It allows you to channel nature's forces to bring back someone from the dead– not as undead, but truly alive. You don't even need the body of the target; the spell can recreate it, removing any permanent physical injuries as you see fit, also removing what is left of any corpse out there in the world. It cannot reverse age, or a shattered elven ruby, but can create a new body for an intact ruby. The more time that has passed since the target died, the more difficult it is to convince it to return. For each week that has passed since the target died, the spell requires an additional Power Level. A target that doesn't know you well, might also need to be convinced to return with a successful MANIPULATION roll. You can however only send your thoughts and intents to the target, not receive any answers back. The spell will on resurrection irreversibly erase any memories of life beyond the veil.

Sample file



SHAPESHIFTING

RANK 1:

- **Animal Speech (N, 1T):** Ask animals questions.
- **Cat's Paw (P):** Automatic SNEAK successes.
- **Hawk's Eye (D, 1T):** See details at any range.
- **Befriend Animal (S, NEW):** Automatic animal handling success (max Strength 2x Power Level).
- **Nature's Watch (L, 1QD, NEW):** Warn if someone intrudes in an area.

RANK 2:

- **Beastmaster (N, 1T):** Command animal (max Strength 2x Power Level) for 15-minutes.
- **Bear's Claw (A):** Damage reduced by armor.
- **Deer's Dash (PW, P):** +Movement RUN action.
- **Dolphin's Dive (S, 1QD, NEW):** You or ally succeed swim checks and can hold breath for longer.
- **Winged Descent (S, PW, RE, 1T, NEW):** Negate fall damage.

RANK 3:

- **Animal Form (P):** Shapeshift to animal (max Strength 2x Power Level).
- **Primal Soul (L, 1T):** Affect mood of group.
- **Call Animal (D, 1T, NEW):** Call animals (max Strength 4x Power Level) to your location.
- **Bat's Claws (S, 1T, NEW):** Climb ceilings/walls.
- **Wolf's Nose (P, 1D, NEW):** Track targets.

RANK 4:

- **Primal Strength (P, 1QD, NEW):** +Strength.
- **Primal Agility (P, 1QD, NEW)** +Agility.
- **Animal Animosity (S, 1QD, NEW):** Animals become unfriendly towards target.
- **Hibernate (P, RIT, NEW):** Regain WP.

RANK 5:

- **Humanoid Form (P, NEW):** Take the form of another kin or person.
- **Monstrous Form (P, NEW):** Turn into monster (max Strength 3x Power Level).
- **Rat's Reflexes (P, 1QD, NEW):** Free improved dodges.

RANK 6:

- **Summon beasts (S, 1D, NEW):** Summon multiple animals or a single monster.

BEFRIEND ANIMAL

- RANK 1
- RANGE: Short
- DURATION: Immediate
- INGREDIENT: Food preferred by the animal

You can use this spell instead of making an ANIMAL HANDLING check against an animal with a Strength no higher than 2x Power Level. No effect against monsters.

NATURE'S WATCH

- RANK 1
- RANGE: Long
- DURATION: Quarter Day
- INGREDIENT: A tame animal (not consumed)

You will be alerted if anyone trespasses within an area, even while you sleep, as long as there are animals in the area that can observe the intruder. If anyone enters roll ANIMAL HANDLING as your SCOUT roll, and also add one automatic ✕. You may give some basic criteria, like only warn me if the size is at least that of a wolf. Extra Power Levels can be used to increase range or double the duration.

DOLPHIN'S DIVE

- RANK 2
- RANGE: Short
- DURATION: Quarter Day
- INGREDIENT: A fish

You, or one ally per Power Level, automatically succeed any swim actions for 1 Quarter Day as long as you are not wearing metal armor. All affected can also hold their breath for up to 15 minutes on a successful ENDURANCE check. Power Levels can be spent to double the duration, but you still cannot hold your breath during the duration for more than 15 minutes at a time.

WINGED DESCENT

- RANK 2, (POWER WORD, REACTION)
- RANGE: Short
- DURATION: One turn (15 minutes)
- INGREDIENT: Cloak/mantle on target (not consumed)

Sample file



You can use this spell as a reaction when someone falls. You, or one ally per Power Level, clothes extends and forms into wings when falling and while you don't have the Strength to fly, all fall damage will be negated.

It can be used as a Reaction and/or as a Power Word for one extra Power Level respectively.

CALL ANIMAL

- RANK 3
- RANGE: Distant
- DURATION: One turn (15 minutes)
- INGREDIENT: A horn or whistle

You call animals within the map hex to your location and you may specify what types of animals that should heed your call. The nearest animals within the hex, with a combined Strength no higher that 4x Power Level will answer your call. They are called from within your current Hex and it usually takes a turn (15 minutes) for them to arrive, but this could be shorter if they are nearby. You gain no control of them after they arrive.

BAT'S CLAWS

- RANK 3
- RANGE: Short
- DURATION: One turn per Power Level
- INGREDIENT: Bat's claw

You can climb up and down any walls and ceilings as long as the material can hold your weight and isn't extremely slippery. Lasts 1 Turn per Power Level.

WOLF'S NOSE

- RANK 3
- RANGE: Personal
- DURATION: One day
- INGREDIENT: Wolf's claw

When you cast this spell, you can follow the sent any target has left for one day per Power Level. In order to track a target, you must be able to have smelled it, or something that belongs to it, or tracks it has made.

PRIMAL STRENGTH

- RANK 4
- RANGE: Personal
- DURATION: Quarter Day
- INGREDIENT: Meat from an animal stronger than you

You increase your Strength with the Power Level for a Quarter Day.

PRIMAL AGILITY

- RANK 4
- RANGE: Personal
- DURATION: Quarter Day
- INGREDIENT: Meat from an animal more agile than you

You increase your Agility with the Power Level for a QD.

ANIMAL ANIMOSITY

- RANK 4
- RANGE: Short
- DURATION: Quarter Day
- INGREDIENT: Hair from the target

All animals in SHORT range of the target becomes hostile towards it. Trained animal can be controlled, but will require an ANIMAL HANDLING roll to not attack, or follow the simplest biddings. Small animals might just warn or call for others. This spell counts as a curse.

Power Levels can be spent to double the duration.

HIBERNATE

- RANK 4, RITUAL
- RANGE: Personal
- DURATION: Immediate
- INGREDIENT: A cave (not consumed)

You fall into a deep sleep and enter a state of unawareness for the duration of the ritual, during which nothing can awake you. Once the ritual ends, you gain a number of Willpower Points equal to twice the Power Level and it also counts as both REST and SLEEP. Hibernate must take at least a Quarter Day to cast or it has no effect. It cannot be cast more than once per day.

Sample file





Sample file

HUMANOID FORM

- RANK 5
- RANGE: Personal
- DURATION: Immediate
- INGREDIENT: Hair from the target

You can shapeshift completely, and take the form of another kin. Your attributes and skills are unaffected. At Power Level 2, you can assume the form a specific individual, but this requires you to look directly at them from a SHORT distance while you cast the spell. Even so, anyone who knows the person and sees you at NEAR range can discover your ruse by rolling INSIGHT. Every extra Power Level beyond the first two modifies any roll to see through it by –1. Shifting back to your normal form requires that you cast the spell again, at a Power Level of 1.

MONSTROUS FORM

- RANK 5
- RANGE: Personal
- DURATION: Immediate
- INGREDIENT: Parts from the beast in question

You can shapeshift completely, and take the form of a living, non-demon or undead monster of a type you have encountered. You cannot choose a monster with a Strength higher than three times the Power Level. You gain the Strength and Agility of the monster while you are in its form. You gain access to its monster attacks as your SLOW action. All actions based on Strength that includes a roll will be capped to the number of dice that the most similar monster attack rolls. While in the form you cannot regain Empathy. Each day you also take one Empathy damage. If your Empathy reaches zero, you lose yourself permanently, all that remains will be a raging beast. As long as your Empathy remain, you can shift back to your normal form by casting the spell again, at a Power Level of 1.



RAT'S REFLEXES

- RANK 5
- RANGE: Personal
- DURATION: Quarter Day per Power Level
- INGREDIENT: Rat's claw

You may dodge any amount times per round as FREE actions and may remain standing without taking a -2 penalty to the rolls.

Lasts 1 Quarter Day per Power Level.

SUMMON BEASTS

- RANK 6
- RANGE: Short
- DURATION: Quarter Day
- INGREDIENT: Anything from the type of creature in question

Multiple animals or a single living, non-demonic or non-undead monster will after 15 minutes appear at the designated location. The spell can summon up to 8 points of Strength per Power Level, but the creatures must be of a type you have previously encountered.

This spell will not give you direct control over the creatures, but the spell will make them regard you as an avatar of their kin, one they would like to please, while it lasts. While in range, the creatures will also understand your feelings toward things, kind of like a crude telepathy. Commands like "let my friends ride you", will be understood, but if there is time pressure, like it needs to understand it this round, then you could have to make an ANIMAL HANDLING roll. When the duration ends, your sway over them decays and the creatures will return to nature. It is not impossible that they could cause some unwanted devastation while there or on their way out though.

Sample file



AWARENESS

RANK 1:

- **Lightbringer (N, 1T):** Illuminate within range.
- **True Sight (D, 1R):** See details, through darkness, smoke, fog, disguises and shapeshifts.
- **Words on the Wind (D, 1T):** Hear at range.
- **True Strike (P, 1R, NEW):** +3 dice/PL to attack.
- **Recall Memory (A, 1T, NEW):** Perfect recall of last day/week/month/year/life.

RANK 2:

- **Farsight (L, 1T):** See the world as if you were a super-fast invisible flying ghost.
- **True Path (P):** Guide a choice to the wisest one.
- **Visions of the Past (S, 1T):** Watch past events.
- **Compel Truth (A, 1T, NEW):** Target cannot lie if they fail to resist, but can still be evasive.
- **Portent (A, RIT, NEW):** Something happens to an item you craft when an event triggers.

RANK 3:

- **Divination (N, RIT, 1T):** Vague future visions.
- **Intuition (P):** Get yes/no/maybe to any question.
- **Telepathy (N, 1T):** Read or send thoughts. Deal damage to Wits or Empathy.
- **Guide (A, 1T, NEW):** Adds bonus to skill.
- **Tongues (P, 1QD, NEW):** Understand and speak all languages.

RANK 4:

- **Borrow Power (PW, P, NEW):** Gain twice the WP. Has to be repaid.
- **Mind Focus (P, 1QD, NEW):** Increase your Wits.
- **Mold Memory (A, RIT, NEW):** Alter victims' memories.
- **Block reading (S, 1QD, NEW):** Blocks magic scrying.

RANK 5:

- **Locate (P, NEW):** Find person or object.
- **Time Sending (P, NEW):** Alter actions of past self.
- **Fate weaving (P, 1T, NEW):** Reroll any dice.

RANK 6:

- **Undo (S, NEW):** Go back in time.

TRUE STRIKE

- RANK 1, POWER WORD
- RANGE: Personal
- DURATION: One round
- INGREDIENT: A tuning fork

You can use this spell to foresee your next attack. Add 3 dice per Power Level to the next SLASH, STAB, PUNCH/KICK or SHOOT attack before the end of your next round.

RECALL MEMORY

- RANK 1
- RANGE: Arm's Length
- DURATION: One turn (15 minutes)
- INGREDIENT: Herb infused tea

You can use this spell to allow yourself or someone in range to get a perfect recall of its memories from the past day for 15 minutes. The ability to recall into the past is increased with additional Power Levels from a day, to a week, to a month, to a year, and finally to more. Any brough up or discussed memories are retained when the spell ends, up to the characters normal capability of remembering things, but any details not openly discussed will no longer be accessible.

COMPEL TRUTH

- RANK 2
- RANGE: Arm's Length
- DURATION: One turn (15 minutes)
- INGREDIENT: Hallucinogenic poison

You can use this ritual to make a subject unable to speak a lie for a turn (15 minutes). The subject can still choose to be quiet or be evasive as long as she is not telling a lie. If the subject succeeds an INSIGHT check with a -2 penalty per added Power Level (the GM makes a hidden roll), she is unaffected by the spell and you will not know.

Sample file



PORTENT

- RANK 2, RITUAL
- RANGE: Arm's Reach
- DURATION: Permanent
- INGREDIENT: The crafted item takes at least 2 days to build (item is not consumed)

When you craft an item, you can make it break when a certain event occurs. Like when "enemies pick up arms and march towards our settlement" then the towns statue will fall over and break. You can use a maximum of 10 words to describe the action that triggers this. The spell ends as soon as it has been triggered.

Extra Power Levels can be used to make the item do something else then shatter. You can spend 1 Powel Level to have the item be reusable, like a gong could make a sound instead of shatter, and then the portent spell could be recast on it, without the need to craft the item anew. Another Power Level could be spent to make an effect harder to fake/misinterpret, like making a stone statue bleed.

GUIDE

- RANK 3
- RANGE: Long
- DURATION: One turn (15 minutes)
- INGREDIENT: Held grimoire (not consumed)

You can use this spell to grant mental aid to your allies. Up to one ally per Power Level gains a +1 bonus die to a skill you select upon casting this spell for its duration. This counts as if you help their rolls, and is therefore limited to the normal rules for helping others. The effect ends if you lose consciousness.

TONGUES

- RANK 3
- RANGE: Personal
- DURATION: Quarter Day per Power Level
- INGREDIENT: A tongue

You can understand and speak all languages, during one Quarter Day per Power Level. The spell does however not affect your ability to read or write.

BORROW POWER

- RANK 4, POWER WORD
- RANGE: Personal
- DURATION: Immediate
- INGREDIENT: An hourglass (item is not consumed if you borrow Willpower Points)

You ask your possible future selves to lend you some power backwards in time. Gain 2 WP for every Power Level. You must then in the future cast the spell again without gaining WP to send power back to your past self. You cannot cast the spell again until the full dept in Power Levels has been paid.

MIND FOCUS

- RANK 4
- RANGE: Personal
- DURATION: Quarter Day
- INGREDIENT: Large body of water (not consumed)

You increase your Wits with the Power Level for a Quarter Day.

MOLD MEMORY

- RANK 4, RITUAL
- RANGE: Arm's Length
- DURATION: Permanent
- INGREDIENT: A pendulum

The victim must make an INSIGHT roll with a negative modification equal to the Power Level. If she fails, you may alter any memories the victim has to your liking. The victim will recall these changed memories as if they were real. If the memories are very strange or strongly contradictory, they will instead think of them as from a very real and believable dream.

Sample file



BLOCK READING

- RANK 4
- RANGE: Long
- DURATION: Permanent
- INGREDIENT: A small metal cube or sphere

This spell reduces the Power Level of any magic that is used to seeing, hearing or sensing anything withing SHORT range from an object you cast the spell on permanently. The effect ends if the item is broken, or if BLOCK READING of any Power Level is cast upon it anew.

LOCATE

- RANK 5
- RANGE: Personal
- DURATION: Immediate
- INGREDIENT: A magnifying glass

You can get the current hex of anyone object or person as long as they are within 3 hexes from your current location. Each extra Power Level doubles this range. If you are in the same hex as the thing you are trying to locate, extra Power Levels can instead reveal the direction to it, and/or give you a feeling of the actual distance to it.

TIME SENDING

- RANK 5
- RANGE: Personal
- DURATION: Immediate
- INGREDIENT: An hourglass

You can send a message to your past self. It could be "last time we were in town, buy a hatchet and put it at the back of the wagon", then you could look at the back of the wagon and it would be there, or the message could be "put an order to the town smith to produce a new suit of armor". There are some caveats. First, your past self must have had enough time over to have been able to perform the action and, second, the task cannot alter what you know already has happened. So, if you already looked for a hatchet on your wagon and found none, or already asked the smith to buy a non-existing suit of armor, the spell fails. You will also automatically fail to cast the spell to warn someone that could stop a fire, after such a fire already has taken place. Power Levels are needed to increase the time into the past you can contact yourself from a day, to a week, to a year. Two extra Power Levels are needed for improbable tasks, complex task or everything that would require a skill roll. Like specifically asking the Smith to tell you that no armor exists when you come to ask for it, unless you also give a specific code word.

FATE WEAVING

- RANK 5
- RANGE: Personal
- DURATION: One turn (15 minutes)
- INGREDIENT: Strings of yarn

You may reroll any PC's, NPC's or monsters' dice roll, picking the new result. You cannot reroll a pushed roll, but a roll can be pushed after you have rerolled it.

Lasts 1 turn per Power Level, or until you have rerolled an amount of throws equal to the Power Level.

UNDO

- RANK 6
- RANGE: Short
- DURATION: Permanent
- INGREDIENT: An hourglass

You and your party members travel backwards in time, keeping all your memories intact. At Power Level 1 your consciousness will travel 1 round backwards in time, at PL 2 you will travel 1 turn (15-minutes), PL 3 a Quarter Day, PL 4 a day and PL 5 a week. You keep all accumulated experience (XP), but all worn items, etc, will be restored to their previous forms and owners.

Sample file



ICE AFFINITY

RANK 1:

- **Cold Snap (S, 1T):** All in NEAR range must roll vs COLD.
- **Frost Walker (P, 1QD):** Immunity to COLD.
- **Shield of Ice (P, 1T):** Creates an artifact die shield only usable by you for 15 minutes.
- **Winter Grip (A, NEW):** Walk/climb on surfaces.
- **Arrows of Ice (A, NEW):** Create arrow resources.

RANK 2:

- **Heart of Ice (N):** Deal Wits damage and COLD.
- **Snow Cave (N, 1QD):** Shelters from COLD and storms. Adds a bonus to make camp.
- **Sword of Ice (A, 1T):** Creates an artifact die sword only usable by you for 15 minutes.
- **Zone of Cold (L, 1QD, NEW):** Lower TEMP.
- **Condense Water (N, NEW):** Create water.

RANK 3:

- **Blizzard (N, 1T):** A storm that can deals Agility damage, COLD and knockdown.
- **Icicle Spray (S):** Strength damage and COLD.
- **Ice Breath (N):** PL x2 dice vs MIGHT, on success: target is COLD and frozen solid for 15 minutes.
- **Winter's Call (RIT, 1D, NEW):** Lowers temp towards zero and gives WP.
- **Armor of Ice (P, 1T, NEW):** Adds an artifact die and armor to you for 15 minutes.

RANK 4:

- **Mold Ice (P, 1T, NEW):** Tunnel through ice.
- **Wall of Ice (S, NEW):** Creates a wall of ice.
- **Crystalize (A, NEW):** Transforms ice to crystal.
- **Encase (S, NEW):** Imprisons target in ice.

RANK 5:

- **Citadel of Ice (S, RIT, NEW):** Create buildings of ice.
- **Hailstorm (L, 1T, NEW):** attacks with PL dice/r to everything outside NEAR range.
- **Glacial snap (S, NEW):** Creates ROUGH terrain. Those inside become COLD and freeze stuck.

