

Realms of Tirakan

A dark, atmospheric illustration. In the foreground, a hooded figure in a dark, fringed cloak stands with their back to the viewer, holding a long spear with a decorative finial. They are positioned in the center of a large, dark stone archway. The ground is made of rough, uneven stones. Through the archway, a bright, fiery orange and yellow glow emanates from the horizon, suggesting a fire or a sunset. In the distance, a dark silhouette of a castle with multiple towers and spires is visible against the bright sky. A single bird is seen flying in the upper part of the archway. The overall mood is mysterious and ominous.

Free Dark Fantasy Roleplaying



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Introduction

Welcome to *Realms of Tirakan*!

Realms of Tirakan is a role-playing game. The rules and all associated materials are sufficient to play adventures in the world of *Realms of Tirakan*. You can use these rules freely, and adventure with friends.

For a while they stood there, like men on the edge of a sleep where nightmare lurks, holding it off, though they know that they can only come to morning through the shadows.

J.R.R. Tolkien

This role-playing game can be played without a digital device. However, the focus of the system is to be played over an internet platform such as Discord, Teamspeak or similar. The associated platform <https://tirakans-reiche.de> offers all kinds of tools for managing characters and campaigns. In addition you can roll any check directly on your character page and optionally display the results in your Discord chat.

What is a role-playing game?

Here, we are of course referring to traditional pen-and-paper role-playing games, not video games. In a typical session, a small group of two to four players *players* and a *game master* gather to tell a story together using character sheets and dice. This collaborative narrative is constantly shaped and advanced by the decisions of all participants.

Players begin by creating unique characters for either a short adventure or a long-term campaign. The character sheet serves as a blueprint, describing the character's origins, personality, and skills. These skills are quantified as numerical values, because resolving actions in the game requires players to make *checks* or *rolls*. These are tests using dice that determine the success or failure of a character's attempt. For example:

Example

Tom has decided to join a role-playing group with Julia, the game leader. Julia has chosen an adventure in the Kingdom of Asgoran in the year 322.

So Tom decides to create his character *Jamie*, a noble knight from Thenon. He chooses the character templates "Knight" and "Aristocratic", and the lineage template "Asgoran". He adds up all the values of the templates and records them on his character sheet.

Due to the chosen background, Jamie has particularly high initial values in skills such as *Hand to hand combat*, *Endurance* and *Deftness*. However, in *Nature* or *Performance* his skills are rudimentary at best.

For more information on creating a character, see Chapter 3 and Chapter 4.

While each player creates a character for the game, the *game master* prepares a story. This is often called an *adventure*, *plot* or *campaign*. This story is not, as like a novel, written out to the last detail. Instead, it is a rough script consisting of a general setting, possible courses of events, the description of places and locations, as well as so-called *non-player characters* (NPC).

Once the game starts, everyone player acts in the role of their character. The game leader describes situations to the best of their ability and occasionally shows maps or drawings. The players speak for their characters in the first person ("I sneak up the stairs."). If the characters' actions have an uncertain outcome, checks are used and dice are rolled.

Example

Julia gathered her group to begin the session, starting with a description of the opening scene.

Julia: "It is the 2nd of Fogmoon 322. You are in a tavern in the tranquil town of Lindfield in the south of Asgoran. It is late in the evening, and outside a light drizzle has caused the blanket of snow from the last few days to be covered in a thin layer

of ice. It's going to be cold tonight, and slippery. The tavern is well filled. With a creak, the front door opens and a cloud of fine rain enters the pub. Immediately followed by a figure in a far too tight tar rain jacket."

This is the prelude, and Tom decides that his character *Jamie* would like to have a look at the newcomer. He announces the actions for Jamie:

Tom: "I'm going to have a very close look at the stranger, I've already noticed this ill-fitting jacket."

Julia: "You notice that wet, black hair is falling from under the hood into the face of an old man. Why don't you do a *perception* check, to see what else is going on?"

Think of the game as a shared story that everyone helps write. The Game Master is the architect, designing a world in motion with a cast of characters, hidden motives, and an event that pulls your characters into the heart of the action. But from that moment on, the players are in the driver's seat.

Whether you uncover a dark conspiracy or prevent an impending catastrophe is unknown. The Game Master sets the scene, but the players' decisions determine where the story goes.

It's all about storytelling

If you think of computer role-playing games, the strategic development of the character is the most important point. He must be able to survive future battles and have the best possible stats for possible challenges. In pen and paper role-playing games, it is about the progress of the story, about shared experiences and memories. The best possible focus on "strong" characteristics (so-called *power gaming*) should not be in the foreground here. Because the story is always carried forward together, there are very flexible solutions for all challenges.

A thought on power gaming: The Realms of Tirakan rulebook deliberately does not prevent the possibility of pushing a relevant value (e.g. *shoot-ing*) to astronomical heights. There should be

agreement in the game group on what style of play you want to have. The rules deliberately allow these constructions in order to give you freedom in the creation of characters and adventures.

Also, the old role-playing rule comes into play here: **The word of the game master always weighs more than the rules.** Of course, it should normally be the case that the rules are applied as written, because it is the framework for the players to rely on. However, if there is an unclear rule, situation or case, the ruling of the game master decides the outcome.

Combat in the role-playing game

Even if the focus in pen and paper role-playing lies less on armed confrontation, combat still plays an important role. Not every situation can be resolved peacefully. A fight can quickly break out or maybe the characters plan to rob a trader.

Combat in role-playing is treated differently from free play. Time is compressed into combat rounds, and you usually visualise the situation with a map on the (virtual) table. Players take turns, the game leader controls the NPCs. Wounds, or hit points, indicate how well the characters are still doing. You can find more details on the course of the battle in Chapter 5.

In the game, free play and combat should be balanced. There may be adventures that consist of only one (epic) battle, but Realms of Tirakan is not a realistic battle simulation. The aim is to carry out a conflict in the most entertaining, cinematic and or exciting way possible.

When fighting in the *Realms of Tirakan* system, however, the following things should always be followed due to the special features (reactions, stealing actions, etc.):

- Always use a map. A basic map of the situation ensures that there are no misunderstandings in positioning, no matter how short the fight is. A map can be a pre-made,

elaborate map, but a quickly drawn floor plan works just as well.

- Always use a scale. Characters have different movement ranges. To keep track of advantages and drawbacks make sure not to mix metric and imperial systems.
- Use an initiative tracker. Initiative determines the turn order in combat and visualizes it transparent for all players. In Realms of Tirakan, it is important for the players to know when it is their turn again (not just because they lose their unused actions).

Characteristics

Realms of Tirakan has different approaches compared to other role-playing systems. In part, these were designed to achieve flexibility in the scenarios possible. The system puts a lot of focus on being easily accessible while allowing the player to perform heroic actions in combat.

Standard six-sided dice are used for rolls and checks. Dice are rolled in the number of the respective value. Rolling a 5 or higher means *success*. Usually, a single success enough to pass a check.

Character templates

Realms of Tirakan is not just a numbers game. Characters are not created or enhanced by allocating points to skills, attributes or other stats. Instead, *character templates* are used. Each one represents a small stage in the character's life.

These templates are subdivided into the life aspects: *lineage, occupation, education, character, talent* and *environment*. While the templates in the first two categories carry many traits (i.e. a healer is conscientiousness, and has first aid and medicine skills), a template from the talent section can be, for example, "Good Speaker", which only buffs the *communication* skill.

Character templates "bought" with *reputation* points, which are similar to experience points that characters receive for completing adventures.

Special actions in combat

The combat is designed to make the action as impressive as possible, but the mechanics are kept simple. The usual turn order of players applies, but the process is a little more fluid. Players are able to use *Reactions*, that are built into the combat system. Every player can save one or more actions in their turn until the next round of combat. These can be used to *react* other players or NPC actions in their respective turns. An example:

Additionally, it is possible to spontaneously create your own actions in combat by spending *bonus dice*, which are obtained through templates. Or the player can even steal an action from opponents by spending a *destiny die*. Although destiny dice are very rare, it may be possible to steal the enemies fatal blow and turn it into the players own action. This may sound somewhat unrealistic, but it gives the battle very dynamic options and can often lead to epic cinematic situations that even the game master cannot foresee.

Weapons

Weapons are designed to be upgradeable in Realms of Tirakan. There is a list of weapon modifications. Different ammunition is also represented as a weapon modification.

You can find more information about the combat rules and weapon modifications in Chapter 5.

Eras and extensions

Realms of Tirakan is designed to be as flexible as possible. It can be used for many scenarios, whether it's fantasy, science fiction, horror or stories in the "real" world. It offers a basic set of ready-made weapons, character templates, items and ar-

mour, which are divided into earthly eras. In addition, it is of course possible for a game group to create and use its own content.

To ensure that every scenario is possible, Realms of Tirakan distinguishes between three types of extensions.

◆ The basic rules

Some elements are always and everywhere valid. They apply regardless of which era or extension is chosen. Many character templates such as “Conscientious”, “Gun nut”, “Tattletale”, but also weapons and items are always available regardless of era or extension.

◆ Era or Age

Eras or ages are earthly time periods that are the template for all scenarios (including fantasy). They provide a technological level for weapons and items and determine what is available to players. Earthly history is divided into 8 ages.

- **Classical Antiquity** - 800 BC-600 AD.
- **Medieval Ages, Vikings and Crusades** - 500-1500
- **Victorian Age and the Wild West** - 1700-1900
- **Imperialism and World Wars** - 1900-1950
- **Cold War and the 80s** - 1950-1990
- **Modern Times** - 1990 and beyond
- **Science Fiction** - a distant future

The content of the era is based on the earthly technology of the time. An adventure always takes place in one of the eras. In addition, the contents of the eras are kept as free as possible from specifically earthly elements so that they can also be used in a fantasy world of their own. Of course, the Modern Era, has well-known modern weapons, and the two-handed sword is also an earthly invention. However, it is kept as generic as possible so

that it also fits into a scenario that is not set on Earth.

◆ Extensions

In addition to the eras, certain extensions can be chosen to add magic or the workings of gods to an adventure, for example. These extensions can be chosen at will by the game master and are optional.

- **Magic** - adds the magic resource “Arcana” for the characters and brings spells and artifacts.
- **Horror** - defines rules for dealing with horror elements, stress and quirks.
- **Pantheon** - provides rules for interacting with gods: invocations, prayers and grace.
- **Body modifications** - provides a catalog of biomechanical elements that can be integrated into the body according to specific rules.

Worlds

By combining eras and extensions, any scenario can be created. A Cthulhu story in the Wild West is just as possible as a magical world in the modern age. A classic fantasy world of your own creation could make use of the Middle Ages era and the “magic” extension.

Some existing worlds combine this combination of eras and extensions, and also give you the description of an entire world. They are available as a complete template and can be used directly.

◆ Realms of Tirakan

The world of Tirakan is a complete fantasy world that can be played at any time in a 1000-year history. An elaborate story of humans, elves, gnomes and many other peoples tells the struggle of civilisations against minotaurs, lizards and a nameless darkness.