RANK 6:

- **Boreal Slave (A, NEW):** Take permanent control of COLD targets.

WINTER GRIP

- RANK 1
- RANGE: Arm's Length
- DURATION: Quarter Day

Your target can walk on ice and loose snow as if it was hard ground and suffers no added penalty from climbing on sheer ice as long as the material can hold their weight. Each Power Level can add one target or double the duration.

ARROWS OF ICE

- RANK 1
- RANGE: Arm's Length
- DURATION: Special

You create a batch of compact ice arrows or quarrels/bolts. These count as a resource die of arrows of the wooden headed type, except that the arrows only last indefinitely in sub-zero temperatures. They melt in a Quarter Day in Spring/Fall temperatures and within a turn (15 minutes) in Summer temperatures. Extra Power Levels can either create additional resource dice, or further harden the arrows, causing them to count as metal headed arrows.

ZONE OF COLD

- RANK 2
- RANGE: Long
- DURATION: Quarter Day

The temperature within the range drops one step per Power Level. From Summer temperature, to Spring/Fall, to Winter and even colder. If you enter Winter temperatures, the sudden temperature drop will form frost on all surfaces as long as the air is not especially dry. If you further reduce the temperature all non-running water in the area will freeze over a Turn (15 minutes).

Sample file



CONDENSE WATER

- RANK 2
- RANGE: Near
- DURATION: Immediate

By manipulating the temperature, you are able to condense water vapor in the air, and make it fill nearby containers, restoring 1 resource die of water per Power Level. The spell requires double the Power Level if you are in a desert area, where you normally cannot forage for water.

WINTER'S CALL

- RANK 3, RITUAL
- RANGE: Current hex
- DURATION: One day

You rapidly drop the temperature of the hex you currently are in. Summer, Spring and Fall temperatures drops towards Winter temperature over the time of the ritual and then lasts for 24 hours. Each drop in temperature costs 1 Power Level. When the ritual ends, you gain a number of Willpower Points equal to twice the temperature difference. This ritual can never lower the TEMP below zero.

ARMOR OF ICE

- RANK 3
- RANGE: Personal
- DURATION: One turn (15 minutes)

The spell reinforces your armor with a hardened layer of ice. This grants your armor a D8 Artifact Die, and your Armor Rating also increases to a minimum of 6 during the spell's duration. Increasing the Power Level by one can upgrade the Artifact Die to a D10.

MOLD ICE

- RANK 4
- RANGE: Personal
- DURATION: One turn per Power Level

You can shape snow and ice with your hands. While quite handy for quickly making ice sculptures, this allows you to create a tunnel through ice at your walking speed. The ability to mold snow and ice lasts 1 turn (15 minutes) per Power Level.

WALL OF ICE

- RANK 4
- RANGE: Short
- DURATION: Permanent

A wall of ice grows up from the ground in the targeted area. Any creatures standing in its way, may choose which side to stand on, but they will fall prone unless they succeed a MOVE roll with a penalty equal to the Power Level. Monsters do not fall prone. The walls will occupy a space 3 meters heigh and 10 meters long, and can be slightly curved, but no sharp corners. Any section of the ice will break enough so that the one breaking it can step through, if it takes 2 damage per Power Level with an armor rating of 5. Power Levels can also be used to double a dimension of the wall, so with 4 extra Power Levels, you can encircle yourself within a 25-meter radius wall of ice. While the effect of the wall is permanent, the wall will take damage from warmer temperatures. Extreme temperature: 1/minute, summer temperature: 1/turn, spring/autumn temperature: 1/Quarter Day.

CRYSTALIZE

- RANK 4
- RANGE: Arm's Length
- DURATION: Permanent

A LIGHT object made of ice that you touch becomes unaffected by temperature and no longer feels cold, it feels more like if it was made out of crystal. The object changes to use the same stats as an item made out of obsidian (volcanic glass). Power Levels can be used to harden heavier objects, 2 for a normal weighted object and 3 for a HEAVY object.

If the item ever shatters, it will turn to regular ice again.

Sample file



ENCASE

- RANK 4
- RANGE: Arm's Length
- DURATION: One turn per Power Level

Target must succeed a MIGHT roll with a penalty equal to the spell level, or they will become COLD and completely incased in ice. The ice can be broken if dealt 5 points of damage, until then the target is rendered unconscious and without the need to breathe. While the spell is in effect, all ongoing physical effects, like from poison or bleeding, are also temporarily halted. Lasts 1 turn per Power Level.

CITADEL OF ICE

- RANK 5, RITUAL
- RANGE: Short
- DURATION: Permanent

You can raise a stronghold made of pure ice from the ground. Power Level 1 can create a house, Power Level 4 a fort, Power Level 9 a Fortress, Power Level 16 a Castle and Power Level 25 a Palace. You can also create other things, that uses similar amounts of time and materials, see page 194 of the Player's Handbook. So, you could for instance for 4 Power Levels create ramparts. After picking a target structure, not all Power Levels need to be added at once, you may add them up over multiple castings of the ritual. Also note that, while the effect of the citadel is permanent, it will, just as regular ice, over time, melt in most non-winter temperatures.

HAILSTORM

- RANK 5
- RANGE: Long
- DURATION: One turn (15 minutes)

Everyone within a LONG range, must seek cover or risk being pelted by oversized hail. The hail counts as ranged attacks that targets everyone in the open each round. Roll the attacks with a single D6 die per Power Level. The attacks deal 1 blunt damage per rolled ⚔.

The spell is centered on you, and moves with you. It can be made to exclude a NEAR range around yourself as a safe area.

GLACIAL SNAP

- RANK 5
- RANGE: Short
- DURATION: Immediate

You, for just a fraction of a second, radiate immense cold in an explosion like manner around you.

All subjects within the range suffer 1 point of Strength and Agility damage from becoming COLD. They also become frozen stuck to the ground. They must make a MIGHT roll, before they intend to use a MOVE skill or take actions that will move them, if they fail the MIGHT roll, their intended action also fails, they lose that action and will stay stuck to the ground until they can succeed a new MIGHT roll during future actions. If the MIGHT roll succeed, they are no longer stuck to the ground. Monsters are immune to these effects.

All zones with the range also become ROUGH terrain, as everything within becomes coated in a thin layer of ice.

Increase the range to LONG at Power Level 2.

BOREAL SLAVE

- RANK 6
- RANGE: Arm's Length
- DURATION: Permanent

A COLD target must succeed an ENDURANCE roll with a penalty equal to the Power Level or become your thrall, following your commands just as if they were a mindless undead. It matters not if they are human, undead or so on.

This spell will immediately end if a thrall comes into contact with fire or loses the COLD condition.



Sample file



NATURE

Original idea: Klas Bas

The Weathermaster spell has moved to this path of magic.

RANK 1:

- **Plant Growth (S, NEW):** Yields VEGETABLES.
- **Vines (L, 1R, NEW):** Shape ROUGH/OPEN terrain.
- **Sense Weather (P, NEW):** Sense weather rolls.
- **Pathfinder (S, 1D, NEW):** LEAD THE WAY ⚔.
- **Tracelessness (S, 1D, NEW):** +2 STEALTH, no one can track you.

RANK 2:

- **Glade (N, NEW):** Make a +PL CREATE CAMP roll.
- **Blocking Branch (PW, RE, P, NEW):** PARRY ⚔.
- **Call Lightning (L, NEW):** Damage target and roll damage vs all within SHORT range. Stun if half Strength dealt. Vulnerable objects catch fire.
- **Fog (D, 1T, NEW):** Zones become FOGGY after 1T.
- **Strider (N, 1QD, NEW):** Become faster when exploring the lands at foot.

RANK 3:

- **Weathermaster (D, QD):** Change the weather.
- **Voice of the Forest (1R, NEW):** Communicate short messages within a forest.
- **Break Wood (S, NEW):** Damage wooden items.
- **Mend Wood (A, NEW):** Repair wooden objects.
- **Bark skin (P, 1D, NEW):** PL natural armor.

RANK 4:

- **Nature's Power (RIT, NEW):** Gain WP.
- **Nature's Weapon (P, NEW):** Create staff, club or heavy club.
- **Chain Lightning (S, NEW):** Split damage. Stun if half Strength dealt. Vulnerable will catch fire.
- **Forest Door (RIT, NEW):** Transport within forest.

RANK 5:

- **Nature's Blessing (N, 1D, NEW):** Targets can treat all QD's spent outdoors as if also REST.
- **Animate Tree (S, 1T, NEW):** Turn trees into soldiers.
- **Wonder (RIT, NEW, EPIC):** Alter nature.

RANK 6:

- **Sky beam (L, NEW):** Blind and burn a group.

PLANT GROWTH

- RANK 1, RITUAL
- RANGE: Short
- DURATION: Immediate
- INGREDIENT: A resource die of water

You stimulate and quicken plant growth in a small area. This can yield you Power Level units of VEGETABLES, as long as the land can produce editable plants, or speed up the natural progress of vegetation growth in the area by 1 year per Power Level.

VINES

- RANK 1
- RANGE: Long
- DURATION: One round
- INGREDIENT: A handful of seeds

You animate the undergrowth in a large outdoors area, turning the ground into ROUGH terrain for your enemies, and if it was ROUGH terrain, you can treat it as open for your allies. Your enemies have to roll MOVE when they run into such a zone. Failure means they managed to get into the zone, but fall down. The effect lasts for 1 round per Power Level. Added Power Levels can also give the vines thorns, causing any failed roll to roll against a paralyzing poison with a potency of 3 per such added Power Level.

SENSE WEATHER

- RANK 1
- RANGE: Personal
- DURATION: Varies
- INGREDIENT: A tree (not consumed)

You can predict the result of the next upcoming weather roll without spending Willpower Points. You may predict extra days equal to the Power Level, and keep predicting like so for the duration of the session. No predictions are however perfect, as events can alter the predicted weather and so can supernatural effects. If any of this happens any further predicted weather rolls are invalidated and the spell ends.

Sample file



PATHFINDER

- RANK 1
- RANGE: Personal
- DURATION: One day
- INGREDIENT: Ash

You become to a higher degree aware of all the surrounding vegetation, enabling you to better navigate through it. Gain an automatic ⚔ to the next LEAD THE WAY rolls on land, up to a maximum number of rolls equal to the Power Level.

TRACELESSNESS

- RANK 1
- RANGE: Short
- DURATION: One day
- INGREDIENT: A handful of dry leaves

Wherever you go, the land around you absorbs your tracks and masks your scent. It also reduces sounds from sneaking and therefor grants a +2 modifier to STEALTH rolls, as long as you are outdoors. Affects one ally per Power Level.

GLADE

- RANK 2
- RANGE: Near
- DURATION: Immediate
- INGREDIENT: A handful of moss

As long as you are in a hex mostly filled with green vegetation, you can roll for MAKE CAMP without it taking a Quarter Day. The roll gains a +2 bonus per extra Power Level.

BLOCKING BRANCH

- RANK 2, POWER WORD, REACTION
- RANGE: Personal
- DURATION: Immediate
- INGREDIENT: A branch from a tree

As long as you are standing next to a tree, you can as a reaction, use this spell instead of rolling for PARRY. The tree will parry the attack for you with an amount of ⚔ equal to the Power Level. This spell can block both projectiles and monster attacks.

CALL LIGHTNING

- RANK 2
- RANGE: Long
- DURATION: Immediate
- INGREDIENT: A tiny metal rod

You call a bolt of lightning from the sky to strike the target, as long as you both are outdoors on a cloudy day. The lightning strike is delayed 1d6 rounds unless it is raining, if so, the attack is immediate. After any eventual delay, the main target of your attack suffers damage equal to the Power Level. Also, roll for an attack against everyone within NEAR range of the main target (in the same zone) with a number of Base Dice equal to the Power Level. If anyone loses at least half their Strength from the damage, they also fall prone. Objects vulnerable to fire catches fire. Only metal armor will protect against the damage.

Why does metal protect against lightning spells?

Human bodies are great at conducting electricity, so much that lightning travel through the ground often has an easier way forward by travelling up one leg and down another. Bodies also conducts better than water, and that makes electricity very dangerous while submerged.

One way of reducing this is to give the electricity something more conductive to travel through instead, like metal armor. Even partial metal armor could help to redirect the current past one's heart and brain.

Sample file



FOG

- RANK 2
- RANGE: Distant
- DURATION: One turn per Power Level
- INGREDIENT: A white feather

A fog drapes the outdoor areas around you. It is not very thick at first, but after a turn (15-minutes), it heavily obscures vision and then lasts for 1 turn per Power Level. Ranged attacks into a zone with fog are modified by -2 and can't pass through the zone, at least not with any real chance of hitting anything.

STRIDER

- RANK 2
- RANGE: Short
- DURATION: Quarter Day per Power Level
- INGREDIENT: A unit of herbs

As long as you travel by foot, you and a party of up to 10 people, as long as they stay within SHORT range of you, can travel one extra hex per Quarter Day, for one Quarter Day per Power Level.

VOICE OF THE FOREST

- RANK 3
- RANGE: Within same forest
- DURATION: One turn (15-minutes)
- INGREDIENT: A resource die of water

You can send a message to a person within the same forest by whispering it to a tree. The recipient will hear the message from a tree close to them and can for the duration send messages back. Each Power Level can add a recipient.

BREAK WOOD

- RANK 3
- RANGE: Short
- DURATION: Immediate
- INGREDIENT: A piece of wood snapped by your fingers as you cast the spell

You can deal 1 item die of damage to any weapon with a wooden haft, destroy 1 resource die of arrows, deal 1 point of damage to a plant being or deal 10 points of damage to an inanimate wooden construction per Power Level. Armor has no effect.

MEND WOOD

- RANK 3
- RANGE: Arm's Length
- DURATION: Immediate
- INGREDIENT: A living plant

By holding pieces of a wooden object together, you can mend it restoring 1 item die or attribute damage per Power Level. If an item is not fully made out of wood, it can only restore a single missing point. This spell can then not restore such an object again until it is damaged anew.

BARK SKIN

- RANK 3
- RANGE: Personal
- DURATION: One day
- INGREDIENT: Bark from a tree

Emulating the shell of a tree, you cover your skin with a layer of bark. You receive a natural Armor Rating equal to the Power Level, but suffer a -2 penalty to MANIPULATION until the spell's effects end.

Sample file



NATURE'S POWER

- RANK 4, RITUAL
- RANGE: Personal
- DURATION: Immediate
- INGREDIENT: Sunlight

As long as there are living plants in your current hex, you can lend their powers. The spell causes all plants in the hex to sprout and blossom. When the ritual ends gain twice the Power Level in Willpower Points. The spell cannot be cast again in the same map hex for a month.

NATURE'S WEAPON

- RANK 4
- RANGE: Personal
- DURATION: Quarter Day
- INGREDIENT: A tree (not consumed)

A staff, club or heavy club grows forth with a Gear Bonus equal to the Power Level, up to a maximum of +3. The weapon's other stats are according to the weapon's table. After a Quarter Day, the weapons gear bonus is reduced to that of a regular staff, club or heavy club. If grown from any special tree with wood that can grant higher than normal weapon bonuses (if any such modules are used), then such extra bonuses can be permanently retained.

CHAIN LIGHTNING

- RANK 4
- RANGE: Varies
- DURATION: Immediate
- INGREDIENT: A light metal rod

You call forth a stream of lightning from your hands, striking a person in SHORT range, then possibly jumping from target to target, each within SHORT range from one another. Split up to Power Level damage amongst your selected targets, as evenly as you can. If anyone loses at least half their Strength from the damage, they also fall prone. Objects vulnerable to fire catches fire. Only metal armor will protect against the damage.

FOREST DOOR

- RANK 4, RITUAL
- RANGE: Special
- DURATION: Immediate
- INGREDIENT: Wooden staff

You may use an overturned tree, as a way of transport from one hex in a forest to any other hex in the same forest. The door accepts up to one person to walk through per Power Level.

NATURE'S BLESSING

- RANK 5
- RANGE: Near
- DURATION: One day per Power Level
- INGREDIENT: Sunlight

You and each subject within NEAR range when the spell was cast will be blessed by nature. Each Quarter Day they spend doing activities outdoors, outside of settlements, will also count as REST.

Each additional Power Level adds a day to the duration.

ANIMATE TREE

- RANK 5
- RANGE: Short
- DURATION: One turn (15 minutes)
- INGREDIENT: Tiny wooden sculpture

A targeted bush or tree unroots itself and starts fighting for your side. Strength 6, Armor 2, 4 attack dice, damage 1. Power Level 1: Large shrubbery/Small tree. Power Level 2: Moderately sized tree. Power Level 3: Huge tree. Each added Power Level (2 and 3) grants the tree +2 Strength, +2 armor and +1 damage. When the effect ends, the targeted plant will try to root itself at its current location. If it cannot, it will fall over.

Sample file



WONDER

- RANK 5, RITUAL, EPIC MAGIC
- RANGE: Current Hex
- DURATION: Permanent
- INGREDIENT: See Epic Magic (Epic Magic ingredients do not increase Power Level)

This is an Epic Spell, see the description for those in this booklet. Each Power Level requires an ingredient.

This ritual permanently alters the ecosystem in the current map hex you stand in. A wonder can from time to time occur naturally as long as some of the ingredient pre-conditions can be met.

Temperature change: The area becomes warmer or colder than usually. This could mean that Spring/Fall would counts as Summer or Winter and so on. Cost: 2 per temperature change.

Strange weather: The area becomes almost constantly shrouded in fog, or suffers constant rain, strong winds or any other weather phenomenon. Cost: 1 unless the phenomenon is more unusual, like thunder storms, in that case increase the cost to 2.

Teeming with life: The area is teeming with life. Gain a bonus modifier to FISHING or HUNTING rolls. Cost: 1 per modifier.

Bountiful lands: The area grows rich with vegetables. Gain a bonus modifier to FORAGE rolls. Cost: 1 per modifier.

Forest growth: The area grows very rich with trees. Cost: 1 to increase the amount from none to sparse, to forest, to dark forest. It takes around 1 month for the forest to fully grow.

Uncommon fauna: Select a type of herb, animal, monster or tree. These will to some degree start to inhabit the hex, but will still be rare. Cost: 1 for natural types and 3 for more fantastical or magical types. If the type if hostile, 1 point of the cost is reduced to corruption.

Corrupted fauna: Animals and to some degree plants in the area are extra hostile or fearful. This effect counts as 1 point of corruption.

Dead lands: Hunting, fishing and foraging rolls suffer a -2 penalty. This effect counts as 1 point of corruption.

Haunted grounds: The dead do not tend to stay dead on these grounds. They rise as somewhat mindless undead. This effect counts as 1 point of corruption.

SKY BEAM

- RANK 6
- RANGE: Long
- DURATION: Immediate
- INGREDIENT: Cloudless day/night

Can only be cast outdoors during a day with at least partial sun light or moon light. The rays of the sun/moon then coalesce into a tight beam that scorches your enemies.

Deal 1 fire damage per ⚔ to the main target, ignoring armor. Also attack everyone within SHORT range of that target with a number of Base Dice equal to twice the Power Level, dealing 1 fire damage per ⚔, ignoring armor. Anyone who suffers fire damage from this spell catches fire and suffers another point of damage at the start of every round until a MOVE roll (slow action) is made to extinguish the flames.

All targets of the spell (regardless if they took fire damage or not) must also succeed a SLEIGHT OF HANDS roll to shield their eyes from the intense rays in time, or become blinded for 1 round per Power Level.

Sample file



SWARM MAGIC

Original idea: Robbie Ooal Gown

RANK 1:

- **Fireflies (L, 1T, NEW):** Light source.
- **Harass (S, 1T, NEW):** Target must spend FAST action(s) or temporarily lose sight/breath.
- **Infest (S, NEW):** Ongoing damage for PL rounds.
- **Worm food (P, NEW):** Possible source for food.
- **Hivemind (P, 1QD, NEW):** Any BLANKET OF INSECTS will follow and make you "see" in darkness.

RANK 2:

- **Mouth Swarm (N, NEW):** FEAR attack vs many.
- **Elytra (P, 1T, NEW):** Limited access to flight.
- **Stink Bug Serenade (S, 1R, NEW):** All in zone must succeed ENDURANCE or take Agility damage.
- **Pheromones (N, 1QD, NEW):** Insects will be less hostile. Manipulation bonus vs humanoids.
- **Carapace (P, 1QD, NEW):** Soaks PL damage.

RANK 3:

- **Insect Swarm (S, 1QD, NEW):** Fights for you.
- **Create Hive (A, NEW):** Create a hive of insects that will attack those that disturb it.
- **Brain Parasite (S, 1D, NEW):** Spy, send suggestions and/or hinder targets actions.
- **Probe Area (P, 1d6+PL R, NEW):** Scout up to Power Level number of locations in advance.
- **Lord of Flies (P, 1T, NEW):** Gain WP when your actions inflict damage during your initiative.

RANK 4:

- **Web (S, 1W, NEW):** Grapple target or lay a trap.
- **Wasp Launcher (P, 1T, NEW):** Ranged weapon.
- **Consume (S, 1T, NEW):** Remove corpses & heal.
- **Swarm Form (P, 1QD, NEW):** Become the swarm, gain damage resistances/vulnerabilities.

RANK 5:

- **Insect Plague (D, 1T, NEW):** Harass villages.
- **Giant insect (A, 1D, NEW):** 2 Str/PL Insectoid.
- **Evolve (P, 1D, NEW):** You and swarm gains resistances and removes vulnerabilities.

RANK 6:

- **Everswarm (P, NEW):** Permanent BLANKET OF INSECTS.

Blanket of Insects All Swarm magic spells use a BLANKET OF INSECTS as their ingredient. This works just like most spell ingredients, in that it is not needed, but if it is available, it increases the Power Level by one. Using it is not optional, if it exists it will be consumed.

A BLANKET OF INSECTS just means that there are a lot of insects covering the ground, walls, etc., in the nearby areas, and that they are available for use, i.e., these insects aren't fully occupied by fulfilling any other ongoing spell effect. The blanket commonly consist of insects, but can include spiders, ticks, centipedes, millipedes, worms and more.

A BLANKET OF INSECTS is created as a part of certain spell effects, see individual spell descriptions for more information. A spell that can be dismissed into A BLANKET OF INSECTS, will also become a BLANKET OF INSECTS when its duration runs out.

A maximum of one BLANKET OF INSECTS can exist within a LONG range from one another, any more and they will just combine and count as the same BLANKET OF INSECTS, and still all be consumed as one ingredient for a spell.

If a spell uses a BLANKET OF INSECTS as an ingredient, it is completely used up to become a part of that spell. I.e., there are no longer idling insects on the ground, walls, etc. To make it count as available, it is enough that you are in a zone that is in line-of-sight where the BLANKET OF INSECTS was created or that it exists within a SHORT range and nothing hinders the insects from coming to you.

A BLANKET OF INSECTS will normally linger for a Quarter Day, but can be instantly destroyed by large area covering environmental damage, like from a dragon's fire breath or from instantly freezing temperatures.

FIREFLIES

- RANK 1
- RANGE: Long
- DURATION: One turn (15 minutes)

Create one swarm of fireflies per Power Level. They can once per round, during your round, be directed to any point within the range and will then dimly light up anything within NEAR range of that location. Seeing into such zones no longer counts as being in total darkness (see Player's handbook page 112). One swarm of fireflies is lost per turn, turning into a BLANKET OF INSECTS.

Any one swarm of fireflies can at any-time, during your round, be dismissed to create a BLANKET OF INSECTS.

Sample file



HARASS

- RANK 1
- RANGE: Short
- DURATION: One turn (15 minutes)

Insects cling all over the targets body, entering orifices and so on. The target must each round choose to spend a FAST action to fend off the insects or act as if both blind and holding their breath. If they choose to fend off the bugs, they can make a MOVE roll with a penalty equal to the Power Level. If they succeed the spell ends. The spell also ends if the target takes any elemental damage, like damage from fire, cold, acid or lightning.

The spell is likely good at distracting a citizen or so, as they might semi-panic after a while and cause a ruckus.

Non-living targets are immune, it only affects monsters for one round per Power Level, and if they act on multiple initiatives per round, they only have to spend a fast action on one of them.

This spell can at any-time, during your round, be dismissed to create a BLANKET OF INSECTS.

INFEST

- RANK 1
- RANGE: Short
- DURATION: Immediate

Insects starts to eat at the target from inside out. The target takes 1 Strength damage per round for Power Level rounds.

This spell does NOT create any BLANKET OF INSECTS.

WORM FOOD

- RANK 1
- RANGE: Personal
- DURATION: Immediate

Your swarm turns into edible pupae, mealworms, etc. The spell creates one unit of MEALWORMS per Power Level. You can either cook MEALWORMS into food just like if they were MEAT, or treat them as food just as they are. Anyone that eats them will then however take 1 Empathy damage, unless they know Swarm Magic. The shelf-life of MEALWORMS is 1 week, and even longer if they are stored in a ROOT CELLAR, just like with regular FOOD.

This spell does NOT create any BLANKET OF INSECTS.

HIVEMIND

- RANK 1
- RANGE: Personal
- DURATION: Quarter Day per Power Level

During the duration, if there is any BLANKET OF INSECTS available, it will grant you blindsight, allowing you to ignore darkness up to SHORT range. Any BLANKET OF INSECTS will now also follow you when you move.

The spell lasts a Quarter Day per Power Level, and during this time you also gain a bonus to SCOUTING equaling the Power Level, as long as there are insects near whatever you could notice with the roll.

This spell creates a BLANKET OF INSECTS upon casting it.

MOUTH SWARM

- RANK 2
- RANGE: Near
- DURATION: Immediate

You open your mouth and vomits forth a stream of insects. This counts as a FEAR attack that deals Power Level damage to Wits, that can be split among any selected targets in the area. The spell has no effect on monsters.

This spell creates a BLANKET OF INSECTS upon casting it.

ELYTRA

- RANK 2
- RANGE: Personal
- DURATION: One turn per Power Level

Insects form into buzzing wings around you, carrying you through the air. Using the spell, you can fly when you take the RUN action, with a Movement Rate of 1. You may spend a SLOW action to be allowed to stay in the air until your next round. You can fly for a total of 1 turn per Power Level.

The insects are tiny and fragile, so getting hit causes them to disperse, ending the spell. They also cannot carry you, if you are over encumbered.

This spell can at any-time, during your round, be dismissed to create a BLANKET OF INSECTS. It will also create a BLANKET OF INSECTS if it ends from you being hit, as long as you weren't damaged by elemental damage, like fire, cold, acid, lightning and so on.

Sample file



STINK BUG SERENADE

- RANK 2
- RANGE: Short
- DURATION: One round per Power Level

A hideous smell envelops a target or an area, reaching a NEAR distance in all directions. Anyone not knowing Swarm Magic (or has rank 2 in the MUCK WORKER talent, if that module is used), that ends their turn in the cloud must make an ENDURANCE roll or take 1 Agility damage, if a target fails, they automatically fail any follow-up endurance rolls against the effect. A target that breaks falls to the ground in a vomiting frenzy. It lasts 1 round per Power Level.

It can be set to follow a target if it moves, and you can also redirect it as a FREE action during your own round. The spell has no effect on monsters.

This spell can at any-time, during your round, be dismissed to create a BLANKET OF INSECTS.

PHEROMONES

- RANK 2
- RANGE: Near
- DURATION: Quarter Day

You and up to one party member per added Power Level will not be attacked by insects for the duration, unless you attack or provoke them first. Monstrous insects or Queens can see through the pheromones, but this spell allows you to use ANIMAL HANDLING to avoid having them see you as a threat. If one insect attacks you, it can break the effect on others.

This spell can have limited effects on humanoids too, it grants a +1 bonus to MANIPULATION per Power Level for the duration, but a pro tip is to, at the same time, just maybe avoid having insects crawling all around?

This spell does NOT create any BLANKET OF INSECTS.

CARAPACE

- RANK 2
- RANGE: Personal
- DURATION: Quarter Day

Insects form a protective barrier around you. Ignore the next Power Levels of Strength damage you would receive. It will not protect against damage from pushing rolls.

The spell depletes at double rate, if possible, if it takes damage from fire, cold, acid or lightning.

This spell can at any-time, during your round, be dismissed to create a BLANKET OF INSECTS.

INSECT SWARM

- RANK 3
- RANGE: Short
- DURATION: Quarter Day

You create an insect swarm. This acts as a creature that you can control during your rounds, starting at your next. The insect swarm has Strength equal to 2, Melee 2, Agility 4, Move 2. It deals 1 point of non-typical damage, ignoring all non-natural armor. It has no armor rating, but a single attack against the insect swarm can never deal more than 1 point of damage. The only exception is elemental attacks, like damage from fire, cold, acid or lightning, these instead deal double damage.

Any additional Power Levels will increase the insect swarms Strength by 1.

This spell can at any-time, during your round, be dismissed to create a BLANKET OF INSECTS.

CREATE HIVE

- RANK 3
- RANGE: Arm's Length
- DURATION: Permanent

After a day an insect hive will have formed on the spot you designated when you cast the spell. The hive will be disturbed if anything moves within ARM'S REACH and then deal 1 Strength damage to all targets within a NEAR zone. The damage will be repeated if anyone stays in the zone. Only natural armor (or something like a beekeeper's suit) protects against the damage.

As long as a hive isn't damaged itself, it will reset after a turn (15 minutes). The effect is only permanent if the location isn't inhospitable to the hive and it can sustain it, i.e. the insects must be able to find some source for food and there cannot be too many nearby competing/hostile hives.

This spell can be used to make a bee hive, see the "Apiary" stronghold module, if it is used.

An extra Power Level can be used to reduce the time it takes to create the hive down to a turn (15 minutes).

This spell does NOT create any BLANKET OF INSECTS.

Sample file



BRAIN PARASITE

- RANK 3
- RANGE: Short
- DURATION: One day per Power Level

Target enemy must succeed an ENDURANCE roll, with a penalty equal to the Power Level, or become infected with a brain parasite. During this time, you can read the targets mind. You can also send suggestions to the target, if they align, they will just accept them. If they can be justified, the target will roll an INSIGHT roll to avoid it. If they go against the nature of the target, they will be dismissed. You can also interfere with any actions the target takes, making them roll at a -2 penalty.

Each additional Power Level adds an extra day to the duration.

This spell does NOT create any BLANKET OF INSECTS.

PROBE AREA

- RANK 3
- RANGE: Personal
- DURATION: 1D6+ rounds

You send your insects out to scout the area. They will return after 1D6 rounds + 1 round per Power Level and give you as a detailed description as insects can, of up to three unexplored locations in an adventure site per Power Level. You can give some initial directions, like try to explore to the east, but it then up to the GM to choose what locations they find. On a dead end they might return to fly past you to continue to explore in other directions. Insects will not use words for manmade things, so if there is a wooden door in a large cave with hungry lizards, the insects could describe that as "something coldblooded on the floor of a large cave of stone was eating us and that further exploration was hindered by a something made out of wood".

This spell creates a BLANKET OF INSECTS when it ends.

LORD OF FLIES

- RANK 3
- RANGE: Personal
- DURATION: One turn per Power Level

After casting this spell, your insects will frenzy at the smell of blood. Gain 1 Willpower Point each time one of your actions, during your initiative, inflicts Strength damage to a living being. Lasts 1 turn per Power Level.

This spell creates a BLANKET OF INSECTS upon casting it.

WEB

- RANK 4
- RANGE: Short
- DURATION: One week or until resisted

This spell can be dodged. If so, the target rolls to DODGE with a negative modification equal to the Power Level. If the target fails to dodge, it becomes GRAPPLED by the web, dropping all held items and falling to the ground. A caught target must BREAK FREE from the webs, the webs then count as having a MELEE skill equal to twice the Power Level. The webs can also be made to target an area, and then the victim becomes the first one that passes through. If so, they get to roll SCOUTING to notice it before they get stuck, but do not get any dodge roll. They succeed automatically if they saw you when you cast the spell. Monsters are immune to 1 PL per 10 points of Strength, and the only effect the web then can have, is to reduce the monster's movement rate to 0, during its upcoming initiative.

This spell does NOT create any BLANKET OF INSECTS.

WASP LAUNCHER

- RANK 4
- RANGE: Personal
- DURATION: One turn (15 minutes)

You are able to launch large stingers from your body. You gain the ability to as a FAST action, make a ranged attack, within SHORT range that rolls your MARKSMANSHIP, a D10 Artifact Die and 1 Item Die per Power Level. Weapon Damage 1, stab wound.

This spell does NOT create any BLANKET OF INSECTS.

CONSUME

- RANK 4
- RANGE: Short
- DURATION: One turn (15 minutes)

After 1 turn (15 minutes), insects will have completely devoured any bodies, and all traces of blood and gore within the area of the spell. As long as there were remains to consume, the insects gain enough energy to restore you of 1

Sample file



point of Strength and Agility damage per Power Level when the spell ends.

This spell creates a BLANKET OF INSECTS when it ends.

SWARM FORM

- RANK 4
- RANGE: Personal
- DURATION: Quarter Day per Power Level

You become shape a buzzing shape of insects for a Quarter Day per Power Level. While the spell lasts, any single attack against you can never deal more than 1 point of damage. The only exception being elemental attacks, like damage from fire, cold, acid or lightning, these instead deal double damage.

You can also turn into a cloud of insects at any time, as a FAST action, this however causes you to drop all your belongings, armor, weapons, gear. In this disperse form you are very hard to hurt, but area of effect damage, or things like cold, can hurt or kill you. You gain a movement of 2 per FAST action, and may fly, but cannot take other actions.

If you become BROKEN you, instead of taking a critical injury, you automatically dissolve into a cloud of insects, as described above. As long as any insects survive you may reform as long as you are not BROKEN when the spell ends (see Recovery page 108 in the Player's handbook), otherwise you disappear forever. You can at any time reform as a SLOW action, as long as you are not BROKEN.

This spell can at any-time, during your round, be dismissed. This spell will however NEVER create a BLANKET OF INSECTS.

INSECT PLAGUE

- RANK 5
- RANGE: Distant
- DURATION: One turn per Power Level

This spell blankets the entire area, which can be a whole settlement and more, in aggressive insects for 1 turn per Power Level. Anyone in the area is subjected to the effects of a Harass spell, except that they cannot end it with a successful MOVE roll, as new insects constantly reappear.

Except for very vigilant guards, most people will try to hide in their homes, under blankets, etc. A settlement will lose at least 50% of all crops and food resources per turn.

The insects aren't as aggressive around you. You and anyone within a NEAR range from you will be excepted from the effects of the Harass spell.

During the duration the entire covered area will count as a BLANKET OF INSECTS. This is true even if a spell would consume any BLANKET OF INSECTS. The insects will just instantly replenish and still count as a BLANKET OF INSECTS.

GIANT INSECT

- RANK 5
- RANGE: Arm's Length
- DURATION: One day

Creates an enlarged insect with 2 Strength per Power Level, that you may control. Use the stats for Insectoid Workers, see page 108-109 in the Gamemaster's Guide. If the Strength is high enough to have it count as a Soldier or Queen, you may treat it as one.

This spell does NOT create any BLANKET OF INSECTS.

EVOLVE

- RANK 5
- RANGE: Personal
- DURATION: One day

You, your BLANKET OF INSECTS and all other insect effects created by your Swarm magic become resistant to a chosen element per Power Level for the duration of the spell, or until it is cast anew. Elements that can be chosen are fire, cold, lightning or acid.

This resistance reduces any damage taken from the element by half, round down, and removes any previous weaknesses against the element.

This spell creates a BLANKET OF INSECTS when it is cast.

EVERSWARM

- RANK 6, RITUAL
- RANGE: Personal
- DURATION: Permanent (until Broken)

After the ritual, you can gain the ability to release or absorb a BLANKET OF INSECTS as a SLOW action. The duration is permanent, but ends if you ever become Broken.

Sample file



SYMBOLISM

In this list the SERENITY spell has moved from Healing to Symbolism. It now uses a rune as an ingredient.

RANK 1:

- **Entice (S):** Run to location on failed INSIGHT.
- **Horrify (S):** Deal Wits damage.
- **Paralyze (S):** Lose FAST/SLOW/BOTH/FREE actions.
- **Inscribe (A, 1T, NEW):** Write 5 pages or symbols.
- **Arcane Mark (A, RIT, NEW):** Locate/hear mark.

RANK 2:

- **Blind (S, 1QD):** Blindness on failed INSIGHT.
- **Illusion (S, 1T):** Believes on failed INSIGHT.
- **Mind Trick (PW, S):** Forget what they were to do.
- **Sleep (L, NEW):** Distribute Agility damage, resisted by INSIGHT. On failure become SLEEPLESS.
- **Falsify Magic (NEW):** Disguise spell as another.

RANK 3:

- **Puppeteer (N, 1R):** Control 1R on failed INSIGHT.
- **Power Rune (A):** Store Willpower Points.
- **Portal (RIT, N, 1QD):** Open a portal to or from a dimension of demons.
- **Serenity (N, MOVED):** Succeed to manipulate.
- **Vanish (PW, A, NEW):** Randomly teleport.

RANK 4:

- **Blink (PW, S, NEW):** Teleport yourself a SHORT/LONG/DISTANT range.
- **Recall (RIT, A, NEW):** Mark/return to a home.
- **Silence (A, 1T, NEW):** Muffles sounds within SHORT range.
- **Hold (S, 1R, NEW):** Target cannot approach you.