- **Era:** Middle Ages

- **Extensions:** Magic, Pantheon
- **World Description:** tirakans-reiche.de

♦ The Adventures of Division V of the NEXUS

The story of Department V of the NEXUS is set in the modern era. It is a fictional secret organisation founded to protect humanity from alien and para-

normal threats. Players play agents of Department V of the NEXUS, and through the ability to time travel, experience adventures in all sorts of eras and worlds.

- **Era:** Modern
- **Extensions:** Horror, Body Modifications, Vehicles and Drones
- **World Description:** phasesix.org

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A woman with long brown hair and light skin is the central figure. She wears a dark blue tunic with a fur-trimmed V-neckline, a red capelet over her left shoulder, and a brown leather pauldron with gold-colored circular ornaments. A chain necklace with a circular pendant hangs around her neck. She holds a longsword with a cross-guard featuring star-shaped details. Her left hand, adorned with a ring, rests on the sword's hilt. The background is dark and moody, with dramatic lighting highlighting her face and armor.

The Character

To enter the world of Realms of Tirakan, you need a character - a fictional person you breathe life into and whose destiny you guide. The character sheet is where all the stats and traits that make your hero unique are recorded.

This chapter provides an overview of a character's fundamental attributes. The process of character creation is described in detail in Chapter 3.

Persona

The Persona attributes refer to the mental characteristics of the character. Each value corresponds to a personality trait. Persona traits have their own value and are also the base for skills.

Education

Education measures a character's acquired general knowledge and their ability to recall learned information. A high value suggests a person who has read a lot, attended a good school, or possesses an insatiable curiosity. Consequently, such a character excels in all theoretical skills like *Nature* or *History*.

Logic

While *Education* represents a character's stored knowledge, *Logic* is their ability to apply that knowledge and draw new conclusions. *Logic* is always crucial when it comes to creating a coherent picture from existing clues or analyzing complex problems. A character with high *Logic* is therefore superior in skills like *Investigation*, to connect the crucial details at a crime scene, or in *Mechanics*, to see through the design of a trap and disarm it.

Conscientiousness

Conscientiousness describes a character's diligence, discipline, and reliability. A high value sig-

nifies a methodical approach and prevents careless mistakes, which is crucial for skills like *First Aid* or *Stealth*.

Willpower

Willpower is the mental fortitude and determination with which a character pursues their goals and resists adversity. It represents the inner toughness to not be swayed from one's path by external pressure or internal doubt. A high value is therefore the foundation for skills like *Courage*, to remain steadfast even in hopeless situations, or *Intimidation*, to project one's own will onto others.

Apprehension

Apprehension describes how quickly and precisely a character grasps and processes their surroundings with all senses. It is the measure of innate alertness and awareness of one's environment, from the smallest sound to the widest landscape. A high value is therefore the foundation for skills like *Perception*, to spot hidden details or dangers, and *Orienteering*, to avoid getting lost in unfamiliar terrain.

Charm

Charm is the ability to create a positive connection with others and win them over through choice of words, demeanor, and personality. In contrast to purely external *Attractiveness*, Charm is an attribute based on intuition. A high value in this area is the foundation for skills like *Politics*, to win allies and conduct negotiations, as well as *Empathy*, to understand and react to the moods of others.

Physis

All physical attributes describe the character's physical abilities. Each attribute has a value that indicates the number of dice rolled for that attribute.

Deftness

Deftness covers both a character's general physical control as well as their fine hand-eye coordination. It is the measure of reflexes, balance, and the ability to execute precise and controlled movements. A high value in this attribute allows a character to excel in skills like *Acrobatics*, to evade obstacles and maintain balance, as well as in *Shooting*, to reliably hit a target even at a great distance.

Strength

Strength is the measure of a character's raw muscle power and physical might. It represents the ability to exert overwhelming physical force, whether to move heavy objects or to inflict devastating damage in combat. A high Strength value is therefore crucial for *Hand to hand combat*, to smash through armor with powerful blows, as well as for *Throwing*, to hurl objects at a target with great force.

Attractiveness

Attractiveness measures the immediate impact of a character's physical appearance and presence on others. This value doesn't necessarily describe conventional beauty, but rather how memorable or captivating a person's appearance is - be it through graceful features, an intimidating stature, or striking characteristics. High Attractiveness ensures that a character stands out from the crowd and leaves a strong first impression before they have even spoken a word.

Endurance

Endurance describes a character's purely physical resilience and toughness. It determines how long someone can engage in strenuous activities like a forced march, a long run, or a fight before exhaustion sets in.

Resistance

Resistance is the body's innate toughness and constitution, allowing a character to withstand damage and hostile influences. It represents the ability to mitigate the effects of poisons, or endure the hardships of extreme heat and cold. A character with high Resistance fends off diseases and other harmful effects more effectively.

Quickness

Quickness measures both a character's pure movement velocity as well as their reaction time. It determines how rapidly a person can travel to cover distances, but also how quickly they can react to sudden events or dangers.

The minimum roll

The minimum roll is a central feature of the character. It specifies the result a die must have to represent a success. The minimum roll is defined by the lineage and is 5+ for most characters. The "Masterly Presence" template lowers the minimum roll by 1, otherwise it can only be changed by special events or rare items, and often only for a short time.

Evasion

Evasion is used in combat and allows you to avoid a melee attack. It is equal to the Evasion value of the lineage plus the average of *Quickness* and *Deftness* (rounded up). Armour and weapons reduce this stat. Character templates can change this value.

Protection

If a character has protection due to their lineage, this is called "innate protection". Unlike the other

protection types, this protection does not deplete until the end of combat; it refreshes at the start of the player's combat round (see Chapter 5).

Additional dice

Each character can have a number of *bonus dice*, *destiny dice* or *rerolls*. All three have different uses (see Chapter 4), but always represent an advantage to the character that can be used during the game.

The character can regain used dice during the rest (see Chapter 7).

Skills

More complex actions or knowledge are described by *skills*. All characters have the same skills with different values, so the GM can be sure that a player can definitely roll a skill.

Each skill has a base attribute and a skill value. For example, the base attribute for the skill *Intimidation* is *Apprehension*.

The base attribute is added to the bonuses of the selected character templates.

Intimidation

The Intimidation skill is a measure of how well a character can intimidate others. This skill can be used to extract information from an opponent or to make them retreat from a fight.

Attribute: *Apprehension*

Empathy

Empathy is the ability to interpret a person's feelings and moods, and perhaps to recognise intentions. Thoughts cannot be read.

Attribute: *Charm*

Stealth

Stealth is the art of concealment. This skill is used both for stealthy movement (sneaking) and to check how secretive the character is. It can be used, for example, when the character is being interrogated or is tempted to divulge a secret.

Attribute: *Conscientiousness*

Magic Knowledge

Magic Knowledge is the theoretical and academic knowledge about the nature of magic. It allows a character to analyze the structure of a foreign spell, decipher arcane writings, or know the history and rituals of ancient magical cults. In direct contrast to the practical skill of *Spell Casting*, Magic Knowledge is the skill of understanding and identifying, not of applying.

Attribute: *Charm*

Orientation

This skill is used for orientation, both in the countryside and in confusing situations. It can be used in the confusing crowds of the city, but also when the character is whirled by a water vortex.

Attribute: *Apprehension*

Politics

Whenever it comes to assessing political action, this skill is used. This can be the case in real politics, but can also represent moving safely in aristocratic circles.

Attribute: *Charm*

Religion

This skill includes knowledge of religious teachings, as well as confidence in performing religious ceremonies.

Attribute: *Conscientiousness*

Courage

This skill comes into play whenever it is a question of how brave a character is. For example, it can be used to determine whether a character is brave enough to face a powerful opponent.

Attribute: *Willpower*

Deception

If the character wants to deceive an opponent, or, for example, cheat at the game, this skill can be rolled on.

Attribute: *Charm*

Persuasion

If the character wants to convince his counterpart argumentatively, this skill is used.

Attribute: *Willpower*

Investigation

This skill is used when the character wants to examine an object, a certain scene or an object for certain properties.

Attribute: *Apprehension*

Perception

Perception represents the character's ability to perceive things in his environment. This can be the

search of an house, the search for the shadowy thief at the edge of the forest, or even a movement in the face of the opponent.

Attribute: *Apprehension*

Acrobatics

Acrobatics is the art of moving quickly and skillfully. Unlike athleticism, this skill is used when the character climbs over a ledge or makes a short sprint.

Attribute: *Deftness*

Performance

Performance is the artistic presentation. This can be acting, but also the musical performance of a piece. An impressive tall tale can also be told with the help of performance.

Attribute: *Charm*

First Aid

First aid must be carried out with sufficient dressing materials to be successful.

If the throw is successful, the person receiving first aid recovers wounds equal to half the successes (rounded up) of the throw.

First aid stops any bleeding.

Attribute: *Conscientiousness*

Driving

The Driving skill describes the driving of all kinds of vehicles. The skill applies to all mobile objects such as ships, vehicles or carriages.

Attribute: *Deftness*

History

History describes the character's knowledge of history and past events. Antiquities can also be assessed with this skill.

Attribute: *Education*

Communication

The ability to socialize is described by the skill Communication. It describes how skillfully the character behaves in conversations.

Attribute: *Education*

Mechanics

Mechanics includes all manual activities as well as the knowledge of mechanical processes. Working on a piece of wood or understanding a mechanical clock can be mapped with this skill.

Attribute: *Logic*

Hand To Hand Combat

The value of this skill is the basis for attacking with melee weapons. This skill is not usually rolled on directly.

Attribute: *Strength*

Nature

Nature describes the character's knowledge of all facets of nature. This skill can be used when the character is searching for plants, gathering wood in the forest, or judging the nature of an animal.

Attribute: *Education*

Shooting

The value of this skill is the basis for attacking with ranged weapons. This skill is not usually rolled on directly.

Attribute: *Deftness*

Throwing

This skill is used whenever the character throws objects. These can be simple objects like stones, but also incendiary charges or nets.

For exact rules on throwing items, see Chapter 5.

Attribute: *Strength*

Spell Casting

The spell casting skill is the measure of a character's mastery over raw magical energies and their ability to shape and direct them with purpose. It is used to cast powerful spells, engage in magical duels, or create artifacts. In crucial contrast to the purely theoretical *Magic Knowledge*, spell casting thus describes the active and practical application of magic.

Attribute: *Willpower*

Knowledge

Knowledge works in a similar way to skills, but the list is not predefined. Characters can have different knowledge skills based on their background, which they can use freely. Knowledge is always associated with a skill. The effective die roll value is the sum of the knowledge value and the skill value.

Knowledge is gained through character templates. The character templates indicate whether they bring this knowledge with them.

Shadows

A character can have special traits that affect them outside of their physical or mental attributes. Each *shadow* has its own description or rule. For example, a character may have a rival or be obedient to authority. Shadows do not have values, but can have their own rules.

Shadows are indicated on character templates. If a character template contains a written rule, it is a shadow.

Languages

The number of languages a character can learn is based on the sum of their *Education* and *Logic* attributes. These can be any languages from the character's world. If the sum of these attributes is 0 or less, the character has only a limited under-

standing of their native language.

The limit on the number of languages that can be learnt serves as a guideline for new characters. However, languages learned in the course of the game can exceed this limit.