RANK 5:

- **Polymorph (S, 1QD, NEW):** Target permanently turns into an animal.
- **Bend Reality (RIT, EPIC, A, NEW):** Manipulate extradimensional space.
- **Improved Illusion (S, 1T, NEW):** Illusion that requires interaction to see through.

RANK 6:

- **Runeweaver's Gift (P, NEW):** Fully understand a magical object or make a rune of any one spell.

INSCRIBE

- RANK 1
- RANGE: Arm's Length
- DURATION: One turn (15-minutes)

You use this spell to be able to write symbols or text onto any surface you touch straight from your mind. 5 pages or magical symbols can be inscribed per turn (15 minutes). If used on skin, it becomes a tattoo. Each limb, can count as two grimoire pages or hold up to 10 symbols, but you cannot actively use them if/while they are covered by cloth or armor. Added Power Levels can be used to add colors, be able to erase symbols/text or double the duration.

ARCANE MARK

- RANK 1, RITUAL
- RANGE: Arm's Length
- DURATION: Varies

You can use this ritual to attune to something, but you can only be attuned to one thing at a time. The duration is permanent as long as that something is near you, but will end if an object is not NEAR you for more than a day. While in effect, you can cast the ritual again to locate the direction and distance of the object and a second Power Level lets you hear what the object would hear during the ritual. When attuning to an object, an extra Power Level increases the duration it can be left unattended to a week, and a third will make it permanent.

SLEEP

- RANK 2
- RANGE: Long
- DURATION: Immediate

Your drain the will to stay awake from your targets. Each Power Level causes 1 point of damage to Agility. You can distribute the damage across as many opponents as you want. The targets may attempt to resist the effect by rolling for INSIGHT – each ⚔ rolled negates 1 point of damage. On a failed roll the targets become SLEEPLESS. No effect against monsters.

Sample file



FALSIFY MAGIC

- RANK 2
- RANGE: Personal
- DURATION: Immediate

You can make your magic look like something else, even to SENSE MAGIC. This requires 1 extra Power Level that does not count toward the Power Level of the spell. FALSIFY MAGIC does not count as an action in itself. To detect a FALSIFIED spell for what it really is, another magic user must cast a SENSE MAGIC spell one Power Level higher than your combined Power Levels of OBSCURE MAGIC and FALSIFY MAGIC.

VANISH

- RANK 3, POWER WORD
- RANGE: Arm's Length
- DURATION: Immediate

You can teleport away an object you touch to a random location within your current world map, quickly disposing evidence or even as a way of escaping yourself. At Power Level 1, you can teleport away 1 LIGHT object, at Power Level 2, you can teleport away multiple HEAVY objects, and at Power Level 3 you can teleport away a humanoid you touch. An unwilling subject can try to resist being sucked away. This then requires them to succeed a MIGHT roll.

BLINK

- RANK 4, POWER WORD
- RANGE: Short
- DURATION: Immediate

You can teleport yourself a SHORT distance. At Power Level 2 you can teleport a LONG distance and at Power Level 3 you can teleport to a DISTANT location. You always need complete line-of-sight to your target destination.

RECALL

- RANK 4, RITUAL
- RANGE: Arm's Length
- DURATION: Immediate

You can cast this spell to bind yourself to a place you have a deep connection to, like your stronghold, or a place where anyone you strongly care about lives. This requires you to inscribe any such area with a recall symbol. You can be bound to multiple places, as long as you have a strong emotional connection to each one.

You can later recast this spell to be transport yourself to one of your recall points, as long as the inscribed recall symbol remains. You may transport one additional person per Power Level.

SILENCE

- RANK 4
- RANGE: Arm's Length
- DURATION: One turn (15 minutes)

This spell creates an invisible sphere that muffles sound in from a targeted point, extending outwards to cover a SHORT zone, but the effect will not extend past solid walls.

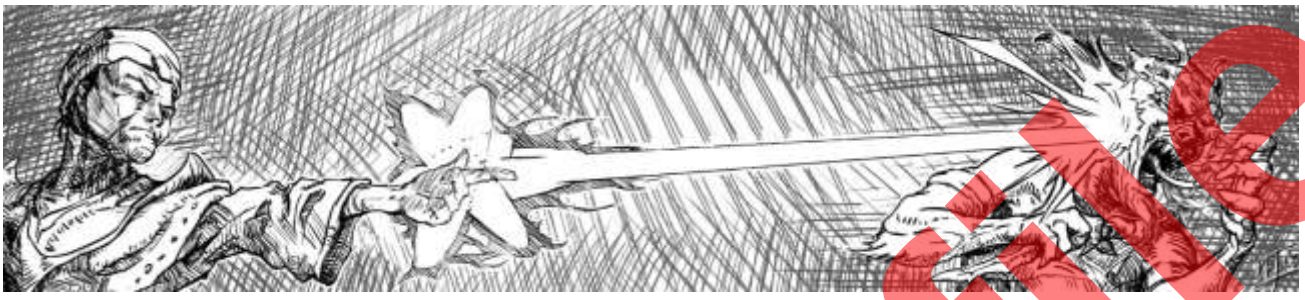
The spell can grant an ad-hoc +2 modifier to STEALTH rolls, but it could be higher or lower depending on the circumstances. People inside a silenced zone will likely soon find out that they have become deaf. If they do nothing, they are at least allowed an INSIGHT roll to figure this out, since all ambient noises suddenly disappear.

The zone hinders spellcasting, unless that spellcasting is combined with OBSCURE MAGIC. It will also affect other abilities based on sound, like minstrel talents. Abilities that only partially are based on sound, like a fear attack from a bear's roar, can instead ad-hoc give a two dice disadvantage on the attack rolls or a two dice advantage on rolls made to resist them.

An additional power level can be used to increase the range to SHORT and a second can extend it to LONG. The area of the zone remains unaffected by this.

Sample file





HOLD

- RANK 4
- RANGE: Short
- DURATION: One round per Power Level

The victim is unable to move (including using the MOVE skill) for 1 round per Power Level. It can be used on a Monster, but the spell will then break if someone approaches or attacks it.

POLYMORPH

- RANK 5
- RANGE: Short
- DURATION: Quarter Day

The target immediately turns into an animal of your selection, between the size of a cat to that of a bear. Stats for animals can be found in the Gamemaster's guide page 126-127. Unless the target is willing, they get to roll INSIGHT to resist with a penalty equal to the Power Level.

The target loses access to any active use of their talents while polymorphed, but they keep their mental attributes.

Each Power Level doubles the duration, but you can always cast it again to return a target to their original form.

The spell has no effect on monsters.

BEND REALITY

- RANK 5, RITUAL
- RANGE: Arm's Reach
- DURATION: Permanent
- INGREDIENT: See Epic Magic (Epic Magic ingredients do not increase Power Level)

This is an Epic Spell, see the description for those in this booklet. Each Power Level requires an ingredient.

This ritual permanently alters reality at the location.

Extradimensional size: You can fit a larger space within a small one. Objects in the enlarged space do not add weight to the smaller space. Cost: 1 per final area size (Arm's Length, Near, Short, Long, Distant).

Portable space: The door to this altered reality is not bound to an area, and can be moved. Cost: 2.

Distant passage: An extra non-adjacent entry point from anywhere in the world leads to this altered reality. Cost: 2.

Supernatural effect: The altered reality can have supernatural sun light, flowing lava, etc. Cost: 1 per effect.

Gloom: The altered reality causes 1 Empathy damage every Quarter Day you stay in the area. Cost: 1 point of Corruption.

Demonic influence: The altered reality is infected by mog and partially living. The area can change appearance, and those inside or things left within can over time be infected by demonic influence. Cost: 1 point of Corruption.

Sample file



IMPROVED ILLUSION

- RANK 5
- RANGE: Short
- DURATION: One turn (15 minutes)

This spell works just like ILLUSION, except that you only get to roll for INSIGHT if someone interacts with the illusion. On a failure it still tries to fool all your senses. Some interactions will be too hard to emulate correctly, for instance: You could during the first second think that you are standing on an illusionary bridge, but would maybe start to question what happened when you suddenly lay bleeding on the ground below, without remembering falling. An illusionary dragon's breath could make you think and feel like if you were on fire, but you would in reality find yourself unharmed when the effect ends.

RUNEWEAVER'S GIFT

- RANK 6
- RANGE: Personal
- DURATION: Immediate

You can read and fully understand everything regarding a single magical artifact or magical effect, just as if you would have been a god reading through the rules of the universe.

If it is used on a magical spell that you saw in action during the past turn, or one you can read about in a grimoire, or similar, it can give you a rune of that spell per Power Level. Such runes can be used by you, to (once per rune) be able to recast the spell as if they were from the Symbolism discipline. These runes themselves does not store any Power Levels, so you decide upon using them how many Willpower Points you want to spend on it. These runes also do not count towards the spell's ingredients; so, see the spells original description for those.

Sample file



STONE SONG

RANK 1:

- **Dust from the Deep (N, 1R):** Successfully flee in cave or mountains.
- **Stun (S):** Deal Agility damage resisted by INSIGHT. Can be spread out to multiple targets.
- **Voice of the Mountain (RIT, QD):** Ask a mountain or cave about history or current activity.
- **Reinforce (A, 1T, NEW):** Toughen walls/doors.
- **Stone Fist (A, 1T, NEW):** +2 MELEE, MIGHT and gain PARRYING while unarmed.

RANK 2:

- **Stonesmith (RIT):** Create walls, bridges, etc.
- **Stone Storm (S):** Deal damage, roll armor.
- **Wither (N):** Destroy 0.5m of stone per PL.
- **Open (A, NEW):** Mechanically locked doors.
- **Pass Crack (P, 1T, NEW):** Pass small spaces.

RANK 3:

- **Earthquake (S):** Tear down wall or deal damage.
- **Iron Song (RIT):** Deform metal objects or craft metal weapons from raw materials.
- **Summon Golem (N, 1QD):** Fights with you.
- **Petrify (A, NEW):** Agility damage resisted by INSIGHT. A target that breaks turns to stone.
- **Mountains' Blessing (P, NEW):** Gain WP equal to 2x PL once per week while in/on a mountain.

RANK 4:

- **Animate Weapon (A, 1T, NEW):** Weapon starts to fly. Spend FAST actions to make it attack.
- **Earthen Pillar (L, NEW):** Target must climb/jump to get down. Can also crush target.
- **Machine Soul (A, 1T, NEW):** Give a machine function and power.
- **Call Meteor (RIT, NEW):** A meteor strikes a hex.

RANK 5:

- **Raise Land (A, EPIC, NEW):** Change land in hex.
- **Repurpose (A, RIT, NEW):** Switch artifact magic.
- **Way of the Mountain (P, 1QD, NEW):** Find optimal paths through mountains and caves.

RANK 6:

- **Ancestral Guardian (A, 1T, NEW):** Summon ghosts to fight alongside you in mountain.

REINFORCE

- RANK 1
- RANGE: Arm's Reach
- DURATION: One turn (15 minutes)
- INGREDIENT: Chunk of iron

You reinforce a wall or door with the toughness of the earth. A door cannot longer be opened or picked during the duration, and the targeted object doubles its armor rating. The effect lasts for a turn at Power Level 1. At Power Level 2 it lasts for a Quarter Day and at Power Level 3 it lasts for a week.

STONE FIST

- RANK 1
- RANGE: Arm's Reach
- DURATION: One turn (15 minutes)
- INGREDIENT: A handful of stones

Your arms and fists attract a thick layer of rock. They now count as blunt, parrying weapons (without any item dice) and as long as you use no weapons or tools, they grant a +2 modifier to all MELEE and MIGHT rolls. Each added Power Level doubles the duration.

OPEN

- RANK 2
- RANGE: Arm's Reach
- DURATION: Immediate
- INGREDIENT: Key

A normal sized door you touch opens as if you had succeeded a MIGHT roll to push it open or a SLEIGHT OF HAND roll to pick its lock. Either way, the action is very noisy and not very delicate, triggering any traps. If a door cannot be picked or would apply a penalty to a MIGHT roll, you must add one Power Level for each negative modifier. Each added Power Level can also counter one level of the REINFORCE spell.

Sample file



PASS CRACK

- RANK 2
- RANGE: Personal
- DURATION: One turn (15-minutes)
- INGREDIENT: Lump of clay

You can bend your body passing into small spaces just as if you were half of your regular height and width. Each added Power Level doubles the duration.

PETRIFY

- RANK 3
- RANGE: Arm's Reach
- DURATION: Immediate
- INGREDIENT: Eye carved out of stone

You can turn an object to stone. Leather can in this way be turned to stone leather and ancient wood can in this way be turned into stone wood. Dwarves often use the latter for making for very strong and age resistant bearings in their most important mines. If used on a living subject it deals 1 Agility damage per Power Level, resisted with an INSIGHT roll. A person dropping to zero Agility from this is permanently turned into stone. Monsters are immune.

MOUNTAINS' BLESSING

- RANK 3
- RANGE: Personal
- DURATION: Immediate
- INGREDIENT: A cave or mine (not consumed)

This spell requires you to be on a mountain hex. You then gain a number of Willpower Points equal to twice the Power Level.

The spell can be cast a maximum of once per week per mountain range.

ANIMATE WEAPON

- RANK 4
- RANGE: Arm's Reach
- DURATION: One turn (15-minutes)
- INGREDIENT: Lyre

A weapon you touch becomes animated and floats in the air. While animated you can spend FAST actions to make it take any SLOW or FAST action, it can also take the CHARGE action even if you do not have that talent. It uses your attributes just as if you were holding it, but gains a Strength score equal to twice the Power Level for mitigating damage. If its Strength BREAKS, the weapon does not break, simply your hold over it. It uses its item dice as its armor rating. If the weapon breaks from having no item dice, so does your hold over it. If the weapon is disarmed or shoved, it drops to the ground and you must spend a FAST action to reanimate it. If an enemy pick it up while it lies on the ground, the only FAST action you can have it take is the BREAK FREE action.

EARTHEN PILLAR

- RANK 4
- RANGE: Long
- DURATION: One round
- INGREDIENT: Horn

You make a rock shoot up under the feet of a target, making them stand on a pillar. They must succeed a MOVE roll with a -1 penalty per PL or fall prone. The pillar can be up to 3 meter high per Power Level. A target that later on wants to get down can either choose to jump or climb. A normal humanoid can climb this pillar at a rate of 3 meters per successful MOVE roll, each such roll uses a FAST action. Any created pillars are unstable and falls over or crumbles after your next round.

If the pillar hits the ceiling, it immediately crumbles and the target takes 1 blunt force damage per Power Level, this includes any damage from the fall. Armor will then not reduce this damage. The target must still succeed the MOVE roll to not end up prone.

Trying to move large targets or multiple targets within ARM'S LENGTH of one another, halves all listed effects.

Sample file



MACHINE SOUL

- RANK 4
- RANGE: Arm's Reach
- DURATION: Quarter Day
- INGREDIENT: Harp

This spell animates machine-like objects, granting them the ability to perform actions when manipulated. The object gains Strength 1, with a +2 bonus per extra Power Level. It operates for a Quarter Day, but Power Levels could also be used to double the duration. So, it could power a pump, power a mill, or power a mechanical spider and make it steerable. Crafting the machine requires metal, a forge, and successful rolls. If made into an artifact, a good complication could be that it would require fuel in order to operate.

CALL METEOR

- RANK 4, RITUAL
- RANGE: Special
- DURATION: Immediate
- INGREDIENT: Drum

This spell calls a meteor from the skies to strike a target hex. It is however very imprecise and at first ignores your directions, falling towards a random hex, 1d6 hexes away from you in a random direction. Each Power Level then refocuses the meteor moving it one hex closer to the target hex. A random area in the target hex is then utterly obliterated by the impact and fires spreads. The resulting crater will contain 1 unit of meteorite iron, but never any elven rubies. The spell is rarely used by the dwarves, as some incidents in the past caused the loss of too many dwarven lives.

RAISE LAND

- RANK 5, RITUAL, EPIC MAGIC
- RANGE: Current hex
- DURATION: Immediate
- INGREDIENT: See Epic Magic (Epic Magic ingredients do not increase Power Level)

This is an Epic Spell, see the description for those in this booklet. Each Power Level requires an ingredient.

This ritual permanently raises the land in your current hex of land and must be performed in its epicenter. You and any objects and people in the hex will be targeted as if by the Earthquake spell of an equal Power Level. If made at sea, nearby coastal areas will instead be affected by a Flood Wave, see page 24 in the Bitter Reach.

Raise sea floor: You can turn a sea floor into a marshland or quagmire. Cost 1 if next to a shore, or 2 if out at sea.

Raise land: You can turn a marshland or quagmire into plains, plains into hills, hills into mountains or mountains into high mountains. Cost: 1 per level.

Lower land: You can also lower land, although no known use of this has ever been recorded. Cost 1 per reduction of size: high mountains into mountains, mountains into hills, hills into plains, plains into marshland or quagmire, and marshland or quagmire into a shallow lake, a shallow lake into a deeper lake.

Unstable: The spell is unstable and some levels of the effect will be neutralized after 1: 1d6 Quarter days, 2: 2d6 days, 3: 2d6 weeks, 4: 2d6 months, 5: 2d6 years, 6: Never, it is actually stable. The GM makes this roll in secret. Cost: 1 corruption per unmade level of effect.

Sample file



REPURPOSE

- RANK 5, RITUAL
- RANGE: Arm's Reach
- DURATION: Immediate
- INGREDIENT: A lump of gold (worth at least 10 god pierces)

This spell requires two artifacts. You then transfer all magical properties between the two items. If a magical effect would make no sense if transferred to the new object, it just cannot be transferred and either stays, as long as it would not make that item more powerful than before, or is lost.

The spell requires two additional Power Levels for each bonus item die the highest of the two items has. It can never be used to stack multiple Artifact Dice on one item.

The spell is kind of treated as forbidden knowledge by the dwarves, as if it would ever be used on an important dwarven artifact, then that would be heresy of the first degree. But, on the other hand, dwarves have been known to turn a blind eye when it has been used to steal magic from ancient elven artifacts, as long as it isn't used too openly.

WAY OF THE MOUNTAIN

- RANK 5
- RANGE: Personal
- DURATION: Quarter Day per Power Level
- INGREDIENT: Drum

While in an adventure site, this spell will give you a perfect sense of a mountain's hills, tunnels and caves, allowing you to ask for directions from one spot to another. Giving you descriptions of nearby areas and allowing you to take the shortest or most optimal route. It will not give information on any creatures or objects inside, but larger structures like stronghold functions can be sensed.

While outside of an adventure site, during journey travels: Then while travelling through a passible mountain range, the spell will almost make it feel like new hidden paths opens up for you and your adventurers, allowing you to travel the mountain at 3 hexes per Quarter Day. No one else will find these paths, as if they never where there.

Lasts for 1 Quarter Day per Power Level.

ANCESTRAL GUARDIAN

- RANK 6
- RANGE: Arm's Length
- DURATION: One turn (15 minutes)
- INGREDIENT: Horn

This spell calls forth one mountain spirit per Power Level that often take the form of an ancestral dwarf. They use the stats of a ghost. Each can make a move and a monster attack at the beginning of each of your rounds, starting with your next. You may fully control these actions if you want to.

The spell can only be used while in a mountain range.

Sample file



BLOOD MAGIC

RANK 1:

- **Firewalker (P, QD):** Fire and cold immunity.
- **Stir the Blood (S, 1T):** Strong emotions (like lust, fear or rage). Cannot be used in combat.
- **Blood Tap (PW, P, NEW):** Take Strength damage and add Power Levels to next spell you cast.
- **Blood Oath (A, NEW):** Contract someone to do something, penalized while not doing it.
- **Heroism (S, 1QD, NEW):** Resists PL fear damage.

RANK 2:

- **Bind Demon (S, 1QD):** Control on failed INSIGHT.
- **Blood Bond (A):** Transfer or steal PL attribute points from same kin. Resist with INSIGHT.
- **Immolate (N):** Deal Strength damage and burn. Requires successful slow MOVE roll to put out.
- **Hand of blood (S, 1R, NEW):** Like telekinesis.
- **Darkvision (P, 1T, NEW):** Ignore darkness.

RANK 3:

- **Blood Channeling (P, 1R):** 2x PL WP for 1R.
- **Blood Curse (RIT, 1QD):** Deal damage to any attribute. 1 damage is dealt per Quarter Day.
- **Bind Soul (RIT, A):** Capture target's soul.
- **Meld Flesh (RIT, A, NEW):** Merge two beings.
- **Blood Warrior (S, 1T, NEW):** Boost combat prowess.

RANK 4:

- **Repel (S, 1R, NEW):** Target cannot get closer.
- **Call Demon (D, NEW):** Call demons (max Strength 4x Power Level) to your location.
- **Blood Vessel (RIT, P, NEW):** Turn target into your own personal Willpower battery.
- **Break Flesh (A, NEW):** Automatic critical reduced by ENDURANCE roll.

RANK 5:

- **Redirecting Barrier (D, 1QD, NEW):** Redirect those moving through an area.
- **Clone (RITUAL, NEW):** Transfer to it on death.
- **Demonic Pact (P, RIT, EPIC, NEW):** Force conditions upon a demon to make it do your bidding.

RANK 6:

- **Life Bond (S, NEW):** Subjects share damage.

BLOOD TAP

- RANK 1, POWER WORD
- RANGE: Personal
- DURATION: One round
- INGREDIENT: Dagger (not consumed)

You can drain your own blood to power your magic. Suffer Strength damage equal to the Power Level. Add these Power Levels to the next spell you cast within one round. If you do not cast a spell within a round, the extra Power Levels are lost.

BLOOD OATH

- RANK 1, RITUAL
- RANGE: Arm's Length
- DURATION: 1 year
- INGREDIENT: Contract written during the ritual (not consumed)

You bind a subject to do something for you. The target must accept it though, or the spell fails. So, it is generally used as part of a deal. If the target does not make any progress after a predetermined amount of time, usually a day, if no other time is set, or if they do something that undoes any progress towards the instruction, like traveling in the wrong direction, they suffer a -2 modifier to all their actions. This negative modifier then stays until they have made more progress than previously achieved. If something out of their control undoes any progress, this effect is not triggered. It only depends on if they themselves work toward achieving the goal or not. Power Levels can be used to both double the duration and to add additional targets, all must then willingly accept the task.

The spell ends if the task is completed, the duration runs out, or if the contract is destroyed. If no contract was written, it instead ends if the one who cast the spell dies.

Sample file



HEROISM

- RANK 1
- RANGE: Short
- DURATION: Quarter Day
- INGREDIENT: Alcoholic beverage

You can manipulate the hormone levels that affects fear in the targets blood. This allows the target to ignore the first Wits damage taken due to fear for the duration. Additional Power Levels can either affect more targets or increase the amount of fear damage that each target can ignore.

HAND OF BLOOD

- RANK 2
- RANGE: Short
- DURATION: One round per Power Level
- INGREDIENT: Blood (required – does not count towards the total Power Level)

You smear blood over your hand, and can from that form a hand print of blood floating in the air. This hand print can then fly away and be directed at a distance. It takes your full attention to control it, and it can only perform very basic actions like: open a door, pick something up, or pull a lever. The hand print vanishes if you move it outside the range. It lasts one round per Power Level and can carry an item taking up a maximum of 1 weight slot per Power Level. If you need it to temporarily pull something heavy, it has a MIGHT level of 0 and a Strength of 1 per Power Level. It will leave marks of blood on everything it touches.

DARKVISION

- RANK 2
- RANGE: Personal
- DURATION: One turn per Power Level
- INGREDIENT: Blood

You gain the ability to see unhindered in darkness for one turn per Power Level.

MELD FLESH

- RANK 3, RITUAL
- RANGE: Arm's Length
- DURATION: Permanent
- INGREDIENT: Needle and thread

You can meld two different beings' substances together, creating a new amalgam being. This spell requires 1 unit of mog per Power Level. The other ingredient (needle and thread) only increases the Power Level. The target(s) must succeed an INSIGHT check to not go completely insane, and even on a success it permanently loses a point of Empathy. The new creature can have a combined attribute score no higher than 4 times the Power Level.

BLOOD WARRIOR

- RANK 3
- RANGE: Short
- DURATION: One turn (15 minutes)
- INGREDIENT: Target has face painting made out of blood (not consumed)

You or one target within SHORT range is bolstered. They gain a +1 bonus per Power Level to all combat related rolls for 1 turn. During this time, they also roll their full amount of attribute dice, even if they are damaged.

REPEL

- RANK 4
- RANGE: Short
- DURATION: One round per Power Level
- INGREDIENT: Something the target dislikes (not consumed)

A victim with any kind of blood in their veins becomes unable to get closer to you for 1 round per Power Level. It can be used on a Monster, but the spell will then break if someone approaches or attacks it.

Sample file



CALL DEMON

- RANK 4
- RANGE: Distant
- DURATION: Varies
- INGREDIENT: Sacrifice

You call demons within the map hex to your location and may if you want specify a specific demon. The nearest demon within the hex, with a combined Strength no higher that 4x Power Level will answer your call. They are called from within your current Hex and it usually takes a turn (15 minutes) for them to arrive, but this could be shorter or longer depending on how far away they are and their movement speed. You gain no control of them after they arrive.

BLOOD VESSEL

- RANK 4, RITUAL
- RANGE: Personal
- DURATION: One week
- INGREDIENT: A bucket of blood

This can be cast as a ritual or as a spell.

As a ritual: Designate up to one target per Power Level that participates in the ritual when you cast this spell to become your blood vessels. The targets need not be there willingly.

As a spell: Gain a number of Willpower Points equal to twice the Power Level as long as one of your blood vessels are in the same hex on the map as you. This deals damage to the vessel equal to the Power Level (slash wound). Each vessel can be used a maximum of once per day.

BREAK FLESH

- RANK 4
- RANGE: Arm's Length
- DURATION: Immediate
- INGREDIENT: Doll

Separate flesh and bone with your mind alone. The target must roll on the critical slash damage table with a ±0 modifier. Increase the modifier by +10 for each additional Power Level. The target can on the other hand reduce the modifier by rolling ENDURANCE, each ⚔ reduces the modifier by 10. The spell has no effect on monsters.

REDIRECTING BARRIER

- RANK 5, RITUAL
- RANGE: Distant
- DURATION: Quarter Day
- INGREDIENT: A crushed brain

You can enact an invisible barrier that diverts the path of those that wants to pass it. They simply think, "no this direction is better" and naturally takes another way in either direction somewhat parallel to the barrier rather than passing through it. Not really noticing the change of direction. If the barrier is obviously blocking the only path forward, an INSIGHT roll is allowed to break the effect. A barrier can be made to not affect certain creatures, or only affect certain kin. Each Power Level can create one barrier with a length up to 10 kilometers, or double the duration.

CLONE

- RANK 5, RITUAL
- RANGE: Personal
- DURATION: One month
- INGREDIENT: An existing clone body

This spell creates a dormant clone body of yourself. If you ever would die in this realm, before the duration is up, your consciousness will transfer to your clone and you will wake up after a Quarter Day, with no physical critical injuries and fully healed attributes. You keep any mental horror injuries and must roll for one new from the traumatic experience of death. You can have more than one clone of yourself, your consciousness will be transferred to the nearest one.

If you add a Power Level, you can wake up after just 1 turn, and at 2 or more Power Levels you will wake up in your clone immediately.

Sample file



DEMONIC PACT

- RANK 5, RITUAL, EPIC MAGIC
- RANGE: Personal
- DURATION: Permanent
- INGREDIENT: See Epic Magic (Epic Magic ingredients do not increase Power Level)

This is an Epic Spell, see the description for those in this booklet. Each Power Level requires an ingredient.

You gain contact with a demon and can strike a contract with it. Depending on what you ask of the demon or on how you have bound it, it might simply decide not to fulfill its ends. You might need implement some coercion, if your goals do not very much align. Demons can otherwise often require compensation, in the form or sacrifices, artifacts or the like. The ritual is only truly cast if a deal can be struck, otherwise no resources are spent.

Content: The demon is already likes it where it currently resides and will therefore resist this pact. Cost: 1.

Summon: This spell must summon the demon from another plane. Cost: 1.

Binding (pick up to one of these): The demon will be unable to attack you or try to break the bond itself. Cost: 1. A contract specifies what the demons must do or cannot do. Cost 2. You can make up new commands and rules after the contract is written. Cost: 3. Note that you don't need any of this, you could try to persuade or coerce the demon by other means. There is always a risk that rules and commands can be misinterpreted or resisted if they can be deemed as "unfair".

Banishment: You can banish the demon at will, back to its dimension or imprison it in a gem or the like. Cost: 2, or 1, if it can only be triggered if it has violated some agreed part of a contract.

Limited service: You negotiate forth conditions which both parties accept, that will set it fully free. Cost: -1, down to a minimum of 1.

Studied the demon: You know everything there is to know of the demon. Its name. Its past. Its weaknesses. Cost: -1, down to a minimum of 1.

The demon is powerful: If the demon is more than out of the ordinary, likely being more powerful than normally. Cost: +50% if it has a reputation score of 1-3, +100% if it has a reputation score of 4 or more.

Break free: If the demon feels betrayed or really wants to rebel, there is a chance that it will just be free. Cost: 1 point of corruption per die, breaks free on a ⚔.

LIFE BOND

- RANK 6
- RANGE: Short
- DURATION: Permanent
- INGREDIENT: A drop of blood from all participants

Select a number of humanoid non-monster targets up to one more than the spells Power Level, minimum 2. You are allowed to select yourself. Whenever one of the targets suffer Strength damage, any such damage is split between them all, as evenly as possible, starting with the one that suffered the damage. If one participant suffers a critical injury, the same injury is inflicted on all the others, even if they are not Broken. Any healing is done separately and will thus only affect one target at a time.

You can cut out a being from the life bond spell as a FREE action, as long as it is within NEAR range. The spell will also cut off a creature as soon as their Strength attribute becomes Broken. Any one target can only have one active life bond. Binding a new will cancel any old, but do note that a single life bond can be shared between mor than two targets.

Sample file



DEATH MAGIC

RANK 1:

- **Befoul (N):** Poison food. Potency 3x PL.
- **Chill of the Grave (A, 1R):** Deals Strength and Wits damage every round and become COLD.
- **Contaminate (A):** Disease. Virulence 3x PL.
- **Ghoulish Glare (S):** Deals Empathy damage.
- **Feign Death (A, 1T):** Target will pass as dead.

RANK 2:

- **Hand of Doom (N):** Damage living humanoid.
- **Raise the Dead (RIT, N, 1QD):** Strength as in life, Agility -1. PLs can improve amount, Strength, intelligence, or double duration.
- **Speak to the Dead (N, 1T):** Only if it wants to.
- **Death's Mercy (PW, A, NEW):** Coup de grace.
- **Bane Blade (A, 1R, NEW):** Target weapon ignores targets resistances and immunities.

RANK 3:

- **Steal Life (RIT, N):** Gain 2xWP by killing life.
- **Terror (S):** Deals Wits and Empathy damage.
- **Weight of Ages (A):** Age 10 years per PL.
- **Darkness (L, 1T, NEW):** Hinder creation of light.
- **Curse of Undeath (S, NEW):** Target will rise as a demented/confused undead after death.

RANK 4:

- **Wraithform (P, 1R, NEW):** Fly as a ghost.
- **Cloud of Death (L, 1R, NEW):** FOGGY area, SHORT range around target that deals damage.
- **Possess (A, 1T, NEW):** Enter undead/soulless /unconscious body with up to 4 Strength per PL.
- **Disintegrate (S, NEW):** Deal Strength damage. If BROKEN, roll ENDURANCE or turn to dust.

RANK 5:

- **Death's Embrace (S, NEW):** Target rolls ENDURANCE with PL penalty or becomes BROKEN.
- **Bane (A, 1R, NEW):** Ignore targets resistances, immunities and lower targets armor rating.
- **Eternal Life (P, 1W, NEW):** Rise as a death knight or the like after your death.

RANK 6:

- **The Bells of Death (RIT, NEW):** Kill half of all the life in your current Hex.

FEIGN DEATH

- RANK 1
- RANGE: Arm's Length
- DURATION: Quarter Day
- INGREDIENT: Something from the dead

You or up to one willing target per Power Level falls limp to the ground. Their heart beat becomes so faint so it is undetectable and they become temporarily cold to the touch. They can only slightly hear what is going on around them in a semi distorted way, and can wake up at will over 1d6 rounds or when the duration ends.

The spell also pauses any effects of poison and critical effects on any subject it affects.

DEATH'S MERCY

- RANK 2, POWER WORD
- RANGE: Arm's Length
- DURATION: Immediate
- INGREDIENT: An insect that you crush to its death

A BROKEN creature within ARM'S LENGTH is immediately killed as if you performed a COUP DE GRACE. You do not suffer from any negative effects if you aren't COLD BLOODED. Each added Power Level increases the spells range.

BANE BLADE

- RANK 2
- RANGE: Arm's Length
- DURATION: One round
- INGREDIENT: A dose of poison

You enchant a weapon to be able to harm a certain type of creature, ignoring its resistances and immunities. It has no effect on the weapons ability to penetrate armor. Each added Power Level doubles the duration.

Sample file



DARKNESS

- RANK 3
- RANGE: Long
- DURATION: One turn per Power Level
- INGREDIENT: A black piece of cloth

All light sources within LONG range stops to radiate light. However, nothing hinders light from outside the targeted area to shine in, and light can be reflected within the area, just not created. And while a fire may stop to radiate heat, it will still transfer heat by conduction and convection, probably at a slightly increased rate to compensate. If no light can enter the area, everyone inside is practically blind.

CURSE OF UNDEATH

- RANK 3
- RANGE: Short
- DURATION: Permanent
- INGREDIENT: A bone from an undead

You curse a creature to haunt the lands as a "restless dead" a few weeks after its death. You gain no control over the undead, in fact it will most likely resent you for doing this. It will usually be mentally stuck to the general area (about LONG range) of where it did rise and will more or less lose any ability to make long term memories, becoming demented and confused. Added Power Levels can increase the power of the undead as the RAISE THE DEAD spell, or for 2 added Power Levels raise the cursed being as a ghost. Each Power Level also negates the healing benefit of one REST or 1 Power Level of magical healing. If the target receives enough REST or healing to reduce this to zero, before they die and rise as an undead, the curse will be broken.

WRAITHFORM

- RANK 4
- RANGE: Personal
- DURATION: One round per Power Level
- INGREDIENT: Ash from a cremated corpse

You become incorporeal with the ability to fly at a movement rate of 1. During this time, you can move through walls and other solid objects. You cannot affect anything physically while the spell lasts and you are immune to physical damage, but you can use and be affected by spells. Fire can also damage you. You may end the spell at will. If the spell ends while you are inside a solid object, you die. If you die while the spell is active, you are forever stuck in the form of a more or less mindless ghost. It lasts for 1 round per Power Level.

CLOUD OF DEATH

- RANK 4
- RANGE: Long
- DURATION: One round per Power Level
- INGREDIENT: Ground bones

A sickly gray cloud envelops the area around the target, reaching a SHORT distance in all directions. Anyone ending their turn in the cloud takes 1 Strength damage. The cloud obscures vision, see zone feature: DARK/FOGGY (Player's Handbook Page 88). It lasts 1 round per Power Level, but is dispersed after only one round if there are strong winds. It does not follow the target if it moves away.

POSSESS

- RANK 4
- RANGE: Arm's Length
- DURATION: One turn (15-minutes)
- INGREDIENT: A piece of gold the size of a coin

You take complete control over an undead, unconscious or soulless body. You control this body as if it was your own. You do not gain any knowledge of the target, and retain your own skills. You use your Wits and Empathy while in the possessed body, but use the target's Strength and Agility. The target can have a maximum Strength of 4 per Power Level. Power Levels can also be used to double the duration. While the spell lasts, your own body is rendered unconscious. Monstrous undead will break the control if it takes any damage.

DISINTEGRATE

- RANK 4
- RANGE: Short
- DURATION: Immediate
- INGREDIENT: Ash

A target within SHORT range takes 1 Strength damage per Power Level. If this a target is BROKEN by this spell, they must succeed an ENDURANCE roll or fall apart as ash.

Sample file





DEATH'S EMBRACE

- RANK 5
- RANGE: Short
- DURATION: Immediate
- INGREDIENT: A heart

The victim must make an ENDURANCE roll with a negative modification equal to the Power Level. If the roll fails, the target Strength is BROKEN. Target suffers a non-typical critical injury, but will die after a turn unless HEALED. The spell has no effect on monsters.

ETERNAL LIFE

- RANK 5
- RANGE: Personal
- DURATION: One Week
- INGREDIENT: A jar (not consumed)

As long as this spell is active when you die, you will after 2d6 Weeks rise anew as an intelligent undead monster. Most subjects rise again as a Lich (a Death Knight with magical talents), but other variants can be possible. You gain the Strength of the monster in question and lose 1 point of Agility, Wits and Empathy. You gain access to its monster attacks as your SLOW action. All actions based on Strength that includes a roll will be capped to the number of dice that the most similar monster attack rolls. You no longer need food or water, but can also not gain any benefits from it. As long as you have some humanity and soul left, they only wait to heal is to REST, but that will only heal you 1 point to all attributes per Willpower Point you spend. You will gain the immunities and weaknesses associated with the undead, like becoming immune to poison. If you ever become Broken as an undead, it either means that you have meat your final demise as a pile of ash and bones, or that you have lost what little that was left of your humanity and soul permanently (in other words, time to make a new character).