Character templates or magical items can increase the number of languages that can be learnt.

Contacts

Contacts are connections that a character has with other people or beings that they can rely on. These are typically people outside the party, such as a noble, a government contact, or a doctor.

When creating a character, they can have a certain number of contacts, based on the sum of the *Charm* and *Attractiveness* attributes.

This number can be exceeded if new contacts are made during the game.

Character Sheet

The following pages contain the character sheet for Realms of Tirakan. Print them out to record your character. Each page is designed to be printed on a single sheet of paper.

Portrait

Character

Name

Lineage

Profession

Player

Campaign

Era

Reputation

Free reputation

Wounds



Boost

Protection



N normal · C critical · H sticky · B bleeding · P poison · F fire ·

R reflection

Combat



Actions



Min. roll



Evade

Conditions

☐ Dying

☐ Unconscious

☐ Shocked

☐ Burning

☐ Bleeding

☐ Poisoned

☐ Hunkered

Persona

Education ☐

Logic ☐

Conscientiousness ☐

Willpower ☐

Apprehension ☐

Charm ☐

Physis

Deftness ☐

Strength ☐

Attractiveness ☐

Endurance ☐

Resistance ☐

Quickness ☐

Skills

Acrobatics (Deftness) ☐

Communication (Education) ☐

Courage (Willpower) ☐

Deception (Charm) ☐

Driving (Deftness) ☐

Empathy (Charm) ☐

First Aid (Conscientiousness) ☐

Hand to Hand Combat (Strength) ☐

History (Education) ☐

Intimidation (Apprehension) ☐

Investigation (Apprehension) ☐

Magic Knowledge (Charm) ☐

Mechanics (Logic) ☐

Nature (Education) ☐

Orientation (Apprehension) ☐

Perception (Apprehension) ☐

Performance (Charm) ☐

Persuasion (Willpower) ☐

Politics (Charm) ☐

Religion (Conscientiousness) ☐

Shooting (Deftness) ☐

Spell Casting (Willpower) ☐

Stealth (Conscientiousness) ☐

Throwing (Strength) ☐

Shadows & Knowledge

Shadows

Knowledge (skill) and dice

Weapons

[illegible]

Armour ♦

Item	Protection	Encumbrance	Notes	Worn

 Items

Languages

 Contacts ◆

🍃 Description & Background

[illegible]

Arcana



Spell points

Magic level

[illegible]

Deity

10

Level of faith

10

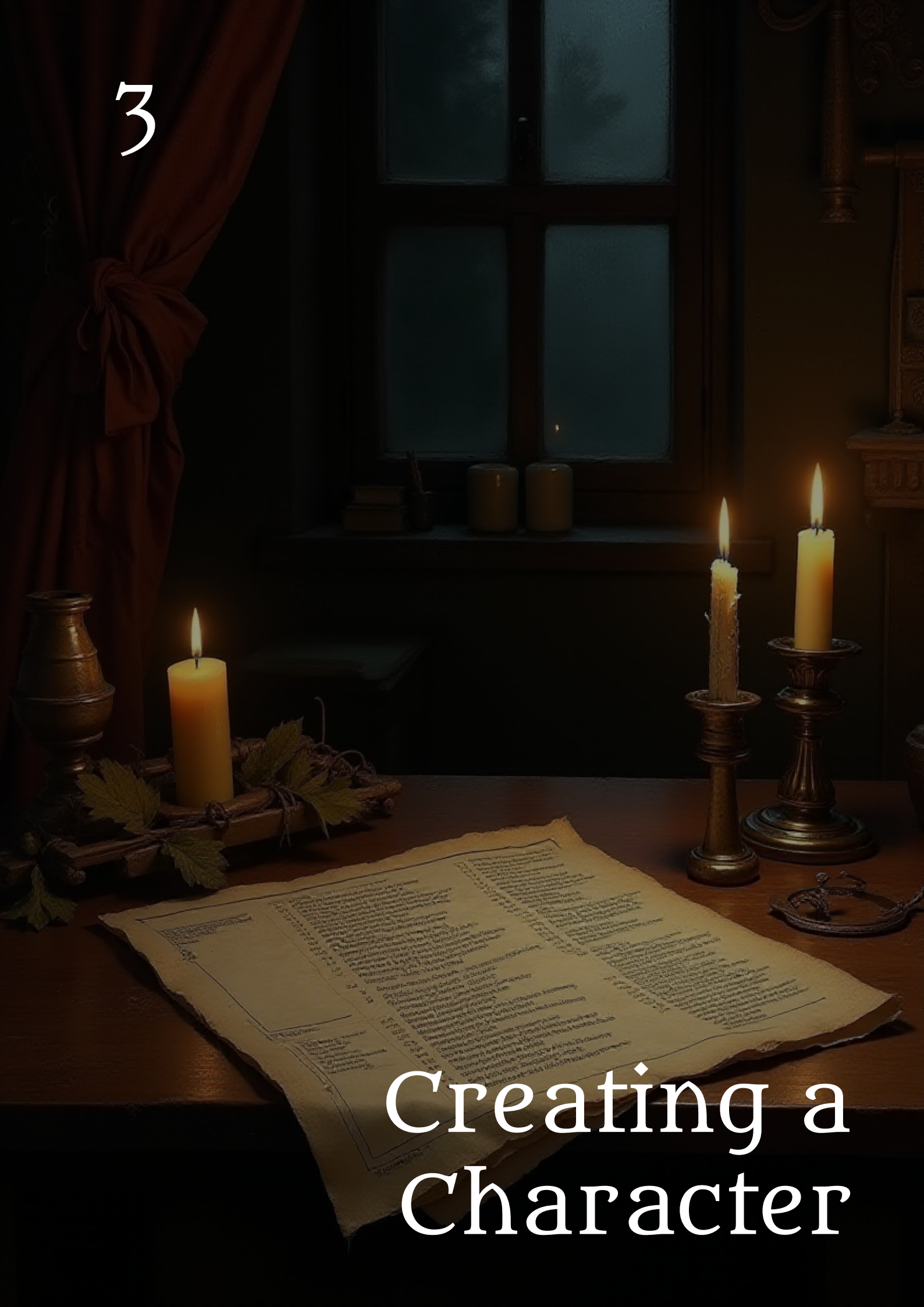
Attitude (1--100)

Grace

[illegible]

Relics

3

A still life scene set in a dimly lit room. In the foreground, a wooden desk holds an open, aged book with two columns of text. To the left of the book is a small, ornate brass candlestick holding a single lit candle. To the right is a larger, more elaborate brass candlestick holding two lit candles. A small, decorative metal object lies on the desk near the larger candlestick. In the background, a window with four panes is visible, with a dark curtain tied back on the left. On the windowsill, two small, unlit candles and a small container are placed. The overall atmosphere is warm and intimate, with light from the candles illuminating the scene.

Creating a Character

To create a character, you select character templates that reflect their life stages, talents and interests (see Chapter A). Each template can alter the character's attributes and skills, as well as bringing knowledge and shadows.

Additionally, character templates can unlock game mechanics, such as performing the actions of a priest or learning magic spells.

Reputation

A character's reputation reflects their level of fame. Characters earn a certain amount of reputation for each adventure they complete. New characters usually start with 20 reputation points. However, the game master can determine this.

Reputation is used to add character templates. Each template costs a certain number of reputation points.

Character templates can have negative reputation costs. In this case, the player receives the points when they select the template. This applies to the *Drunkard* template, for example.

Selecting templates

A character template represents a specific stage in a character's life. Each template is assigned to one of the following categories: education, occupation, talent, interests, character or environment.

Each template alters a small number of the character's attributes and skills, either positively or negatively, and may bring with it knowledge or shadows. Additionally, templates may contain their own rules, which the character then adopts.

Scholar

Reputation:	10
Education	+4
Nature	+1
History	+2
Communication	+1

Each template is worth a certain amount of reputation. This is the number of reputation points that must be spent to incorporate the template into the character's career.

The list of templates can be found in Chapter A.

Base values

All of a character's attributes, skills and other values start with a uniform base value. Information from the character templates is then added to these values.

- Actions: 2
- Minimum roll: 5+
- Bonus, destiny, and re-rolls: 0
- Attributes: 1
- Skills: 0
- Innate protection: 0
- Maximum wounds: 10
- Arcana: 0
- Spell Points: 0

Lineage

First, during character creation, you choose your character's lineage. This origin not only describes the culture your character comes from, but also provides a lineage template that grants the typical strengths of a member of your people.

Only one lineage template may be chosen, and it does not cost any Reputation.

The available templates are listed in the Chapter A.

The chosen lineage is noted in the career and the specified modifications are added to the character's values.

Additional templates

You can now select as many additional templates as you wish until you have used up all your reputation. You can combine templates from all categories. This means that your character can have one or more occupations, or none at all.

The modifications specified for each template are added to the character's values. In addition, the knowledge, shadows and other rules of the template are added to the character sheet.

All values can also become negative (see Chapter 4).

Remaining reputation

Once the player is satisfied with the template, they can declare the character finished. Any remaining reputation that has not been spent will be added to the character's reputation (see Chapter 8). This means that no reputation is lost.

Contacts and languages

Once the character templates have been finalised, the character's languages and contacts can be determined.

Contacts

Contacts are acquaintances or connections that the character had before the start of the campaign. They are recorded with their names and descriptions, and can be imagined as desired.

The number of contacts a new character can have is determined by the sum of the attributes *Charm* and *Attractiveness*.

Contacts are recorded on the character sheet.

Languages

A new character can learn a certain number of languages based on the sum of their *Education* and *Logic* attributes. These can be any languages. If the sum of these attributes is 0 or less, the character has only a limited command of their native language.

Languages are recorded on the character sheet.

Equipment

Once the character's stats have been determined using the templates, the character can be equipped with gear. The game master sets a starting capital for the characters for the campaign or adventure.

The starting capital is usually 2,000 Gulden.

This starting capital can be used to purchase equipment such as weapons, armor, and items. For more details, see the Chapter 6 chapter.

Equipment

Chapter B, Chapter D and Chapter E can now be purchased with your starting capital. Any purchased items can be noted on the character sheet with their values, and the price can be deducted from your starting capital.

Assets

Any starting capital not spent on weapons, armor, and similar items becomes the character's assets.

Spells

Character templates offer *spell points* and allow the character to learn spells of a certain *origin*.

If the character has obtained both through the choice of character templates, they can use the spell points to choose spells that they have mastered.

Spells are acquired in a similar way to templates for points. Spell points are used for this purpose. Each spell has a specific cost for which it can be added to the character sheet (see Chapter F). Only spells of origins that the character has unlocked through character templates can be selected. More details can be found in the chapter ??.

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Rolls and Checks

Whenever a character performs an action with an uncertain outcome, dice are rolled for a suitable value, which is usually determined by the game master. The outcome of the roll indicates whether and how well the action succeeded. This is called a *roll* or *check*.

All dice are rolled using six-sided dice. The number of dice is determined by the character's value in that attribute, plus any bonus or destiny dice.

A check is therefore a roll with a *number* of dice, where a *minimum roll* must be achieved, which can be modified by a *level of difficulty*. The elements are explained in more detail below.