At Power Level 2, you can reduce the time to rise again from Weeks to Quarter Days. At Power Level 3, you can reduce it from Weeks to Rounds.

Sample file



BANE

- RANK 5
- RANGE: Arm's Length
- DURATION: One round per Power Level
- INGREDIENT: A sculpture resembling the victim

The target loses all its resistances and immunities and its armor rating is reduced by 2 for the duration. Power Levels can be spent to double the armor rating reduction, instead of increasing duration.

THE BELLS OF DEATH

- RANK 6, RITUAL
- RANGE: Current hex
- DURATION: Immediate
- INGREDIENT: None

Half of all the humans in the hex crumbles to dust, half of all the rats, half of all the elves, half of... well everything. During the ritual everyone in the hex is subjected to a ringing pain. The caster is and those within NEAR range is (unless the spell mishaps badly) are excluded from the effects the first time it is cast in a Hex, but not if it is ever cast twice.

Sample file



ELEMENTAL MAGIC

RANK 1:

- **Combustion (N):** 1 damage or drop held item or an 2x PL dice attack dealing fire damage and burn.
- **Sunder (A):** Items lose PL dice/10x PL to object.
- **Suffocate (N, 1R):** Silence & damage over PL R.
- **Water Breathing (A, 1T):** 15 minutes per PL.
- **Flaming Blade (A, 1T, NEW):** A weapon deals extra fire damage, but is damaged in the process.

RANK 2:

- **Heat of the Moment (N):** Rage on failed INSIGHT.
- **Rock Storm (S):** Damage resisted with armor.
- **Flight (A, 1R):** Fly. PLs can add rounds or targets.
- **Parch (A):** Agility damage and inflict THIRST.
- **Wind Blast (L, NEW):** Shove NEAR at 4x PL dice.

RANK 3:

- **Fireball (L):** Damage. All within NEAR also suffer PL attack. Anyone damaged starts to burn.
- **Stoneskin (P, 1T):** Grants 2x PL Armor Rating.
- **Tornado (S):** Deal damage, can be distributed. All in zone must succeed a MIGHT roll, or fall.
- **Flood Wave (S):** Distributable damage. Also knocks down, if snow is used, apply COLD.
- **Elemental Shield (A, 2R, NEW):** Ignore damage, burn enemies, trip or deflect projectiles.

RANK 4:

- **Summon Elemental (N, 1T):** Stay within SHORT and unbroken. Alternatively, damage elemental.
- **Elemental Wall (S, 1T, NEW):** Different kinds.
- **Earthen Grasp (S, 1T, NEW):** Grapple target.
- **Elemental Infusion (P, 1T, NEW):** Gain 2x PL WP, but halve after duration.

RANK 5:

- **Liquid Form (P, 1T, NEW):** Squeeze through cracks, reduce damage, gain reach, lose armor.
- **Elemental Bolts (P, 1T, NEW):** Launch PL bolts of possibly different elements at targets.
- **Elemental Ward (A, 1QD, NEW):** Target gains resistances and bonuses.

RANK 6:

- **Control Element (S, 1R, NEW):** Varying effects plus cast one free PL1 spell per round.

FLAMING BLADE

- RANK 1
- RANGE: Arm's Length
- DURATION: One turn (15-minutes)
- INGREDIENT: Fire

You enchant a melee weapon to deal 1 extra point of fire damage per attack. The weapon itself takes 1 item damage per round if it is wooden. If its head is made of metal, but haft is wooden, it is considered destroyed after 1 Turn. If it is completely made of metal, it loses 1 item die after 1 Turn. Items completely made out of wood, cannot be repaired and wooden hafted weapons need new WOOD to be repaired.

WIND BLAST

- RANK 2
- RANGE: Long
- DURATION: Immediate
- INGREDIENT: Wind

A sudden gust of wind hits around the target. This counts as a SHOVE attack against the target, and everyone within NEAR range of it, with a number of Base Dice equal to four times the Power Level.

ELEMENTAL SHIELD

- RANK 3
- RANGE: Arm's Length
- DURATION: One round per Power Level
- INGREDIENT: Fire, Earth, Wind, or Water

The chosen element forms and swirls around you.

Earth: Ignore the first two Strength damage you take each round from physical attacks, reduced before armor.

Fire: Anyone that ends their turn within ARM'S LENGTH distance takes 1 fire damage and also catches fire, taking another fire damage per round. The fire cannot be extinguished while they remain in range and while they are not, it still takes a SLOW action and a successful MOVE roll.

Water: All movement to within ARM'S LENGTH from you counts as ROUGH terrain for all but you and those MOVE rolls also suffer a -3 modifier.

Wind: Non-large projectiles, like sling stones, arrows, crossbow bolts and thrown axes cannot hit you.

Sample file



ELEMENTAL WALL

- RANK 4
- RANGE: Short
- DURATION: One turn (15-minutes)
- INGREDIENT: Fire, Earth, Wind, or Water

You raise the elements to form a wall in the targeted area. Any creatures standing in its way, may choose which side to stand on, but they will fall prone unless they succeed a MOVE roll with a penalty equal to the Power Level. Monsters do not fall prone. The walls will occupy a space up to 3 meters heigh and up to 10 meters long, and can be slightly curved, but no sharp corners. Power Levels can be used to empower the wall, se descriptions below, or they can be used to double a dimension of the wall, so with 4 extra Power Levels, you can encircle yourself within a 25-meter radius wall. When the spell ends the wall crumbles away and only traces of it will remain.

Earth: Can take 2 Strength damage +2 per Power Level damage, with a natural armor rating of 8.

Fire: Deal 2 dice per Power Level fire damage to anyone that crosses it. Anyone that takes damage also catches fire.

Water: All attacks through it, suffers a penalty equal to the Power Level. Passing though it counts as ROUGH terrain with a -1 penalty to the MOVE roll per Power Level.

Wind: All ranged attacks from one side of the wall, specified upon casting it, suffers a penalty equal to the Power Level. Passing though it counts as ROUGH terrain with a -1 penalty to the MOVE roll per Power Level.

EARTHEN GRASP

- RANK 4
- RANGE: Short
- DURATION: One turn (15-minutes)
- INGREDIENT: Earth

On ground made of dirt, sand or stone, arms made from the very same earth rises up to grasp your target, who must succeed a MIGHT roll with a negative modification equal to the Power Level or become GRAPPLED, dropping all held items and falling to the ground. A caught target must BREAK FREE from the hands, the hands then count as having a MELEE skill equal to twice the Power Level. A victim that has not broken free after a turn is dragged under and swallowed by the ground.

ELEMENTAL INFUSION

- RANK 4
- RANGE: Personal
- DURATION: One turn (15 minutes)
- INGREDIENT: Fire, Earth, Wind, or Water

You channel the powers of the elements. You gain a number of Willpower Points equal to twice the Power Level when cast. If all four elements are present gain +1 Power Level.

The spell lasts a turn per Power Level. Halve your WP after the duration ends. The spell cannot be cast again during its duration.

LIQUID FORM

- RANK 5
- RANGE: Personal
- DURATION: One turn per Power Level
- INGREDIENT: Water

Your body takes a more liquid form during the duration. During this time, you can squeeze through any cracks and will take a maximum of 1 Strength damage from any EDGED or POINTED attack. All your melee weapon attacks gain NEAR reach. You sadly have no armor rating while in this form.

ELEMENTAL BOLTS

- RANK 5
- RANGE: Short
- DURATION: Immediate
- INGREDIENT: Fire, Earth, Wind, or Water

This spell creates lets you launch any one bolt of elemental energy per Power Level. The bolts can be launched at a single target, or spread out over multiple targets.

Fire: The target takes 1 fire damage and catches fire. Taking 1 damage at the end of every round until they spend a SLOW action and succeed a MOVE roll.

Earth: The target takes 2 blunt damage, resisted by Armor Rating.

Air: The target is affected by a SHOVE attack with 8 dice.

Water: The target stops any ongoing fire or acid damage.

Sample file



ELEMENTAL WARD

- RANK 5
- RANGE: Arm's Length
- DURATION: Quarter Day
- INGREDIENT: Fire, Earth, Wind, or Water

You ward up to Power Level targets within the range with the protective powers of an element. Each person can only be warded by one element at a time.

Fire: Gain immunity to fire damage. Whenever you take physical damage (after armor reductions), you deal the same amount of damage to all within ARM'S LENGTH. This damage is dealt as fire damage, ignoring armor.

Earth: Halve acid and edged damage taken after armor reductions. Gain a D8 Artifact die to ENDURANCE rolls.

Air: Gain immunity to lightning damage, an extra rank in FAST FOOTWORK and a D8 Artifact die to DODGE rolls.

Water: Gain immunity to cold damage and ignore the effects of the COLD condition. Automatically succeed any swim rolls, but not rolls to hold your breath. Gain a D8 Artifact die to INSIGHT rolls.

CONTROL ELEMENT

- RANK 6
- RANGE: Short
- DURATION: One round per Power Level
- INGREDIENT: Fire, Earth, Wind, or Water

You can fully control the chosen element within SHORT range. This control follows your movement. When this spell ends, so does any ongoing effects from "free spells" you have cast while you controlled the elements.

Earth: You can as a FAST action tunnel yourself though stone, or lower/raise the earth within the range at a rate of ±1 meters per round, possibly forcing other to make rolls to climb, jump, etc. You can as a FREE action use a Power Level 1 earth spell each round, even if you do not know it. None of these effects cost you any extra WP or rolls any magical dice.

Fire: You can as a FAST action quench any fires, fill the area with the range with fire and/or shape the forms of fires or alter their colors. You can have everyone start burning and be unable to quench the flames as long as they remain in the affected area. You can as a FREE action use a Power Level 1 fire spell each round, even if you do not know it. None of these effects cost you any extra WP or rolls any magical dice.

Water: You can as a FAST action raise the water level (as long as there is a source), lower, split or shape it. You can have it slush around, forcing MOVE rolls to avoid falling and/or being pushed. You can as a FREE action use a Power Level 1 water spell each round, even if you do not know it. None of these effects cost you any extra WP or rolls any magical dice.

Wind: You take complete control of the wind in the area. You can as a FAST action allow people to jump twice as far, halving fall damage, making both land and air count as ROUGH terrain, and/or giving all ranged attacks a -2 modifier. You can as a FREE action use a Power Level 1 air spell each round, even if you do not know it. None of these effects cost you any extra WP or rolls any magical dice.

Sample file





Sample file



MAGMA SONG

RANK 1:

- **Combustion (N):** 1 damage or drop held item or an 2x PL dice attack dealing fire damage and burn.
- **Fire's Friend (P, 1T):** Immunity to fire.
- **Mold Stone (S, 1T):** Mold stone/iron into shapes (CRAFTING roll) or create 10 stone balls.
- **Hearth (A, 1QD, NEW):** Works as a fireplace.
- **Fertile Ash (S, 1QD, RIT, NEW):** Gain VEGETABLES.

RANK 2:

- **Fire Memory (N):** Melt a m^3 of stone into lava.
- **Water Memory (S):** Heat or freeze water. Burst containers, make slippery surfaces, shatter locks.
- **Steam Flight (P, 1R):** Fly or deal damage each round, while spell and water source lasts.
- **Mend the Cracks (A, 1T, NEW):** Mend stone.
- **Molten armor (P, 1T, NEW):** Damages attackers.

RANK 3:

- **Magma Cascade (S):** Target/throw stone with MARKSMANSHIP. Damage within ARM'S LENGTH.
- **Firewall (S, 1T):** 1 damage/PL if you pass it.
- **Summon Fire Wyrm (L, 1T):** After 1 turn, a fire wyrm of 6x PL Strength appears and attacks.
- **Firestorm (L, 1T, NEW):** Illuminate and ignite targets in a LONG range while outdoors.
- **Absorb lava (L, 1QD, RIT, NEW):** Gain 2xPL WP.

RANK 4:

- **Call mineral (A, RIT, NEW):** Gain raw metals.
- **Geyser (S, NEW):** Damage and trip targets.
- **Magma Tunneling (S, NEW):** Shape lava's flow.
- **Dragon Breath (N, NEW):** Roll damage and possibly ignite multiple targets within NEAR range.

RANK 5:

- **Volcanic Eruption (L, 1T, NEW):** Destroy and burn stronghold functions or other obstacles.
- **Molten Seat (EPIC, NEW):** Create an underground stronghold.
- **Volcanic transportation (N, RIT, NEW):** Transport group between volcanic regions.

RANK 6:

- **Last stand (A, 1T, NEW):** Empowers target, but will in the end kill it.

HEARTH

- RANK 1
- RANGE: Arm's Length
- DURATION: Quarter Day per Power Level
- INGREDIENT: Lava stone

As long as you are on solid ground not made out of sandstone, limestone or marble, you can call forth a small kind of smokeless lava vent, no bigger than a camp fire. It will provide all the benefits of a camp fire and will warm you, if you are COLD over the duration.

Lasts for 1 Quarter Day per Power Level.

FERTILE ASH

- RANK 1, RITUAL
- RANGE: Short
- DURATION: Immediate
- INGREDIENT: Volcanic Ash

As long as the ground where you stand can support plant life, it will after the duration spring to full life, immediately delivering 1 unit of vegetables per Power Level.

MEND THE CRACKS

- RANK 2
- RANGE: Arm's Length
- DURATION: One turn (15 minutes)
- INGREDIENT: A lava stone

You heat up and can fully repair an object made out of stone over a turn (15 minutes). The Power Level determines what size of object you can repair. 1: light, 2: normal, 3: heavy, 4: something the size of a door, 5: a wall. The item will glow red hot and partially melt wherever you touch it over the duration.

Sample file



MOLTEN ARMOR

- RANK 2
- RANGE: Personal
- DURATION: One turn (15 minutes)
- INGREDIENT: Any fire within arm's reach

You heat up your own armor, as long as it is made out of iron or stone. Anyone that hits you with a natural weapon, or grabs you during the effect immediately suffers 1 fire damage.

While you will be immune to the heat and fire caused by this spell. Most things you carry will not, so any backpacks, belts, pouches or satchels will over the duration likely burn up.

Each Power Level doubles the duration.

FIRESTORM

- RANK 3
- RANGE: Long
- DURATION: Immediate, light lasts a turn
- INGREDIENT: Volcanic Ash

Can only be cast in the outdoors. Burning volcanic cinders starts to single down from the sky, targeting anything within LONG range from a designated point within range. Anything within the area becomes illuminated for a turn (15 minutes). Roll a die per Power Level for all human sized objects in the area, if the cinders can land on flammables like distilled alcohol, gunpowder or so, they catch fire/explode on any rolled ⚔, and if they are not easily flammable, then they can instead be brushed of with a SLOW action, that is enough to avoid having the smoldering cinders deal any continuous damage. The spell will likely also start random fires in the area. One random building/function per Power Level catches fire. If you use the "Arson event" module under the Stronghold section, that can be used for inspiration for the fires.

ABSORB LAVA

- RANK 3, RITUAL
- RANGE: Long
- DURATION: Quarter Day
- INGREDIENT: Large lava flow (not consumed)

As long as there is lava around, you can absorb some of its power. Gain a number of Willpower Points equal to twice the Power Level. While performing the ritual, you are completely immune to fire damage and when you are done, any existing lava within LONG range will harden and cool. If this cools a more or less permanent lava flow, the effect only lasts for a Quarter Day.

CALL MINERAL

- RANK 4, RITUAL
- RANGE: Arm's Length
- DURATION: Immediate
- INGREDIENT: You are in a volcano or fire land hex (not consumed)

As long as you are on solid ground not made out of sandstone, limestone or marble, you can call out to the ground and units of metal then bubbles up from the ground.

1d6 silver coins worth of raw metal materials are brough forth per Power Level.

GEYSER

- RANK 4
- RANGE: Short
- DURATION: Immediate
- INGREDIENT: A pinch of sulfur

As long as you are on solid ground not made out of sandstone, limestone or marble, a geyser can sprout forth from under a target.

The target takes 1 point of damage from the heat per Power Level and each Power Level also counts as a SHOVE ⚔ towards tripping the target.

Anyone within ARM'S LENGTH of the target suffer a 2 dice attack per Power Level, each rolled ⚔ both deals damage and counts as a SHOVE as per above.

Sample file



MAGMA TUNNELING

- RANK 4
- RANGE: Short
- DURATION: Varies
- INGREDIENT: You are underground

You can form and direct any flows of lava and magma. Making it tunnel through a bedrock at a rate of 1 meter per round, or 100 meters per turn, or 2500 meters per Quarter Day.

At Power Level 1 it lasts for 1 round. At Power Level 2 it lasts a turn (15 minutes). At Power Level 3 it lasts a Quarter Day. And finally at Power Level 4 it lasts a whole day.

DRAGON BREATH

- RANK 4
- RANGE: Near
- DURATION: Immediate
- INGREDIENT: Dust make from ground stone (required, does not add to Power Level)

You blow a handful of ground stone dust, that immediately turns into a breath of roaring inferno. Roll 4 dice per Power Level to all those within NEAR range. You may choose to avoid targets, as long as you at the same time also avoid any one within ARM'S LENGTH of such a target. Any hit target takes 1 fire damage per rolled ⚔ and catches fire. A burning target takes 1 damage per round, unless they manage to extinguish themselves with a SLOW action and a successful MOVE roll.

VOLCANIC ERUPTION

- RANK 5
- RANGE: Long
- DURATION: One turn (15 minutes)
- INGREDIENT: A handful of crushed lava stones

As long as the target area is not standing on ground made out of sandstone, limestone or marble, then after 1 turn, a volcanic vent erupts and swallows a building or wall in a fiery inferno. Each added Power Level can be used to further destroy adjacent stronghold functions. Each Power Level will also start a random fire. If you use the "Arson event" module under the Stronghold section, that can be used for inspiration for the fires.

MOLTEN SEAT

- RANK 5, RITUAL, EPIC SPELL
- RANGE: Near
- DURATION: Permanent
- INGREDIENT: See Epic Magic (Epic Magic ingredients do not increase Power Level)

This is an Epic Spell, see the description for those in this booklet. Each Power Level requires an ingredient.

This ritual can be used to make a permanent underground stronghold within a mountain hex.

Zone: You create a large open zone that can house buildings. It will be made stable and have a normal temperature, despite if there are any nearby lava, and will protect it from natural events, like lava, earthquakes and so on. Cost 1 per area of space that can fit up to 2000 stone or 1000 wood of buildings.

Lava moat: Lava provides a moat for the location, and adds an extra defense rating. It also provides illumination and works like a FIREPLACE for the stronghold. Cost 1.

Raise buildings: Stone buildings in your zones are partially preconstructed. You will need to succeed CRAFT rolls during this ritual to have them operational at once, but if you fail, you will at least still have their raw materials in stone. Gain buildings for up to 2000 stone per zone. Cost: 2.

Earthquakes: Roll a d6 each week, on a 💀 a person in the stronghold is injured and a random function in the stronghold partially breaks. The function can be repaired on a successful CRAFTING roll and a Quarter Day of work. The person is BROKEN and suffers a critical injury rolled on the blunt force table. Can be taken as 1 point of corruption.

Foul smoke: The area is filled with bad smelling gas. A chosen attribute will not heal naturally while in the area. Can be taken as 1 point of corruption.

Infested: The area has attracted demons or some other pest. Roll for weekly stronghold events twice, if the second result is higher, and it can be caused by the pest, take it. Can be taken as 2 points of corruption.

Sample file



VOLCANIC TRANSPORTATION

- RANK 5, RITUAL
- RANGE: Near
- DURATION: Immediate
- INGREDIENT: Free flowing lava (required)

You and those next to you can enter a hollow bubble of stone that forms in the lava and through it be transported through the inner flowing magma streams of the world to another area with actively flowing lava of your choice.

LAST STAND

- RANK 6
- RANGE: Arm's Length
- DURATION: One turn per Power Level
- INGREDIENT: A personal belonging

An intense ancient fire fills the target, making them glow from within. The target regains Power Level points in all attributes, gains Power Level Willpower Points, ignores attribute damage when calculating how many dice to roll, reduces all kinds of further damage taken by half (rounded down), and draws an extra initiative card, acting twice per round.

It lasts for one turn per Power Level, and when the duration ends the target's insides are unavoidably burned up, and it slumps down dead. No amount of fire resistances can help against this fate.

A target that takes almost no defensive or hostile actions during the duration of the spell, instead just trying to concentrate on remaining calm, can at the end try to make an INSIGHT roll to avoid the spells grim fate. They roll with a -1 penalty per defensive or hostile action taken during the duration.

Sample file



MENTALISM

RANK 1:

- **Mental Strength (N, 1T):** Immune to non-magical Wits & Empathy damage. Bonus vs magical.
- **Wordplay (N):** Words that can mean two things do that, and that becomes what happens.
- **Traceless (1H):** Persons become unrecognizable.
- **Mind over Body (P, 1QD, NEW):** Roll full attributes, push and push endurance, recover if Broken.
- **Compartmentalize Mind (P, 1QD, NEW):** Gain extra slow actions for magical use.

RANK 2:

- **Confusion (S, 1R):** Break Wits for duration only.
- **Amnesia (S):** Erase memory of last turn.
- **Truth Sense (N, 1T):** See past lies and illusions.
- **Mirror Image (A, 1T, PW, NEW):** Trick enemies to waste attacks on spaces next to you.
- **Mind Blast (N, NEW):** Harm Str+Wits, resistable.

RANK 3:

- **False Shape (P, 1T):** Appear & talk like another.
- **Fata Morgana (S, 1R):** An illusion affecting all that can see it. INSIGHT minus extra PL to resist.
- **Geas (N, 1D):** Target must perform a quest.
- **Break Mind (A, NEW):** Pick a horror injury.
- **Time Stop (P, NEW):** Gain extra SLOW actions.

RANK 4:

- **Meditate (P, 1T, NEW):** Set WP to PL x2, but not higher than Empathy.
- **Body Swap (A, 1T, NEW):** Swap bodies with another humanoid.
- **Mass Confusion (S, 1R, NEW):** Break Wits for the duration for PL targets if they fail INSIGHT.
- **Mirror Clone (P, 1QD, NEW):** Split yourself into multiple temporary clones that all can act.

RANK 5:

- **Mold Time (N, RIT, EPIC, NEW):** Alter the flow of time or move through time and space.
- **Improved Fata Morgana (S, 1R, NEW):** As FATA MORGANA, but you can only resist if touched.
- **Impart Talent (A, NEW):** Teach talent.

RANK 6:

- **Mind Seed (N, NEW):** Edit targets personality.

☐ MENTALISM SPELL INGREDIENTS

These ingredients can be added to the mentalism spells that are missing ingredients in the Bloodmarch book.

- MENTAL STRENGTH: A gemstone
- WORDPLAY: None, as it would have no effect
- TRACELESS: A masquerade mask
- CONFUSION: A pendulum
- AMNESIA: A handful of sand

MIND OVER BODY

- RANK 1
- RANGE: Personal
- DURATION: Quarter Day per Power Level
- INGREDIENT: Gemstone (not consumed)

Your mind tells your body to overcome its limitations for one Quarter Day per Power Level.

You roll your full attribute dice even when they are damaged.

You may push ENDURANCE rolls any number of repeated times, even if an effect says that you normally cannot push them even once.

When you become BROKEN in Strength or Agility, you may on your upcoming initiative make one HEALING roll on yourself as a SLOW action.

COMPARTMENTALIZE MIND

- RANK 1
- RANGE: Personal
- DURATION: Quarter Day per Power Level
- INGREDIENT: Edged weapon (not consumed)

You gain an extra SLOW action per round that only can be used for mental tasks, like casting or concentrating on magic. Lasts 1 Quarter Day per Power Level.

MIND BLAST

- RANK 2
- RANGE: Near
- DURATION: Immediate
- INGREDIENT: Smelling salts

A target takes Power Level damage to Wits and Strength, reduced by a roll for INSIGHT. Monsters are immune to the Wits damage.

Sample file



MIRROR IMAGES

- RANK 2, POWER WORD
- RANGE: Arm's Length
- DURATION: One turn (15 minutes)
- INGREDIENT: A mirror or polished piece of metal

Anyone looking at you sees a blur of multiple copies of you within ARM'S REACH of one another. When you are subjected to an attack, the target rolls SCOUTING, on a hit they target you, but on a failure, they target one of your mirror images. Multiple attacks or area of effect attacks can target several mirror images all at once. Each image that would suffers a damage or any detrimental effect (like being disarmed) instead vanishes.

You gain one mirror image per Power Level.

BREAK MIND

- RANK 3
- RANGE: Arm's Length
- DURATION: One week
- INGREDIENT: An insanity of your own (not consumed)

The victim must make an INSIGHT roll with a negative modification equal to the Power Level. If the roll fails, the symbol makes the victim go partially insane for a week. Come up with an insanity or pick one from the critical horror injury, except for catatonic or heart attack. Each added Power Level also doubles the duration. The spell has no effect on monsters.

TIME STOP

- RANK 3
- RANGE: Personal
- DURATION: Immediate
- INGREDIENT: An hourglass

Take an extra number of SLOW actions equal to 1 plus the Power Level. If the "Free action limitation" module is used, count these gained SLOW actions as FREE actions.

Despite the spells name, you are not really stopping time. To yourself it looks like others are just moving really slow. There is enough inertia in weapons and unaccustomedness to moving at a different time rate, to not give you any additional bonuses to your rolls, besides the extra actions.

MEDITATE

- RANK 4
- RANGE: Personal
- DURATION: One turn (15 minutes)
- INGREDIENT: A quiet place

You can mediate to attune to the world once per Quarter Day. If you manage to mediate for a whole turn (15 minutes), you can set you Willpower Points to twice the Power Level, but never higher than your Empathy.

BODY SWAP

- RANK 4
- RANGE: Arm's Length
- DURATION: One turn per Power Level
- INGREDIENT: One of your things and one of the targets

You swap bodies with another target for a turn per Power Level and after that you both switch back. Each target gains the Strength, Agility and appearance of their new body, but keeps all other attributes, skills and talents. An unwilling target may resist by making a successful INSIGHT roll with a penalty equal to the Power Level, but only as long as they are conscious.

The switch back only happens if both bodies are alive, if they are not. The one that remains stays in their new form forever. If so their Strength and Agility will move towards their old values with one point per week.

You can only swap bodies with other living non-monster kin.

MASS CONFUSION

- RANK 4
- RANGE: Short
- DURATION: One round
- INGREDIENT: Same as for the confusion spell

Target up to one plus Power Level persons within the range. The victims then must make an INSIGHT roll to resist the spell, or be affected just as the confusion spell.

Sample file



MIRROR CLONE

- RANK 4
- RANGE: Personal
- DURATION: Quarter Day
- INGREDIENT: A mirror or polished piece of metal

Multiple versions of yourself steps out of your own body, one extra version per Power Level. You are now not one but many and do not differentiate yourself from your clones, i.e., you are now a clone yourself. Each version keeps your skills and talents. Attributes are divided by the number of clones, round up, i.e, a Strength of 4 shared by 3 clones equals 2 Strength per clone. Willpower Points are shared between all clones.

Gear is copied to all clones, but what affects one clone affects all. So, if one depletes a potion, it is gone for all. If one damages their equipment, it is damaged for all. If one depletes a stack of arrows, it is depleted for all.

All clones get a full set of actions per round. If the attribute of any clone depletes, the clone vanishes, unless it is the last one. When the spell ends, you take the place of one random clone and all other remaining clones vanish. Keep the lowered attribute values of the remaining clone, but it can now be healed back up to your original attribute scores.

IMPROVED FATA MORGANA

- RANK 5
- RANGE: Short
- DURATION: One round per Power Level
- INGREDIENT: A mirror or polished piece of metal

This spell works just like FATA MORGANA, except that you only get to roll for INSIGHT if someone interacts with the illusion. On a failure it still tries to fool all your senses. Some interactions will be too hard to emulate correctly, for instance: You could during the first second think that you are standing on an illusionary bridge, but would start to question what happened when you suddenly lay bleeding on the ground below, without remembering falling. You could also think and feel like if you were on fire, but you would in reality find yourself unharmed when the effect ends.

MOLD TIME

- RANK 5, RITUAL, EPIC SPELL
- RANGE: Near
- DURATION: Permanent
- INGREDIENT: See Epic Magic (Epic Magic ingredients do not increase Power Level)

This is an Epic Spell, see the description for those in this booklet. Each Power Level requires an ingredient.

This ritual can be used to a permanently alter time within a location or move a location through time and space.

Quicken time: A Quarter Day spent here only takes 3h in the "real" world. This is can be good for crafting, sleeping and many other things. Hirelings require increased salaries and use more food from this though. Cost 3 for a stronghold location or similar sized building. Cost +1 for each extra stronghold locations or similar sized building.

Slow time: A Quarter Day spent here takes two Quarter Days in the "real" world. This is can be good for a ROOT CELLAR, as it keeps goods fresh for longer. Cost 2 for a stronghold location or similar sized building. Cost +1 for each extra 2 stronghold locations or similar sized buildings.

Through time and space: The location can be shifted forward in time and change location to another hex on the map. Cost 2 for up to 5 locations or similarly sized buildings, each added Power Level doubles the amount of locations or buildings affected. Transport stronghold up to 10 hexes. Added Power Levels can each double this. The transport is instant.

Unpredictable: A slowed or quickened area roll a d6, after a complete usage of the area, on a 💀 the opposite time effect happened instead. A "through time and space" effect fumbles one of the following things, roll a d6. 1-2: A function and its occupants was left behind or appeared somewhere else. 3-4: You appear 1d6 hexes of your intended location. 5-6: You appear 1d3 months later in time than intended. Count as 1 point of corruption.

Sample file



IMPART TALENT

- RANK 5
- RANGE: Arm's Length
- DURATION: One day
- INGREDIENT: Parts of a fresh brain

You impart some of your talents directly into your targets mind. The targets rank in a profession talent or general talent you have, counts as one higher for the duration. It can only be increased to rank no higher than the Power Level.

The target may at any time before the duration runs out, spend XP to permanently learn the talent, even if they do not meet it normal prerequisites, like if it is from another profession.

If you impart a spell discipline, the target can be given access to all the spells you know, during the duration, up to one spell rank higher than their given talent rank.

Poking in someone's mind is delicate, the spell therefor takes a turn (15 minutes) to cast, if you are damaged while casting it, the spell fails and the target suffers a critical horror injury.

If this spell suffers a magical mishap, both you and the target suffer the effect of the mishap, if possible.

MIND SEED

- RANK 6
- RANGE: Arm's Length
- DURATION: Permanent
- INGREDIENT: A living worm

You plant thoughts in your targets head. Unless the target succeeds a INSIGHT roll with a penalty equal to this spells Power Level, you can rewrite their personality and very thoughts, but unless you obscured the magic at least others would know you cast a spell on them. Your ability to rewrite their mind lingers for as long as you both remain within short range. But any rewrite you have done will remain permanently.

Monsters are immune to this spell.

Sample file



ONEIROMANCY

All oneiromancy rituals require you to sleep, while those that are not rituals can be cast while awake.

RANK 1:

- **Premonition (P, 1D, RIT):** After a skill roll fails, you can choose to instead take another action.
- **Nightmares (N):** Deal PL Wits damage. 2 PL can add a target. Targets become SLEEPLESS.
- **Restorative Sleep (P, 1D, RIT):** +1 to one attributes or skill per Power Level.
- **Daydream (P, +, NEW):** Eschew need for ritual.
- **Quickened Dreams (N, 1T, NEW):** Skip sleep.

RANK 2:

- **Dream Visit (1T, RIT):** Spy/talk at past locations.
- **Mara (P, 1QD, RIT):** A mara will haunt the target.
- **Lullaby (S, 1QD):** Sleep after 1T, unless resisted.
- **Sleepwalker (A, 1T, NEW):** Compel sleepwalk.
- **Probe Dream (N, 1T, NEW):** Target must answer truthfully to given questions in dream.

RANK 3:

- **Dream Travel (1QD, RIT):** Teleport to past spot.
- **Sand Sleep (N, 1QD):** All in range falls asleep, cannot be awoken. INSIGHT minus PL to resist.
- **Prophetic Dreams (N, RIT):** Conjure/repair item of moderate value. Recreate lost body part, heal condition or resurrect someone.
- **Dream Link (1QD, RIT, NEW):** Communicate through dreams, get location, give nightmare.
- **Contagious dreams (1QD, RIT, NEW):** Manipulate everyone's dreams within a hex.

RANK 4:

- **Endless Nightmare (A, NEW):** Trap sleeping target in an endless nightmare.
- **Magic Dream (P, 1QD, RIT, NEW):** Gain 2x WP if you sleep relaxingly and undisturbed.
- **Dream Palace (A, NEW):** Spend days in a dreamworld without it really taking up your time.
- **Manifest Dream (L, 1D, RIT, NEW):** Create a house, stronghold function or magical beast.

RANK 5:

- **Wish (P, RIT, NEW):** Wish for something, anything major and it will be misinterpreted.
- **Sandman (P, RIT, NEW):** Create a duplicate that you can control while meditating.
- **Astral Dream (P, RIT, NEW):** Visit places in your dream, places you have never been to.

RANK 6:

- **Future Dream (P, 1D, RIT, NEW):** Dream about everything that will happen the next day.

☐ ONEIROMANCY INGREDIENTS ARE REQUIRED

Oneiromancy spells with listed ingredients require them and this does not increase the spells Power Level.

DAYDREAM

- RANK 1, Cast with another spell
- RANGE: Personal
- DURATION: Immediate

Cast this spell together with another oneiromancy ritual, that spell is no longer a RITUAL and can be cast with between 15 minutes and a Quarter Day of "daydreaming", while you are awake. Daydreaming is dangerous and always comes at a high risk: Add one Magic Die per level of the spell.

This spell is considered heretic by most oneiromancers. It is only taught by renegade daydreamers.

QUICKENED DREAMS

- RANK 1
- RANGE: Near
- DURATION: One turn (15 minutes)
- INGREDIENT: A dream catcher

Up to one target per Power Level only needs a one turn (15 minute) power nap, to have it counts as the required sleep for the day, or to remove the SLEEPLESS condition.

This sleep does not count as rest and cannot be used to, at the same time, perform any other oneiromancy magic.

This spell is considered heretic by most oneiromancers. It is only taught by renegade daydreamers.

Sample file



SLEEPWALKER

- RANK 2
- RANGE: Arm's Reach
- DURATION: One turn per Power Level

Must be cast on a sleeping target within range. They must then succeed an INSIGHT roll with a penalty equal to the Power Level or you can completely dictate their actions for the duration of the spell, during which they may interact with others and even throw themselves out of a cliff, if you so want them to. You must instruct them what they should do when you cast the spell. You gain no control of the target after it has been cast.

Lasts 1 turn per Power Level, after that they will awake, if they have not returned to their bed. If they did return to their bed in time, they will not remember that they were sleepwalking.

PROBE DREAM

- RANK 2
- RANGE: Arm's Reach
- DURATION: One turn (15 minutes)

Must be cast on a sleeping target within range. They must then succeed an INSIGHT roll with a penalty equal to the Power Level or you can ask them up to Power Level questions that they must answer truthfully, each question taking up 15 minutes of your time, as you probe their mind in their dreams. Questions can also be exchanged for what-if scenarios, like "If you would gain unattended access to our vault, what would you do?" and test those scenarios thoroughly in the dream.

☐ LIMITED SAND SLEEP

Consider disallowing the spell if the targets feel threatened, like are on "high adrenaline alert". It can otherwise be a bit too powerful in combat situations.

DREAM LINK

- RANK 3, RITUAL
- RANGE: Any
- DURATION: Quarter Day (during ritual)

You can then enter the dreams of anyone you have encountered, as long as they too are sleeping. They are allowed to make an INSIGHT roll with a negative modification equal to the Power Level to shake you out if they want to. During the dream you can discern their location in the world. You may also communicate to the recipient, but they can choose to ignore you if they do not want this. You can also turn the dream into a nightmare; this makes the target unable to benefit from sleep during that Quarter Day. If done over a period of days equaling the targets Wits, they are likely to go insane, if so, you can roll on the horror injury table, to see the effect.

CONTAGIOUS DREAMS

- RANK 3, RITUAL
- RANGE: Same hex
- DURATION: Quarter Day (during ritual)

You can use it to deliver a message to anyone or everyone within the same hex as you that is also asleep. You can also turn the dream into a nightmare; this makes the targets unable to benefit from sleep during that Quarter Day, unless they succeed an INSIGHT roll. If done over a period of days equaling the targets Wits, they are likely to go insane, if so, you can roll on the horror injury table, for individual effects.

Extra Power Levels can extend the contagious dreams to adjacent hexes.

ENDLESS NIGHTMARE

- RANK 4
- RANGE: Arm's Reach
- DURATION: Any, can be permanent

Must be cast on a sleeping target within range. They must then succeed an INSIGHT roll with a penalty equal to the Power Level or be left trapped in a nightmare for as long as you want. The spell will break if you die.

On the outside they will act as if catatonic, and will die if they don't receive continuous care.

Sample file



MANIFEST DREAM

- RANK 4, RITUAL
- RANGE: Short
- DURATION: The day after a night's sleep

It allows you to manifests a construction or beast from your dreams. This can either be a building, like a stronghold function, as long as you know how to build it, or it can be a dream constructed beast.

If it is a beast, it has Strength 3, Agility 3, Melee 2 and deals 1 point of blunt damage. It has no armor rating, but only takes half damage from physical attacks.