This type of check is used everywhere outside of combat. In combat, there are special rules for determining hits and injuries.

The number of dice

The number of dice rolled for a check corresponds exactly to the Total Skill Value. This value is the sum of the skills' Base Attribute and any bonuses granted by Character Templates.

Example

A character with a Total Value of 4 in 'Intimidate' (e.g., Apprehension 1 + Template 3) rolls 4 six-sided dice.

Knowledge skills have a value that determines the number of dice rolled. However, an associated skill is also given, and its value is added to the knowledge value. For example, a character with the skill 'Communication' 2 and the knowledge 'Etiquette (Communication)' 3 has 5 'Etiquette' dice.

If the total value is 0 or negative, the character cannot make the check without further help, he is simply too bad at this skill. However, *bonus dice* or *destiny dice* can be used even if the value is negative.

The minimum roll

The minimum roll for a character is 5+. This can be altered by lineage, additional character templates or special circumstances.

Example

Hagen's player wants to use brute force to break down a door that stands between him and a suspected gang of thieves. The GM asks him to roll for strength.

Hagen has a value of 4, so he rolls 4 dice. Any die that comes up 5 or higher is a success. However, Hagen's player rolls 4 successes and immediately kicks the door in the first thief's face.

The minimum roll is in the form of "X+" to indicate that this is the minimum roll that must be achieved.

Levels of difficulty

The GM can modify the minimum roll for particularly easy or difficult checks. For hard checks, the modifier can be specified as a roll +, for easy checks as a roll -.

A +3 test means that the minimum roll is increased by 3, so usually 8+. This is where the fact that all dice are rolled *further* comes into play, i.e. they are *exploding dice*.

The usual difficulty levels are:

- -2: very easy
- -1: easy
- 0: normal
- +1: difficult
- +3: very difficult
- +6: extremely difficult
- +12: impossible

Example

There are two locks to pick, a simple padlock and a complex cylinder lock. Hagen has a picking skill of 3. The GM requires a -1 check for the padlock and a +6 check for the cylinder lock.

Hagen rolls 3 dice on 4+ for the padlock and 3 dice on 11+ for the cylinder lock.

Exploding Dice

In Realms of Tirakan, it is possible for the minimum rolls to be higher than 6+, sometimes significantly higher. The *exploding dice* rule applies to any roll.

Dice that result in a 6 after being rolled may be rolled again. The results are then added together. For example, a 9+ roll can be made by rolling a 6 and then at least a 3. A 14+ roll can only be made by rolling a 6, then another 6 and then at least a 2.

As no distinction is made between the individual dice in a roll of multiple dice, all sixes can be re-rolled at the same time if this is necessary to achieve a high minimum roll.

Example

Hagen's GM requires him to roll a +9 Courage check, as he is fighting alone against the band of robbers. He must therefore roll a 14 on at least one of his Courage roll dice. Fortunately, he has a Courage rating of 5, so he has 5 dice to roll.

On the first roll, he rolls 4,2,6,6,1, giving him two sixes, which he can keep rolling to try to get to 14. The second roll (with the two dice) shows a 6 and a 1.

Now he can only re-roll the remaining die, which shows a 6. Since the second roll shows a 1, even the strong courage does not help, and Hagen only gets a 13.

Critical successes

Similar to **critical hits** in combat, other rolls can result in critical successes. If a die shows a result of at least 11, this is a critical success. This is the equivalent of rolling another *exploding die*, which will again give a result of 5+. Changes to the character's *minimum roll* are not applied here.

Critical successes result in an additional success each time a 5+ is rolled. This results in the following limits for additional successes.

- **Roll 5+:** normal success
- **Roll 11+:** critical success - results in one additional success
- **Roll 17+:** megacritical success - results in two additional successes
- **Roll 23+:** megacritical success - gives three additional successes
- **Roll 29+:** megacritical success - gives four additional successes
- etc.

Bonus dice

A character can have a certain number of bonus dice. These are determined by the templates (see Chapter 3). Any number of bonus dice can be added to the dice of a roll. This can be done even if the actual roll has already failed. In this way, you can sacrifice one bonus die after another in order to achieve a success.

In this way, a check can be made when the number of dice is 0 or less.

The bonus dice are refreshed to their maximum at each rest.

Rerolls

The number of re-rolls a character has is a character trait that can be obtained through templates.

A complete roll can be re-rolled for each re-roll. It is not possible to pass a roll with a value of 0 or less.

Rerolls also refresh to their maximum at each rest.

Destiny dice

Destiny dice are usually given to the character as part of their career, but the GM can also award individual destiny dice for special actions or on special occasions.

Destiny dice can be used as bonus dice as well as for re-rolling. A result of 4+ on a destiny die is **always** a success, regardless of the difficulty of the check. If the destiny die is used as a reroll, this applies to all dice rolled in that check.

The Destiny dice must always be rolled separately from the normal dice to see if they have rolled a 4+.

Example

Looking at the previous example of Hagen's Courage roll (5 dice on 14+), a Fate roll would help him a lot here, as he would only need to roll a 4+.

Destiny dice refresh to their maximum at every rest.

Group rolls

Whenever the group as a whole needs to pass a check, group rolls are used. For example, instead

of asking each player to make an Apprehension check, the GM can ask the whole group to make an Apprehension check. If the check is successful, the effect applies to all characters in the group.

A successful group roll always requires a certain number of successes. The GM decides how many successes are required for a group roll to be successful. Each player then rolls for the required attribute or skill.

All the successes of the characters are added up. If the required number of successes is reached, the check is successful.

In the case of a party roll, each party can use bonus, destiny, and reroll dice as usual. It is also possible to modify the minimum roll based on the severity of the check.

In a group roll, each participant can use Bonus and Destiny dice and Re-rolls as normal. It is also possible to change the minimum roll according to the difficulty of the check.

Concealment

A special roll is the Concealment Roll. This is used when a person is observing a character and is looking for certain conspicuous items of equipment. Each piece of equipment has a concealment value. The higher the value, the more noticeable the item will be.

If a person is observing a character or the whole group, the item with the *highest* concealment value is used for the concealment roll.

The person observing now rolls a number of dice equal to their Perception value *plus* the determined Conceal.

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Combat

Start of combat

As soon as a conflict arises, time freezes and the group determines the order in which the combatants act.

Initiative

Each player rolls d6 according to the *quickness* value. The exploding dice rule applies here as well. The dice results are added up. The competitor with the highest score starts the fight, the others follow in the order of their results.

Example

A rogue with quickness 4 rolls on her speed and gets 4, 5, 1 and 17. Her result is 27.

If two combatants have the same result, the *Quickness* value decides first, and if this is also the same, the *Deftness* value.

Quick Reaction

Before the combat begins, each participant performs a *apprehension* check. This check symbolises the character's ability to react quickly to new threats. If successful, the competitor receives a "Quick Reaction", which allows them to react before their first round of combat begins. This Quick Reaction counts as a normal action (see below), but can only be used for reactions.

If this check fails, the participant does not receive their actions until the start of the first round of combat, and cannot act before then.

Once it is the player's turn, their actions are refreshed and the Quick Reaction expires.

Sequence of rounds

The combat is divided into *combat rounds*. These have the following order:

- Start of round
- The "Player Combat Round" is conducted for each participant in order of initiative.
 - Start of the Player Combat Round
 - The player's actions are refreshed
 - The player performs their actions
 - End of player combat round
- End of round

The participant may perform an action for each of his available actions (see *Actors and Actions*) or save the action for a reaction in his opponent's turn (see *Reactions*).

Once the last participant has acted, the next *combat round* begins with the first participant.

Both "Start of Round" and "End of Round" are phases in which reactions can be made. To do this, players must save actions and perceive the last *actor* directly. Some effects, such as spells, can also be carried out during these phases.

Actor and actions

When it is a participant's turn, they are the *actor*. The *actor* is the participant who is actively acting and can use or withhold their actions as they wish.

At the start of the player combat round, the player's *Actions* are refreshed. The number of actions a character has is determined by their character templates. The base value for every character is 2.

"Refresh" therefore means that all actions are available again. If the participant has already used up any actions, e.g. by actions taken in the previous round, the available actions will be reset to the maximum.

Once the actions are refreshed, the participant can act in combat. To do this, he performs actions one after another, each act taking a certain number of *actions*. Actions can be, among others, the following:

- To **attack** with a weapon
- Parry **with a weapon or object**.
- **Reload** a weapon
- **Use** an object
- **Evade** a melee attack.
- **Aim** with a melee weapon or when firing a single shot.
- Perform any action (see below)
- **Hunker** or lay on the ground (The “Hunkered” status effect is active, see Chapter 7).
- **Stand Up**
- **Walk** *Quickness* + 1 meter (while performing another action without consuming an action, but the minimum roll is increased by 1).
- **Run** *Quickness* + 5 meters
- **Rob** *Quickness* / 2 + 1 meters (rounded up), the character must be *Hunkered*. (see Chapter 7: Conditions of the character)

Actions should not be performed together, but always one after the other, because of possible reactions.

◆ Arbitrary actions

A character can also perform any action that is not on the list. In this case, the GM must decide whether the action requires one or more actions. An action that is not on the list should normally require one action. This could be anything, such as lighting a pipe, smashing two opponents’ heads together, or throwing an object. The GM decides which roll is required.

Reactions

When an *actor* acts in combat, all participants who directly perceive the *actor* may react to that action.

The following conditions must be met in order to respond to an action:

- The reacting participant must directly perceive the *actor*, i.e. he must hear, see or otherwise take note of his action.
- The reacting participant still has unused *actions*.

The reaction is announced and carried out immediately after the *actor’s* action. However, it takes place in the game time before the action. An *action* can only be followed by one *reaction* from a participant. Any number of players can react to the *actor* if they recognise his *action*. In practice, this means that the reacting player announces his reaction after the *actor* has performed his action and possibly rolled the dice. This may vary from situation to situation.

If more than one player reacts to an action, the order of reaction is determined by initiative. The player with the highest initiative reacts first, followed by the other players in descending order of initiative.

Each *reaction* reduces the available *actions* of the reacting participant by one.

Example

Hagen is involved in a fight with a robber. Hagen has attacked in his combat round, but has saved an action to be able to react. The robber’s combat round begins. The robber attacks. The GM rolls four dice and scores three hits. Hagen’s player decides that Hagen should react with a *Shield Parry*. He announces his reaction to the robber’s attack after the GM has made the attack. He can do this because he still has one action left and is directly aware of his opponent’s attack. The reaction now takes place in the game before the robber’s attack. The shield parry rule gives Hagen a cover roll of 5+ for his round shield. He rolls for each of the

robber's three hits. He rolls a 5 twice, preventing two hits. The third hit hits him.

Bonus dice actions

Bonus and destiny dice can be used in combat to gain or steal actions.

To gain an additional action, a *bonus die* can be subtracted. The additional action is available immediately, even for a reaction.

If a *destiny die* is spent, an action can be stolen from an opponent. This is no longer available to the opponent in his current (or next, if it is not his turn) turn. The participant who spent the destiny die has the action immediately available, even as a reaction.

Spending dice for actions does not itself take an action.

Sequence of an attack

Attacks with weapons are handled exactly the same in melee and ranged combat. The only difference is that attacks with melee weapons are thrown at the *Hand to Hand combat* skill, attacks with firearms are thrown at the *Shooting* skill, and attacks with throwing weapons are thrown at the *Throwing* skill.

An attack has the following phases:

- The **Hit Roll** determines how many hits a character achieves in an attack with a weapon. Here, the dice are rolled on the respective weapon skill, and a distinction is made between *critical hits* and *hits*.
- The **Cover roll** is available to the attacked character if he has cover. Here it is possible to avert damage even before the hits hit the armor. Shields can provide cover.

- Converting *hits* into *wounds* taking into account *protection*, *penetration* and *critical hits*.

The hit roll

To carry out an attack, a roll is made with the appropriate skill (shooting, melee or throwing). The number of dice is increased by the weapon's damage potential. The *minimum roll* for this roll corresponds to the character's *minimum roll*.

The number of dice is initially equal to the character's respective skill value (shooting, hand to hand combat, throwing) plus the *damage potential* of the weapon.

Each success causes a *hit* to the target of the attack. How the target can prevent damage is described under *Wounds and Pierce* and *Cover*.

Critical hits

Hits caused during the hit roll become *critical hits* if they reach the value 11 during the roll. This is equivalent to an *exploding die* "thrown farther", which then shows a result of 5+ again. Changes to the character's *minimum throw* are not applied here.

If critical hits are achieved when attacking, they are announced separately from normal hits. A single shot from a bow could thus result in "2 crits, 3 normal hits".

Critical hits are treated as normal hits, but will always penetrate normal armour. Only armour of the type 'protection against critical hits' can protect against critical hits, all other types of armour protection cannot prevent critical hits.

If a *cover* roll occurs, critical hits must be treated separately from normal hits. So the attacked person rolls twice on his cover, once for the number of critical hits, and once for the number of normal hits.

Example

The mercenary Maragas rolls 4, 5, 5 and 14, giving him 2 normal hits and a critical hit. The critical hit penetrates the armour, the normal hits can be reduced by the protection of the person attacked.

◆ Megacritical hits

If *critical hits* occur, the *exploding dice* can be rolled further than 11. The roll continues until no 6 is reached on the respective die.

If a die reaches a 5 again after the second roll, it is a *megacritical hit*. These hits are treated as critical hits, but cause an additional wound if not prevented.

For each roll of a 5+, the number of wounds is increased. So one megacritical hit can cause a lot of wounds. The rule of 5+ results in the following limits for wounds:

- **Roll 5+:** normal hit.
- **Roll 11+:** critical hit - ignores armor
- **Roll 17+:** megacritical hit - ignores armor, +1 wound
- **Roll 23+:** megacritical hit - ignores armor, +2 wounds
- **Roll 29+:** megacritical hit - ignores armor, +3 wounds

And so on.

◆ Aiming

It is possible to aim with ranged weapons as well as with melee weapons.

The character can invest actions to aim at his target more precisely. For every 1 action, the critical hit limit is reduced by 2 for the next attack. This bonus to critical hits may not exceed the character's perception value.

If the aiming character is hit while aiming, the accumulated aiming bonus is removed.

Incorrect distance

Each weapon has a specified distance at which it is effective. If the target's distance differs from that specified with the weapon, there is a penalty to the hit rolls.

If the real shooting distance is less than the specified distance of the weapon, the attack is performed normally. If the distance is increased up to the double of the weapon, the minimum roll of the hit roll is increased by 2.

If the target's distance is more than twice the weapon's range away, it is not possible to shoot or attack at the target.

Cover

If parts of the person being attacked are hidden from the attacker's view, the rule of cover applies. It depends on how much the attacked is hidden. The cover is classified into 3 levels:

- **4+ Cover:** Most of the person being attacked is hidden.
- **5+ cover:** The target is half hidden
- **6+ Cover:** It is a bit harder to hit the target behind light cover. This effect is achieved among other things by the "hunkered" condition.

If the attacked has at least 6+ cover, he is allowed a cover roll after the *hit roll*. For this, he rolls as many dice as the attacker had *hits*. For each success (on the minimum roll according to the cover), one hit is removed.

If the attacker has scored *critical hits*, the Cover Roll must be made separately for critical and normal hits to determine which hits were prevented.

◆ Shields

Shields can be used when the character wields a one-handed weapon.

Shields can be used in two different ways.

- For **Shield Block**, the shield is readied in its own turn with two actions. In subsequent combat rounds, the shield provides the cover listed below for all attacks against the character. While the shield block is active, the character's movement range is halved. The **Shield Block** is active until the character cancels it, that is, lowers the shield.
- The **Shield Parry** can be used spontaneously as a *reaction*. It provides the below cover roll for a single attack and costs one action.

Unlike other armour, shields have a special value, the cover value. This is expressed in the form X+, meaning that shields provide this amount of cover. A round shield provides 5+ cover, so after an attack, the attacked can roll 5+ for each hit to avoid it *before* the application of *Protection* and *Wounds*. This is possible with both *Shield Parry* and *Shield Block*.

Protection and Piercing

Any success of the *hit roll* which was not prevented by *cover* is a *hit* on the target of the attack. Other circumstances can also cause *hits*, for example an explosion can cause "3 hits with 2 wounds each". Here, hits can be prevented by cover.

When a character takes a *hit*, they can use *protection* to avoid that hit. The character has a *protection pool*, which is a combination of all their armour and other effects. For each unit of protection used, one hit is prevented, possibly with additional effects (see Protection Pool).

Any hit not prevented by *protection* becomes as many wounds as the weapon or effect specifies. If nothing is specified, a hit causes one wound.

Protection Pool

Each character has a *protection pool* made up of all their armour. Each piece of armour has a certain amount of protection, which is expressed in

protection units. You can find more information about armour in the Chapter 6 chapter.

When a character is attacked or otherwise hit, they can use protection from their protection pool to prevent these hits. Using protection does not cost an action, and you can use as many as you like.

The protection pool represents the armour a character wears in battle. During combat, the armour can shift, a strap can break, and a piece of armour can fall off. As a result, the pool gets smaller during the fight, which is represented by the amount of protection spent. After the battle, all the armour in the pool is restored.

The protection pool is only available during combat. When a character takes damage outside of combat, it is up to them and the GM to assess the potential damage reduction provided by armour.

Example

Hagen wears a linen tabard. It has a protection value of "N N B", meaning it provides twice the normal protection and protection against bleeding. His opponent strikes with a powerful war axe, dealing 6 normal hits and one critical hit.

Hagen's player decides to use the "N" protection to remove two of the normal hits. He removes the "N" protection from his protection pool for this fight and takes four more hits. He cannot prevent the critical hits, as neither "N" (normal protection) nor "B" (protection against bleeding) can prevent them.

Wounds

A *wound* is added directly to the wounds taken by the character. It can only be prevented if a template, equipment or other explicitly contains a rule that modifies wounds.

Weaponless melee

If the character attacks without a weapon, the player rolls hit dice equal to his *hand-to-hand combat* value. The minimum roll is equal to the character's minimum roll, which is usually 5+.

If the character's *Strength* value is higher than 2, the *Melee* melee attack has *Piercing* 1.

If the character's *Quickness* value is higher than 2, the character adds one die to the roll.

The range of an unarmed melee attack is 1 meter.

Dodge

The attacked character can dodge a melee attack as a reaction. This requires that the attacked character has an action available and can sense the attacker. Thus, an attack from behind cannot be dodged.

The value is equal to the dodge value of the character templates plus the average of speed and dexterity (rounded up). The load of armor and weapons reduces this value.

To dodge an attack, the character rolls a die to his value in *Dodge*. The minimum roll for this is increased by the number of hits the opponent scores. If the attacked person scores at least one success, he has completely dodged the attack.

Parry melee attacks

Melee attacks can be parried if the attacked has a suitable melee weapon ready and an action left.

To do this, you make a *reaction* roll as if you were attacking with a weapon. For each success on this roll, one of the attacker's hits is removed. *Critical hits* can only be prevented by critical successes on the parry roll.

Special Attacks

There are a number of special attacks that a character can use to refine or change their attack.

Accurate Attack

In the accurate attack, the character aims longer to land a better hit. The exchange ratio here is 1 action for reducing the minimum roll by 1. The exchange can also go over turns. The minimum roll can be reduced by a maximum of the character's Perception value, but cannot go below 2. No other action can be taken during this time. After that, a normal attack is made with the changed values.

Knockout Attack

The Knockout Attack has only the intention of knocking an opponent out, but without inflicting any damage. The attacker must wield a blunt weapon, or at least strike with a blunt object. If the attack is successful, the opponent roll a resistance check. If he does not achieve as many successes as there are hits, he is knocked out.

The attack does not inflict any wounds. Cover and armor are taken into account as usual.

Massive attack

In a massive attack, the character gathers all his strength to deliver a massive blow. For each additional action the character invests in this attack, the number of dice for this attack increases by 3, up to a maximum of the character's strength value.

Disarming attack

With a disarming attack, the attacker tries to knock the weapon out of the opponent's hand. To do this, he must succeed in an attack on the weapon's

arm, with a minimum roll raised by 2. The attacked person must roll on his strength or deftness after the attack, and achieve at least as many successes as the attacker had hits.

If the attacked fails to do so, he has been disarmed. The disarming attack doesn't cause any wounds.

Two-handed fighting

If the character is particularly skilled in the use of a weapon, he can wield two weapons of the same type at the same time, i.e. ambidextrously. Two-handed fighting is only possible with one-handed weapons. Weapons that are wielded with both hands anyway (heavy axes, polearms, etc.) cannot be wielded in two-handed combat.

If a character wields two weapons of the same type at the same time, the character gets one more action per combat round. The weapon he wields with his secondary hand attacks with a minimum roll increased by 1.

Support weapon

If this is possible with the weapon being used (usually firearms except bows), the character can place the weapon on a suitable spot before using it. Supporting takes one action. If shooting with a supported weapon, the minimum roll is reduced by 1. It costs no action to pick up a propped weapon again.

Coup de grâce

A character can kill an opponent directly if the opponent is *unconscious*, *sleeping*, or *dying*. To do

this, the player rolls a normal attack roll. If this roll succeeds with at least one success, the opponent receives the status *dead* with the level corresponding to the successes of the attack. If the opponent is already *dying*, the level of the state is increased by the number of wounds of the attack.

If the attack fails, a sleeping victim is likely to awaken.

Throwing objects

If an item, such as a throwing net, is thrown at a target, the character rolls to its *throw* value. The minimum roll is equal to the character's minimum roll, usually 5+.

If the roll results in at least one success, the character has hit his target.

Deviation

If the roll on *throwing* shows no success, then the roll has failed. In this case, a roll is made on the deviation.

First, a 2D6 is thrown to determine the direction of the deviation. The result of the throw gives the direction in the way of the "clock", seen by the throwing character looking at the target. A 3 thus deviates to the right of the target, as seen by the throwing character.

Then a D6 is thrown, which determines the distance of the deviation in meters.

The thrown object thus lands at the determined location.