It must be directed by you, and you must be within SHORT range for it to take any actions. It can receive commands telepathically as FREE actions.

It can gain one of the following things for each added Power Level:

- IMAGINED STRENGTH: +2 Strength
- IMAGINED ARMOR: 6 points of natural armor rating.
- IMAGINED DAMAGE: +1 damage, damage can change to be slash or stab if you want.
- IMAGINED SKILL: Any one skill is set to 4.
- IMAGINED WINGS: +1 movement speed and can fly, as long as it isn't really carrying anything. Then it can only slowly hover downwards.
- IMAGINED CHARGE: +1 movement speed and can charge. Its charge also counts as a SHOVE action.
- IMAGINED REGENERATION: Heals 1 point of attribute damage per turn (15 minutes).
- IMAGINED ATTACK SPEED: Can attack with FAST actions.
- IMAGINED NIGHTMARE: Can make a 6 die fear attack at a target at NEAR range as a FREE action once per round. Monsters are immune.
- IMAGINED SADDLE: It can be ridden. If you ride it, you automatically succeed any HANDLE ANIMAL checks while doing so.

The spell lasts for a day, until it is time to sleep again, at which point any construction still in existence disappears.

MAGIC DREAM

- RANK 4, RITUAL
- RANGE: Personal
- DURATION: Immediate

You make yourself a joyfully dream, filling you with restorative energy. As long as this Quarter Day isn't disturbed, gain Willpower Points to twice the Power Level. This spell cannot be quickened or daydreamed.

You can do this a maximum of once per day, and you cannot use any other oneiromancy spells during the duration.

DREAM PALACE

- RANK 4
- RANGE: Arm's Reach
- DURATION: Varies

Up to one willing target per Power Level falls into a coma like sleep for one Quarter Day. During this time, they are free to spend days in a dreamworld. They may spend any amount of time here, resting, sleeping, training, healing physical and mental injuries, that also will heal in the real world. The target may exit the dream palace at any time at-will on their own. The only downside is that all time spent here, will accelerate their aging. A year spent here will age you as if you spent a year of your life in the real world too.

The dreams can be even further accelerated by added Power Levels. Add +1 Power Level to have the comalike state only take up a turn, and +2 Power Levels to have it only take up a round of the targets' actions. They still slump down to the floor though, counting as both prone and disarmed when the spell ends.

Dream palace should not be used more than once per day, or the participants might have to make an INSIGHT roll to not want to stay in it "forever", killing their body in the real world over the selected duration through old age.

Sample file



WISH

- RANK 5, RITUAL
- RANGE: Personal
- DURATION: Varies
- INGREDIENT: A wishbone snapped in half or a non-indestructible artifact

You can wish for some of the following things, but if you repeatedly wish for the same thing the wish will get corrupted.

Monetary wealth: Gain 1 gold per Power Level. If used ever again, it will instead set your wealth to 1 gold per Power Level or steal the coins from your allies.

A spell effect: One or more spells are performed within long range of your current location. Cannot use more combined Power Levels then what you spend on this spell. If it is ever used again for the same spells, it will add an automatic magical mishap.

An attribute, skill or talent: Gain Power Level additional points to a skill or talent for a day, up a maximum of 5. If it is used ever again for the same thing, it will instead of adding to the value set the value to the Power Level for the day. If it is a magical path talent, you gain access to one spell in it per Power Level, during the day.

If an artifact can be sacrificed while making a wish, you can wish for greater things. Note however that such a wish will backfire if you ask for too much. This is up to the GM to determine, but they should tell you the likelihood of it backfiring. Think of the potential use of the artifact, vs the potential use of your wish, which of them has a higher potential for more having more impact on the world? A more potent artifact can therefore power a more potent wish.

It is possible to wish for other things without any sacrifice, but these wishes almost always backfire, at least if they are not significantly weaker than anything noted above. You cannot make any overly complicated wishes either, as everything tends to become a bit muddy and less exact in dreams.

SANDMAN

- RANK 5, RITUAL
- RANGE: Personal
- DURATION: Permanent
- INGREDIENT: 4x Strength units of sand

This spell creates a copy of yourself, copying your appearance perfectly, but not your heat or smell.

Your consciousness is then transferred to the sandman for as long as you remain sleeping, and you may stay sleeping indefinitely if you so want. Your need for food and water are also suppressed while in sandman form.

The sandman will look exactly like yourself and uses your attribute scores, but its physical attributes will be separated from your own, i.e., if one take of you takes damage, the other will not. It can perfectly mimic clothes, items and armor, but underneath the surface there will be just sand. It can also wear actual arms and armor. If it is not using the real things, it will count as having no armor rating and its attacks will count as if unarmed, despite any chosen appearance of having them.

The sandman only takes half physical damage. It is immune to poison, disease, and non-magical fear effects. It is immune to elemental damage like cold, acid, fire or lightning... unless it is magical damage. The sandman is vulnerable to that and takes double damage from magical attacks.

If a sandman takes damage its sandy appearance underneath will be revealed. If its Strength is depleted it will crumble to a pile of sand and you will immediately snap back to your real body. It will heal from REST actions and from magical healing, but it cannot consume anything. You can SLEEP and cast oneiromancy rituals while in sandman form to have it count as SLEEP for you both. Any oneiromancy spells will then originate from the sandman form.

You can end the spell at will, the sandman will then freeze like a statue in its place. You can recast the spell to enter any of your existing sandmen, regardless of its distance, instead of creating a new one. This eschews the ingredient requirement.

Sample file



ASTRAL DREAM

- RANK 5, RITUAL
- RANGE: Personal
- DURATION: Immediate

In your dreams you can travel to an adventure site you have never been to. As long as you have at least two of the following, then you can make a dream visit to that place: (1) a name of the place, (2) an image, like a painting or sketch from something in/outside the place, (3) a description of it and its surroundings, or (4) a somewhat known hex location of the place.

The spell allows you to walk through the place in your dream, kind of giving you a mental map of the place, but your dreams could be slightly fuzzy, not all details will be there. You might walk through a tunnel, that in reality would have an iron grate that would have stopped you. You might also miss a secret room, as they might be even harder to percept in the dream than in reality. Creatures can be detected, but only as vague presences, without telling you what they really are. Inanimate beings, will often even go undetected.

For every Power Level, you can however ask for better descriptions of a specific area. Either make a specific question, like "I'm spending additional time searching for traps here", a question about the inhabitants "Can I discern what kind creatures this could be?", or gain more but less specific information "Could I try to find any one additional detail about this particular area?".

FUTURE DREAM

- RANK 6, RITUAL
- RANGE: Personal
- DURATION: The day after a night's sleep

You dream an exact dream about what will happen during the next day. Unless your sleep is disturbed, you and your party will then play out the dream as if it was reality, because there really is no difference. You can awake yourself at any one moment, then replay reality up to any one moment (the spell will make sure that everything ends up the same way). You are even allowed to make up to Power Level alterations:

This includes minor alterations like making minor changes enough to allow you to reroll any one die roll, be it your roll, an enemy's roll, or a friend's roll. You do this by trying alterations in the dream, like telling your friend to "roll left instead of right" or so.

You can also change minor things that won't necessarily change the whole, like "I will tuck a gold coin into my left pocket before I leave for the adventure".

It also includes going back and introducing more major changes, that will change what happened afterwards, forcing you to replay all that happened after. Like "let's not open that left door and fight that dragon, one of died in my dream about this, and even if we do it in another way, some of us might die".

In order to make minor alterations, like rerolling a die roll, you cannot wait too long. As soon as the GM and the players cannot remember the exact state everything was in, then you will have to go back further. This means that you could be stopped from going back to the middle of a combat that has since then been going on for a while or that has ended, in such case, in that case, you would likely have to redo the fight from the beginning.

Sample file



MAGNETISM

RANK 1:

- **Path of Iron (N, 1QD):** Follow the trace of a person carrying something of iron. Not in water.
- **Iron Will (N, 1T):** Manipulate iron objects, lock/unlock item without a key, make a sword stick in its sheath or to a shield.
- **Stanch Blood (A):** Succeed to save a life.
- **Magnetic Map (P, 1S, NEW):** Gain a bonus to lead the way and survey the lands for a session.
- **Magnetize (A, RITUAL, NEW):** Create magnet.

RANK 2:

- **Attract (S, 1R):** Metal weapons gain +PL to hit.
- **Repel (A,1T):** Metal armor repels metal weapons.
- **Deflect Metal (P, PW, RE, NEW):** PARRY metal.
- **Disarm (N, PW, NEW):** DISARM held metal item.
- **Launch Weapon (S, NEW):** 2 damage vs armor, can dodge or parry. Weapon can bounce/return.

RANK 3:

- **Bloodshock (N, 1QD):** Target loses consciousness and cannot be awoken.
- **Fling (N, PW, NEW):** SHOVE vs metal armored.
- **Magnetic Flight (A, 1R, NEW):** Levitate target.
- **Arrow storm (P, 1QD, NEW):** Make PL arrows fly in front of you. Launch through FAST actions.
- **Sense Metal (S, 1T, NEW):** Works as a sight.

RANK 4:

- **Telekinesis (N, 1R, NEW):** Move heavy metal objects.
- **Fixate (N, 1R, NEW):** An object cannot be moved.
- **Floating Shield (P, 1QD, NEW):** As an extra arm.
- **Blade Sphere (A, 1T, NEW):** Weapons circle around you, creating a defensive barrier.

RANK 5:

- **Absorb metal (P, PW, NEW):** Destroy iron to regain WP.
- **Mold Gravity (N, RIT, EPIC, NEW):** Make something float in thin air permanently.
- **Hold Together (N, 1QD, NEW):** Ignore weapon and armor damage.

RANK 6:

- **Reverse spell (N, PW, RE, NEW):** Bounce spell.

MAGNETIC MAP

- RANK 1
- RANGE: Personal
- DURATION: One session

You can perfectly sense the magnetic fields of the land and build an internal map using it. Gain a +1 bonus per Power Level to SURVIVAL when you SURVEY THE LANDS, LEAD THE WAY or in otherwise navigate, like a maze or so for the rest of the session.

MAGNETIZE

- RANK 1, RITUAL
- RANGE: Arm's Reach
- DURATION: Permanent

You can permanently turn a unit of iron, or object containing up to a unit of iron, into a standard dipole magnet.

Additional Power Levels can either affect more units of IRON, or make them into a strong magnet, requiring a MIGHT roll to remove any object that it attaches to.

DEFLECT METAL

- RANK 2, POWER WORD, REACTION
- RANGE: Personal
- DURATION: Immediate

If you are attacked by an iron weapon, you can as a reaction, use this spell instead of rolling for PARRY. This spell will instead count as your PARRY, with an amount of X equal to the Power Level. This spell can block both projectiles and monster attacks, as long as they are made of metal.

Sample file



DISARM

- RANK 2, POWER WORD
- RANGE: Near
- DURATION: Immediate

A target carrying an item out of iron is subjected to a DISARM attempt with one ⚔ per Power Level.

Any extra ⚔ than what was needed can be used to fling the weapon away a zone from ARM'S LENGTH to NEAR, SHORT, LONG or DISTANT range.

If a item is flung, it can also be used to try to hit someone, roll MARKSMANSHIP, it has a base damage of 1 per zone it could have been flung, but will then land NEAR that target on a miss or within ARM'S REACH on a hit.

LAUNCH WEAPON

- RANK 2
- RANGE: Short
- DURATION: Immediate

You throw away a held melee weapon containing iron towards an opponent. It counts as a ranged ⚔ hit dealing 2 damage. The target is allowed to PARRY or DODGE the attack as if it were a melee attack. Armor rating can also protect against the damage.

An extra Power Level can be used to have the weapon return to your hand. Power Levels can also be spent to add extra hit ⚔, or to add targets the attack bounces to (and is repeated against).

FLING

- RANK 3, POWER WORD
- RANGE: Near
- DURATION: Immediate

A target wearing iron armor is subjected to a SHOVE attempt with one ⚔ per Power Level.

Any extra ⚔ than what was needed can be used to fling the target away a zone. They can also be flung into a large object like a wall, and if that lowers the number of zones they move though, then they take 1 blunt damage for each such reduction in amount of zones not flung through. Armor does not protect against this damage.

MAGNETIC FLIGHT

- RANK 3
- RANGE: Arm's Length
- DURATION: One round per Power Level

You can temporarily reverse the gravity of a metal object you touch, caused by a repelling magnetic force between it and the ground. A target carrying metal armor can be made to fly using the spell. If you target yourself, you can fly during the duration. Any other target may try to avoid it by fending of your touch with a DODGE or PARRY. An affected target can be moved/flied with your actions, a target may try to negate this if there is anything to hold on to with a MIGHT roll. Each Power Level adds one round to the duration. Targets are unlikely to be able to move on their own and will fall to the ground when the duration ends.

ARROW STORM

- RANK 3
- RANGE: Personal
- DURATION: Quarter Day

You can make one arrow per Power Level fly out from a quiver or the like within ARM'S REACH and then either float slightly before you or slightly above you.

Make a resource die roll for arrows and double the risk of depleting the resource per added arrow (Power Level).

The arrows can whenever you need them to, as a FAST action be launched towards any target within LONG range. Make a MARKSMANSHIP roll and add an extra ⚔ These attacks have a base damage of two. Any targets are allowed to PARRY or DODGE the attacks as if they were a ranged attack made from a bow. Armor rating will also protect against the damage.

Sample file



SENSE METAL

- RANK 3
- RANGE: Short
- DURATION: One turn per Power Level

You can sense all metal objects in your vicinity for 1 turn per Power Level. This could help you find hidden treasure, and hidden levers, but you also gain the equivalent of dark vision towards any living beings within the given range around you, as you can see the detect magnetic fields from their blood. This also include non-living things carrying items made out of metal. Non-metal walls do not hinder you from sensing metal on their other side.

TELEKINESIS

- RANK 4
- RANGE: Near
- DURATION: One round

This spell can lift a very large iron object and move it up to a zone. The action is itself kind of slow, so it cannot really be used to deal damage to other targets, unless they are immobilized. One of its uses could be to destroy a portcullis or metal door.

FIXATE

- RANK 4
- RANGE: Short
- DURATION: One round per Power Level

You fixate a piece of metal to a specific location, relevant to the position of the ground of the earth. A target wearing metal armor will be unable to make move rolls or take move actions during the duration, but can still move around just enough to fight.

If you target a handheld object, it cannot be used to fight and the person using it will have to let go of it, if they want to make any MOVE rolls or take any move actions.

As long as it is your initative, you may freely stop fixating on one item, to fixate on another. By holding on to two metal object this could help you climb an object, you might even use it to climb through air itself.

Lasts one round per Power Level.

FLOATING SHIELD

- RANK 4
- RANGE: Personal
- DURATION: Quarter Day per Power Level

You can hold an object in front of you with your mind alone. The object must contain iron. You may use it just like if you had another arm, but if doesn't grant you any extra actions. Lasts one Quarter Day per Power Level.

BLADE SPHERE

- RANK 4
- RANGE: Arm's Reach
- DURATION: One turn (15 minutes)

Iron weapons scattered on the ground are lifted into the air and circles menacingly around you in a tight formation.

For the duration, you gain one bonus point of Armor Rating per Power Level and anyone ending their round within ARM'S LENGTH from you suffer a melee attack with Power Level dice, that deals 2 damage, unless it is parried or dodged. You can select the damage type, but it must be one the weapons normally can deal.

This spell requires there to be at least one weapon on the ground per Power Level.

ABSORB METAL

- RANK 5, POWER WORD
- RANGE: Personal
- DURATION: Immediate

As long as you hold any lumps of iron, or items containing iron, in your hands, you can dissolve them into rust dust with your mind. You then gain Willpower Points up to twice the Power Level, but the Power Level will be capped to one per unit of iron or per unit of iron that was used to make the items.

If the Power Level is not high enough to fully dissolve all the iron in an object, it will still likely become damaged by the action, exactly how will be up to the GM to describe.

Sample file



MOLD GRAVITY

- RANK 5, RITUAL, EPIC SPELL
- RANGE: Near
- DURATION: Permanent
- INGREDIENT: See Epic Magic (Epic Magic ingredients do not increase Power Level)

This is an Epic Spell, see the description for those in this booklet. Each Power Level requires an ingredient.

This ritual can be used to a permanently give a magnetic effect to an area.

Fixate: Works like the fixate spell, but becomes permanent. You may either fixate up to a HEAVY object for 1 Power Level, or fixate a something as large and heavy as a wagon for 2, a house for 3, or an entire settlement for 4. As these objects might not be of iron, you can instead have the spell magnetize the ground they stand on and fixate that instead, this costs no extra Power Levels. During the ritual, you can move the fixated object anywhere within-the rituals line-of-sight.

Controlled: You can have the one in use of an object be able to control a fixated object. Either being allowed to move it at a slow speed (1 hex per Quarter Day) or turn it off and on. Cost: +2 Power Levels, add another +1 per increase in move speed.

Drifting: The item will not really be fixated, but will slightly drift. Count as 1 point of corruption.

Reversed Gravity: The item will not really be fixated, it will just be repelled away from the ground, just like if it had a negative mass. Unless secured or at all times controlled, it will fly off into space. Count as up to 2 points of corruption.

Unstable: The effect is not so permanent Roll a 1d6, it only lasts for this long. 1: 2d6 days, 2: 2d6 weeks, 3: 2d6 months, 4: 2d6 years, 5-6: Never, it is actually stable. The GM makes this roll in secret. Count as 1 point of corruption.

HOLD TOGETHER

- RANK 5
- RANGE: Near
- DURATION: Quarter Day

Affect up to Power Level metal items, so that that they constantly want to reshape into their old positions, relative to their original form.

This makes the items, for the duration of the spell ignore all item damage and damage to Armor Rating. It does not protect the items from receiving more damage, but it allows the use of said items, even if they become completely broken.

A completely broken melee weapon will even gain one zone worth of increased reach, as its parts will partially extend from one another, before returning to its wanted form, during attacks.

REVERSE SPELL

- RANK 6, POWER WORD, REACTION
- RANGE: Near
- DURATION: Immediate

You have mastered magnetic energies enough, so that you are even able to repel and redirect magical energies. When you detect a magical spell cast within or through NEAR range of you, then you can cast this spell as a FAST reaction.

If so is done, the original spells Power Level will be lowered with this spells Power Level, and you can rebound, at least a part of the original spell, as if cast anew with REVERSE SPELL's Power Level, and redirect it towards any targets. You can even choose who should count as the caster of the rebound spell. This also means that if REVERSE SPELL's Power Level beats the original spell, then the Power Level of the rebound spell, will be even higher than that of the original spell.

The rebound spell will not roll any magical dice or cause any magical mishaps itself, but both the original spell and the REVERSE SPELL can.

Sample file