6



Equipment and Gear

An essential part of the adventurer's life is the equipment. For a new character, the starting capital can be used to buy equipment. This section describes the different types of equipment, their characteristics and their values.

Items

The simplest form of equipment are items. These can be anything that the character accumulates in their life. Tents, torches and bandages are equipment items. Animals and carts also fall under equipment. If the character acquires or obtains an item, it is simply noted on the character sheet.

Items are sorted into the following categories:

- First aid
- Vehicles
- Containers
- Curiosities
- Lights
- Musical instruments
- Pet supplies
- Trekking equipment
- Potions
- Throwables
- Tools
- Ingredients
- Surveillance

Properties

Items can have various properties relevant to the game. All items have the following properties:

- **Price:** this is the average purchase price of the item when it is acquired. This price is expressed in Gulden .

- **Rarity:** Rarity describes how available the item is. It can be *common*, *uncommon*, *rare*, *legendary* or *unique*.

- **Weight:** the weight of the item. This is used to judge the carrying capacity of the character, although there is no rule for overloading here.

- **Concealment:** the concealment indicates how easy an item is to find if an observer is specifically looking for it. A higher value here represents an item that is easier to find.

Item rules

Some items have special rules that may also require a skill or attribute roll. These rules are listed with the item. For example, a bandage allows you to use your First Aid skill to heal a character.

Charges

Items can contain charges. If this is the case, a charge is removed if it is used successfully.

For example, a carafe of arcane potion has three charges.

If all charges are used up, the item can no longer be used according to its purpose until it is possibly refilled.

Weapons

Weapons are distinguished from everyday items, they have different game values and mechanics. Like items, weapons are recorded on the character sheet when they are purchased or obtained by other means.

Weapons are assigned to different types of weapons. In the game, only the difference between melee, ranged and throwing weapons is important, as the respective value (shooting, hand to hand combat,

throwing) is rolled. There are the following types of weapons:

- Axes
- Blades
- Blunt Weapons
- Bows
- Polearms
- Slings
- Throwing Weapons

Properties

Weapons have the following properties:

- **Price:** As with items, this is the price for which the weapon can be purchased on average.
- **Rarity:** Rarity describes how available the weapon is. It can be *common*, *uncommon*, *rare*, *legendary* or *unique*.
- **Weight:** as with items, the weight of the weapon is used to give a rough idea of how much the character can carry.
- **Concealment:** The concealment of the weapon indicates how easy it is to detect when searching for it. A higher value means easier recognition of the weapon.
- **Type:** The type of the weapon indicates to which weapon class the weapon belongs.
- **Damage potential:** This value is indicated by a number of dice. The dice represent the potential of the weapon to do more damage and are added to the skill value on attack rolls.
- **Piercing:** Reduces the target's protection by the number of protection units specified. For the protection to have effect, the target must expend more protection units than the piercing of the weapon.

- **Actions to ready:** Weapons can take a different amount of time to ready. It usually takes one action to change or pick up a weapon. However, there are also very fast weapons that can be switched to without delay, and also very complex weapons.
- **Range (metres):** The range is given for all weapon types. For ranged and thrown weapons, it indicates the maximum range at which a target can be reasonably hit. Melee weapons with a range of more than one metre can be used at the indicated range, such as pole weapons.

Ranged weapons have the following additional properties:

- **Capacity** describes how much ammunition the weapon can hold at the same time, e.g. the magazine size in modern weapons.
- **Reload actions** indicates how many combat actions the character must invest to completely reload the weapon.

Rules

Weapons, like objects, can have special rules. These describe in detail what is to be observed when using the weapon.

In addition to formulated rules, there is also the specification of special caused conditions (see Chapter 7). As a rule, these are indicated with a value. This is the value that the hit adds to the corresponding condition **when the weapon causes wounds**. Possible conditions are:

- Bleeding X
- Poisoned X
- Shocked X
- Burning X

Example

Hagen is attacked by a cultist wielding a dagger

with a roughened blade. This dagger inflicts Bleeding 1 when it causes wounds.

Hagen does not parry the attack and receives two wounds. Due to the dagger's effect, he also gains the "Bleeding 1" condition.

Weapon modifications

In addition to weapons, there is a list of weapon modifications. These allow weapons to be modified.

Weapon modifications are divided into the following categories:

- **Blade:** such as a hardened blade or a special engraving
- **Ammunition:** special types of ammunition, but also quivers
- **Grips:** leather-wrapped handles for swords and the like

Usually, these weapon modifications change one or more values of the weapon. However, they can also bring their own rules.

Characters can find or acquire already modified weapons in the game, but of course they can also commission a modification.

Armour

Armour items, like weapons, are noted separately from normal items on the character sheet. Armour provides *protection* which can prevent wounds in combat. In addition to wearable armour, this list also includes shields that can provide cover for the character.

Armour is divided into categories:

- Clothing
- Light armour
- Medium armour

- Heavy armour
- Shield

Properties

Armour items have the following game-relevant values:

- **Type:** the armour type, e.g. "Light Armour".
- **Price:** the average purchase price of the armour
- **Weight:** the weight of the armour
- **Concealment:** how hard is the armour to spot if an observer specifically looks for it?
- **Encumbrance:** Heavy armour hinders the character in physical actions. Encumbrance is subtracted from the character's evasion value.

Protection

Each piece of armour has a certain amount of protection units. These are shown as shields on the armour. These shields can be used in combat to prevent hits. There are the following types of armour:

- **Normal protection (N):** This protection can be used to prevent a normal hit.
- **Critical protection (C):** This protection can prevent a critical hit or a normal hit.
- **Sticky Protection (H):** Prevents a normal hit. The weapon gets stuck in the armour and must be released to perform an action.
- **Bleeding Protection (B):** Prevents a hit and an attack from causing the Bleeding condition.
- **Poison Protection (P):** Prevents you from being hit and an attack from causing Poisoned condition.

- **Fire Protection (F):** Prevents being hit and prevents an attack from causing the Burning condition.
- **Reflecting Protection (R):** Prevents a normal hit and causes the attacker to be hit.
- **Shock Protection (S):** Prevents being hit and prevents the attack from causing Shocked condition.
- **Protection against demonic influence (D):** Prevents one hit, or three hits of demonic origin.

The protection of all armour pieces is combined into a protection pool that can be used in combat. For more details, see Chapter 5.

Currency

The standard currency is the *gulden*, and all items are priced in this unit. One gulden is equal to 100 *deut*. You can buy one golden *ounce* for 250 gulden, and one *ingot* for 4 ounces.

7



Wounds and Healing

The physical integrity of the character is represented in the form of possible wounds. A character can withstand a certain number of wounds without passing out.

Wounds and Boosts

If you look at the character sheet of an intact character, you will see a bar of filled hearts:



These 10 hearts represent the wounds a character can take without passing out. Each source of damage causes a certain number of wounds. This can be a fixed number of wounds, as with most weapons. However, a dice formula can also be used.

Hearts are crossed out or emptied as soon as the character takes wounds. Thus, after a hit with a weapon, the life meter may evolve as follows:



These empty hearts can be filled again through healing.

Boost

The situation is different with boosts. Some items give boosts when used. Boosts are represented as different colored hearts and can also absorb wounds when crossed out.

However, with boosts, these hearts are completely removed and cannot be restored by healing. Thus, a boost is a temporary improvement in condition.

If the character takes damage, it is always crossed out from the right. First the boosts are used up, then the still complete hearts. So in the following display, the boost occurred *after* the wounding (the empty hearts).



Fainting and Death

A character that has neither full hearts nor boosts faints and is considered *dying*. The condition below describes exactly how to proceed here.

Healing

Real healing of wounds is only possible over time and with medicine. First aid and the use of bandages and other aids only generate boosts.

Using the first aid skill without aids generates a boost. With aids the number varies, this is described in the items.

The rest

If the characters come to rest for at least 6 hours, this is considered a *rest*.

During a rest, the character has the opportunity to heal wounds. For this purpose, the values *Resistance*, *Endurance* and *Willpower* are added together. Dice are rolled according to the sum, for each success the character heals one wound.

All *bonus dice*, *destiny dice* and *rerolls* refresh, so are set to the character's maximum.

Boost expires at rest, all existing boosts are removed upon rest.

The character also rolls on the sum of the *Charm*, *Conscientiousness*, and *Willpower* stats. For each success, one *arcana* is restored.

Conditions

A character can have different conditions. These have different effects on the character's actions, but also effects over time. The conditions are noted on the character sheet with a counter.

Some conditions have saving throws that can be used to remove them. These throws are indicated in the description of the condition. All restrictions and difficulties caused by conditions do not apply to these saving throws.

Dying

This condition is caused when the character's wounds exceed the maximum wounds, so the hearts decrease to 0. At that moment, the value of this condition is set to 1.

If a character gets the *Dying* condition, all other conditions are removed.

If the value of the condition is one or higher, the character rolls for his *Resistance* at the beginning of each round. If this roll succeeds, nothing happens. If this roll fails, the value of the condition is raised by one.

If the value of the condition reaches 6, the character dies.

Stabilizing requires successes equal to the character's "Dying" value. This can be a roll on first aid, medicine, or something similarly helpful. If enough successes are achieved, the dying condition is removed.

When a character is attacked with the *Dying* condition, the *Dying* value is increased by the number of wounds inflicted (see Chapter 5).

Unconscious

The character is incapable of any action (his *actions* per turn are zero). The value of this condition indicates the depth of unconsciousness.

At the beginning of each round, the character can roll on his *willpower*. If the roll shows successes according to the value of this condition, the value is set to 0 and the character wakes up.

Shocked

For each roll, the character has as many dice less than the value of this condition.

At the beginning of each round, the character can roll on his *Endurance*. He can reduce the value of the condition by the number of successes. If the condition reaches a value of 0 in the process, it is removed.

Burning

The character's minimum roll is increased by the value of this condition for all rolls on *perception* and for all attacks.

This condition ends when the character is extinguished.

Bleeding

At the beginning of each round, the character rolls for *Endurance*. If the roll fails, the character takes one wound for each level of this condition.

This condition ends when the character is banded (e.g. by *first aid*).

Poisoned

The character's minimum roll is increased by the value of this condition for all rolls.

At the beginning of each round, the character can roll for his *Resistance*. He can reduce the value of this condition by the number of successes. If the condition reaches a value of 0 in the process, it is removed.

Hunkered

The character has a 6+ cover (see Chapter 5).

All actions involving manual work (physics attributes, attacks and skills) have a +1 minimum

roll.

It takes an action to hunker down or stand up.

8



Character Advancement

Over time, the character gains experience and develops further. As with character creation, this development is based on character templates.

Reputation

A character's reputation reflects their level of recognition and life experience.

Reputation is divided into spent and earned reputation, separated by a slash. Earned reputation points are placed after the slash, and used reputation points are placed before the slash. Unused reputation points can be used to purchase character templates.

Gaining reputation

The character gains reputation for successful quests. Reputation is awarded by the GM and should be between 5 and 10 per session.

Reputation can also be awarded directly for individual actions. A successful action or scene in

the game can result in the GM awarding a certain number of reputation points.

Developing the character

Further development takes place after each game session, enabling the character to be expanded with additional templates, even during an adventure.

Templates are selected in the same way as when creating a character and purchased using reputation. They are then applied. Any changes to values are calculated directly on the character sheet and take effect immediately.

New spells

If a character gains new spell points through character templates, they can immediately use these to learn new spells or choose spell modifications. There is no need to research a thesis in the game for this.

9



Magic

The magic of Tirakan is special in different ways. There is a **level** of magic in the world that affects the strength of spells. In addition, magic is always of a **origin**, and spells can cause **side effects**.

Magic level

The world of Tirakan has a magic level that evolves over the centuries. There are also special places, where the magic level differs from the usual.

- 1st century: Magic level 1
- 2nd century: Magic level 2
- 3rd century: Magic level 3
- 4th century: Magic level 4
- 5th century: Magic level 5
- 6th century: Magic level 4
- 7th century: Magic level 3
- 8th century: Magic level 2
- 9th century: Magic level 1
- 10th century: Magic level 0

The current *magic level* has an effect on the spell being cast. The spell description will usually give an indication of how the *magic level* is taken into account.

If the magic level is above 5, the magic cast is completely chaotic and unreliable. The GM decides exactly how a spell is cast. In addition, any spell cast with a magic level of 6 or higher will definitely have **side effects**.

Basic Attributes

The magic is based on two basic attributes, which characters have and which can be obtained through templates.

Arcana

Arcana reflects the amount of magic the character can combine and store. With *Arcana*, the character casts spells and performs rituals. Templates, such as “Arcane Tutor” increase the maximum *arcana* a character can have.

Arkana regenerates through a rest.

Spell Points

Spell points are used to learn spells. *Spell points* can also be obtained by the character through templates. For example, the “Arcane School” template gives 10 spell points.

Once *spell points* are spent on a spell, they are used up and cannot be used again. Unlike *Arcana*, this is not a value that refreshes by resting.

Skills

Two special skills focus on practising and understanding magic.

Spell Casting

The skill *Spell Casting* is used to perform spells and rituals. It is composed of the attributes *Willpower* and *Charm* and can be increased by templates.

Magic Knowledge

Magic Knowledge is used whenever knowledge of magical occurrences or artifacts is needed. Every character has this skill, which is composed of *Education* and *Conscientiousness*.

Learning spells

To learn a spell, a character needs two things: rest (a spell can only be learned between game sessions) and available spell points. In addition, he needs a thesis, a way to also get the knowledge about that spell. The latter is up to the campaign, or the game master.

Spell points are available when the number of *Spell points* spent is less than the *Spell points* obtained through templates. Each spell has a certain point cost. To learn it, the spell is noted on the character sheet as learned.

A spell can be learned multiple times. This is possible because spells can be modified by spell templates. For example, you can make an energy lightning spell once as an energy spell and once as a light spell.

Spell values

A spell has different values, which are taken into account in the game.

The *spell casting attribute* specifies which attribute (along with the *spell* value) is rolled on to cast the spell. It is shown at the spell.

The value under *Arcana* describes the cost of the spell when cast. To cast a spell with an *arcana* value of 2, the player must also have two arcana available and cross off when casting.

The *strength* of the spell describes how effective the spell is. For newly learned spells, the strength is usually 1, but can be increased by spell templates. In addition, the strength is increased by the successes of the spell casting when the spell is cast.

Each spell has a certain *range*. This is the maximum distance from the caster at which a spell can be cast. This is not to be confused with a possible area where the spell will work. This is mentioned in the spell description. If the *range* of a spell is 0, the spell only works at/on the caster himself.

The *shape* of the spell determines the area of effect. It can be a geometric shape, such as a line or a sphere, or no specific shape. The latter is the case if the spell requires touch or works directly on the caster.

The *Actions* of a spell indicate how many actions are required to cast the spell.

The *Duration* of a spell indicates how long the spell lasts. Some spells have an immediate effect, while others take effect over a period of time.

If a spell requires *concentration*, the caster must concentrate on the spell. While concentrating, the caster cannot cast any other spells. A spell that requires concentration ends when the caster takes damage.

Origin

Spells in Realms of Tirakan are assigned to different origins. In order to learn spells, the character must choose a character template that unlocks the corresponding origin.

For instance, the Ranger template enables the character to cast shamanic spells.

The origins of magic are:

- Wizardry
- White Magic
- Black Magic
- Elemental Magic
- Shamanism
- Sanguine Magic
- Necrology
- Mysticism
- Hermeticism
- Necromancy
- Demonology
- Astral Magic

- Lizard Folk Magic
- Chimerology
- Curses

Magic academies usually devote themselves to one or more of the origins and clearly distinguish themselves from others.

Lizard magic is practiced exclusively by the lizard people and despised everywhere else.

Spell templates

Spell templates change the values of a spell, and can also add effects or completely change the behavior of the spell. Spell templates are divided into four categories:

- Basic: basic adjustments to spells.
 - Powerful spell (3 spell points): The power of the spell is increased by one.
 - Easy to Perform (5 spell points): The spell requires 1 arcana less, but at least 1 arcana.
 - Twin spell (5 spell points): The spell affects one additional target. The effect is applied to all targets.
 - Long Range (2 spell points): The range of the spell is increased by 20 meters.
 - Fast Execution (3 spell points): The spell requires one less action, but at least 1 action.
- Affinity (1 spell point): The element of the spell is changed. This initially has no effect in the game mechanics, but it can turn an acid spell into a fire spell, for example.
- Shape (3 spell points): changes the shape of the spell, for example from a point to a sphere of certain diameter.

Spell templates can be added to any learned spell. To do this, note on the character sheet at the spell

that it contains the special template, e.g. “Simple Healing (Powerful Spell)”.

Each spell template can also be added to a spell more than once.

Forgetting spells

Just like learning spells, it is possible to forget spells with the necessary peace of mind. To do this, the spell is removed from the character sheet, and the character can be credited again for the spell points used.

Cast a spell

A spell can be cast if the character still has at least the arcana specified with the spell available.

To cast a spell, the player casts on the *Spell Casting* value specified with the spell. This value is made up of the character’s *Spell Casting* skill and the attribute referred to by the spell.

If the roll achieves at least one success, the spell is successful. For each success achieved, the *Power of the spell* is now increased by one.

The effect of the spell occurs as indicated in the description. The specified arcana cost is deducted from the character, even if the spell failed.

Luta wants to cast a simple heal. Her *Spell Casting* value is 2, in the attribute *Conscientiousness* (which is the attribute of the spell) she has 4. She thus has 6 dice available for casting the spell.

She rolls a result of 3,4,5,5,3,1. Thus, she has achieved 2 successes, which are added to the *Power* of the spell. She thus heals 3 plus magic level wounds.

Side effects

Magic is unstable, and side effects can occur. Whenever a spell roll shows exactly **two ones**, side effects occur, regardless of whether the spell succeeds or fails.

- The exact effects on the spell are in the hands of the game master. There can be small deviations from the description, but also a complete reversal.
- Side effects affect magic storages. These have a chance to explode if there are side effects near them. If side effects occur in the immediate vicinity of a magic storage, a d6 is rolled for each arcana stored in the magic storage. The magic store loses one arcana for every 1 that is rolled. The explosion causes **3 hits of 2 wounds each and pierce 1** to all characters within 3 steps for each arcana. Cover and armor apply as usual.

Magic Duel

In some of the following rules, **Magical Duel** is a rule used. Mages may engage in a magical duel.

If the duel is initiated by a mage, the challenged mage must agree to the duel or it will not occur. There is no effect if a duel is refused. The duel takes place exclusively in the mind, no physical actions are required.

To adopt spells, no consent to a magical duel is required, the test is simply rolled.

To perform a magical duel, both opponents cast on their **spellcasting ability**. The contestant with the most successes wins the duel. The loser takes the difference in successes direct wounds. Protection and cover do not prevent wounds in this case.

Taking over other people's spells

If a spell is active, it can be taken over by a mage. To do this, a **magic duel** is performed, whereby the mage casts against the **spellcasting value** of the mage who performed the spell. If the duel is successful, the spell is now under control of the taker, and can be **dropped**, for example.

Redirecting spells

Own spells can be redirected as long as they are active. Redirecting a spell requires an action, and a roll on the **casting skill**. It costs 1 arcana to redirect a spell to another target. The target here must be a valid target for the spell. Thus, a spell with a range of 0 (touch) cannot be redirected to a distant target.

Magic and armor

Wearing armor does not directly hinder the casting of magic. Neither the material of the armor, nor the design of the armor type have any influence on the casting of spells. However, armor that greatly restricts the freedom of movement may cause difficulties in necessary gestures of execution.

Armor of the **Heavy Armor** type increases the minimum casting roll when casting spells by its **encumbrance**.

Magic artifacts

In addition to spells, the magic extension brings the possibility of magic items, weapons, armor or weapon modifications. In addition, artifacts can be created by the player.

For example, a *Simple Healing Potion* restores 1D3 wounds when used.

Creating Artifacts

The character who wants to create an artifact only needs the item into which the spell will be infused. To create an artifact, he performs the spell normally and binds it in the item. While doing this, he also specifies the action that will trigger the spell in the artifact. This can be a complex action or just a spoken word.

After normal execution of the spell, the number of successes determines how strong an artifact is. If the roll is unsuccessful, the creation of the artifact is also unsuccessful. If the roll succeeds, the artifact can be used as many times as the roll shows successes. The cost of creating an artifact is the *arcana* cost of the spell multiplied by the uses of the artifact. If these exceed the character's maximum *arcana points*, as many applications are bound into the artifact as the character can pay with his *arcana*.

Very rarely it can happen that an artifact has an unlimited number of active applications. What quality an artifact has is not determined by the character who creates the artifact, but only by fate itself. No mage can predict how strong an artifact he creates will become.

If a single success of the roll shows at least a value of 30, he has created an infinite artifact.

For an infinite artifact, the number of successes is doubled to determine the cost. If these exceed the character's available *arcana*, excess costs are covered by wounds.

When the artifact is created, the magic knowledge of the character creating the artifact is recorded in a value called the artifact level. This artifact level indicates how powerful the creator was at the time they created the artifact.

Using artifacts

To use an artifact it is sufficient to perform the described action. If a spell is bound in the item, it will be cast that way, and it will not cost the user

any *arcana*. The effect of the spell occurs as if it had been cast directly by a mage.

To use an artifact, the magic knowledge of the person who wants to use the artifact must be equal to or higher than the artifact level of the artifact. If the user's magic knowledge is lower, he must pass a *Spell Casting* roll whose successes are at least equal to the difference between his magic knowledge and the artifact level.

Storing arcana

Magic is an element that is not easy to comprehend. But if a being is granted the ability to handle it (i.e., a character possesses *arcana*), the character can easily store it in all non-magical materials in order to access it again later. But this method is not without danger.

Create a magic storage

To create a magic storage, it is enough to touch the item in which *Arcana* is to be stored and simply let the power flow into the item. The procedure takes as many hours as the character wants *Arcana* to flow into the memory and is completely harmless. The *arcana* is then subtracted from the character's *arcana* and noted with the storage.

Magic storages, like artifacts, are assigned an artifact level equal to the *magic knowledge* of the creator.

Using magic storages

A character discharges a storage by touching it and absorbing the stored power. In doing so, he must not exceed his maximum *arcana*. He does not have to draw the entire *arcana* stored at once, the power can also be dosed.

A stranger can only use the magic storage if his *magic knowledge* is equal to or higher than the artifact level of the storage.

Dangers of the storages

Magic storages are unstable, they explode if there is magic instability near them. If a spell fails near a storage, the wearer of the storage casts on his *magic knowledge*. If he achieves at least as many successes as the memory has *Arcana*, an explosion is prevented. Otherwise, the storage explodes.

When a storage explodes, it causes twice as many hits within 2D6 meters as *Arcana* is stored in the storage. The explosion causes a bonus wound and both *Burning 1* and *Shocked 1*.

The Aspects of Magic

Ever since magic has existed on Tirakan, aspects of magic have been used by the Gifted. Some of these aspects arose in the early ages and are still practiced in the centuries of play. Elementalism and Necronmancy are among the oldest aspects. Demonology arose in the Third Age, followed later by Hermeticism and wizardry.

Astral Magic

Astral Magic is the only school of magic that draws its power not from the realms of Tirakan, but from the constellations of a distant world. This magic originated with the arrival of the Travelers, and its connection to these alien, godlike beings is unmistakable. Many schools of Astral Magic are closely associated with the elves, and they honor the dragons and the Travelers.

Spells of this kind of magic always require elaborate preparation, but often produce considerable effects. Gifted people who follow the path of Astral Magic are called astrologers.

Chimerology

Chimerology teaches the joining of living beings into new, cruel creatures. It is a discipline of magi-

cal practice entirely in its own right, which arose as an offshoot of Necrology and Elementalism in the late Fourth Age.

Like necrologists, chimerologists are largely ostracized. Their spells are often lengthy and resemble rituals.

Demonology

Demonologists draw the power of their magic from a firm bond with a demon. This is usually one of the thirteen Archdemons, to whom they devote their powers and their lives. They can summon and bind lesser demons from the domain of their chosen Archdemon, as well as invoke the Archdemon's demon servants and ask them for a favor in "payment" for a service or similar offering.

Lizard Magic

The origin of this magic, like that of the lizard people themselves, is hidden. Its rituals and spells are grim and alien, impossible for humans or other Gifted people to learn. A lizard spell can never be cast or taken over by another being.

Many lizard spells resemble rituals, although some are used spontaneously in battle. Many lizard spells benefit from blood rituals or the offering of non-lizard sacrifices.

Elemental Magic

The sources of Elemental Magic are Tirakan's elements and plants themselves. Spells of Elemental Magic are often possible only when the elemental carries or has nearby a small amount of the relevant element. Elemental Magic is used, among others, by druids, elementalists, and rangers. It is practiced by mages close to nature, but is also popular among more academically trained mages.

Necromancy

Unlike Necrology, Necromancy is a form of magic that is not esteemed, but at least respected. Necromancers can communicate with the spirits of various beings of Tirakan and call them into the world. The spells are usually performed as longer rituals.

Hermeticism

Hermeticism is the high art of magic and thus the counterpart to wizardry. Mages who are Gifted in Hermeticism are usually respected people with long years of training behind them. Hermeticism assumes that magic can be mastered in every form, and so Hermetic spells are taught in academies and written down in books.

Mysticism

From the book of the wise Maharil, State Archive of Merid, manuscript from the third century EC:

“It is not the priest alone who is granted the privilege of entering into communicatio with the so-called higher beings. For above all, it is upon the path of magic that precisely these entities, be they Titan, Draco, or Daimon, have advanced furthest.

And since the child of man, should the powers of fate call him to be a Magus, is likewise granted the freedom to follow this path of his own will, he may, provided he lives a pure and virtuous life, wield powers that lie far beyond this new-fashioned academic magic and recall the truly god-veiled secrets of magic, the proto-magic of all being.

This new, as they call it, “scientific” magic with its spectacular effects cannot be compared with our path of Mystica, however often this must be stressed. The path of Mysticism begins with small changes, first in the Magus himself and then in his surroundings. Yet as he progresses further along the path, the Magus can, through intensive study, accomplish things that can truly show Resultati Profundi.”

Necrology

One of the darkest forms of magic is Necrology, the animation and alteration of dead beings. Its spells range from raising the dead to communicating with a dead person. Necrologists who practice this kind of magic are ostracized throughout much of Tirakan, although there are certain regions where Necrology is at least partly tolerated. Thus, Toran has had the Necrolarium for many centuries, reputedly the only Necrological academy.

Rune Magic

Another form of magic is the laying of magical runes. Spells are cast through certain rune formations. These spells usually fall within Necromancy, Elemental Magic, or Shamanism. Rune casters and rangers often master this kind of magic.

Sanguine Magic

Born from blood magic, which any Gifted person can master, some Gifted people strive for the perfection of this art. Through this specialization, the sanguine mage loses the ability to cast magic other than Sanguine Magic. Their motivations may vary greatly, from unraveling the secret of life itself to the veneration of vampirism.

Shamanism

The origins of Shamanism are as old as Tirakan itself. Since there have been living beings on Tirakan, there have also been people spiritually connected to them. The shaman and their totem, also called a spirit animal by academic mages, share a special bond that outsiders can scarcely grasp, much less understand. The totem that chooses the shaman determines the shaman’s ideals and behavior.

Black Magic

Black Magic originates with the demons and dark gods. According to myths and magical theorists, it was the dark god Dogan who confronted the Titaness Dilae in the war with the Titans and brought Black Magic into the world. Spells of Black Magic should serve the dark gods and are sometimes tied to sacrifices.

Curses

The casting of curses is a broad field. Curses are either spoken directly or conveyed through living beings, and have a direct influence on a person or an area. Only witches and warlocks can cast curses.

White Magic

The origin of White Magic is largely unknown, though it is directly attributed to the Titaness Dilae. The practice of White Magic has been known since the Second Age; its origins reach far back before the existence of magic schools or academies. White Magic knows only defensive or healing spells. It cannot cause damage, but it can banish undead and cast effective spells against the lizard people.

Wizardry

In the eyes of the other magical guilds, wizardry is the “lesser art of magic.” Its spells primarily fall into the categories of tricks and charlatanry: they can create powerful illusions, but exert only limited influence on the environment. With few exceptions, practicing wizardry requires little effort.

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The Art of Synthesis and Brewing

Mixing chemicals, boiling tinctures, and creating experimental serums is precise and often dangerous work. To represent this process dynamically at the table, use a structured procedure in which circumstances, equipment, and missing components directly affect the crafting roll.

The procedure is resolved in the following steps:

- **Determine bonuses and penalties:** Determine the skill, the formula's difficulty, and any modifiers from the environment, equipment, and substituted components.
- **Crafting roll:** Roll the calculated dice pool against the resulting minimum roll.
- **Evaluate successes:** Check whether the required number of successes has been reached.
- **Quality or mishap:** Optionally resolve high quality, failures, and dangerous side effects.

The Skill

Creating substances is based on the skill that best fits the setting and the specific substance. Usually this is *Chemistry* or *Alchemy*.

In fantasy settings, a formula can often be created with *Alchemy* or *Nature*. In modern or futuristic settings, *Chemistry*, *Nature*, or *Medicine* are usually appropriate.

If a character lacks the primarily required expertise, they may use a related skill if the game master allows it. The character then suffers a penalty of **-2 dice**. The game master decides whether an alternative skill is logically applicable.

Example

The street doc Patch has no skill in *Chemistry* or *Nature*, but has a value of 5 in *Medicine*. He tries to build a makeshift smoke bomb from household materials to escape a corporate squad.

The game master allows *Medicine*, because Patch has a rudimentary understanding of chemical re-

actions. Since he is improvising outside his field, he suffers a penalty of **-2 dice**. Instead of rolling 5 dice, Patch rolls only 3 dice for this crafting roll.

Formulas and Recipes

Every project requires instructions: a recipe, a chemical formula, a blueprint, or comparable notes. If the requirements are not followed, failure is possible. All formulas are divided into difficulty levels that determine the minimum roll and the required successes.

Since the usual minimum roll in Realms of Tirakan is 5+, higher levels often require exploding dice and critical successes.

Level	MR	Successes
Easy	5+	1
Medium	8+	2
Hard	11+	4

Example

The agent Bettina attempts to synthesize a difficult truth serum. The table sets a minimum roll of 11+ and requires 4 successes.

Bettina rolls 5 dice. With normal rolls she can achieve no more than a 6. She therefore depends on several of her dice exploding to reach results of 11 or higher and collect the required successes.

Equipment and Environment

An expert is also defined by their surroundings and their tools. Equipment changes the minimum roll and sometimes the dice pool.

- **High-end laboratory (-3 MR):** State-of-the-art analysis, perfect tools, or a magical nexus.

This is where the impossible becomes possible.

- **Standard laboratory (-2 MR):** Solid stationary equipment, such as crucibles, centrifuges, or fume hoods.
- **Mobile field kit (-1 MR):** A compact case for agents, field researchers, or adventurers.
- **Basic equipment (+/-0 MR):** Mortar, small burner, or simple test tubes. The absolute minimum.
- **Improvised (+1 MR, -2 dice):** Makeshift jars, hollow tubes, bare hands. A sure recipe for disaster.

The environment changes the dice pool:

- **Laboratory calm (+1 die):** Absolute quiet, no time pressure.
- **Normal conditions (+/-0 dice):** Clean workplace, stable table.
- **Adverse conditions (-1 die):** Knee-deep in mud, in a moving getaway car, or in a hurry.
- **Chaos (-2 dice):** Active gunfire, collapsing ruins, or extreme time pressure.

Example

Toria hastily tries to mix an experimental antidote while enemies are already breaking down the barricaded door. She uses a mobile field kit and lowers the minimum roll by 1.

The game master treats the situation as *chaos*, however, and subtracts 2 dice from Toria's dice pool. A medium recipe (MR 8+, 2 successes) is therefore rolled at MR 7+ with a dice pool reduced by 2 dice.

Substitution

In the wilderness or on the run, perfectly stocked equipment is rare. If a required component is missing, the character can look for an alternative.

Every component in a formula serves a specific function and has one or more inherent effects. Typical effects include purification, binding, heating, or stabilization. Based on these effects, the game master and players decide how well an alternative ingredient fits into the process.

- **Suitable substitute (+1 MR):** The effects and properties of the substances match well. The process remains stable, and the minimum roll increases by only one point.
- **Risky substitute (+2 MR):** The alternative roughly serves the same purpose, but is volatile, unpredictable, or has disruptive side effects. The delicate balance is endangered.

The Law of Instability

As soon as three or more ingredients are substituted in a single recipe, the substance becomes unpredictable. On a failure under this condition, the roll is no longer treated as a simple failure. The game master automatically rolls on the failure and catastrophe table.

Example

The alchemist Kael needs sweet moonberries for a healing potion, because they have the brewing effect *binding* and neutralize toxic secondary herbs. Since he is trapped deep in the catacombs, he uses sour cave fungi instead.

The fungi also have the *binding* effect, but bring an unpredictable property with them. The game master treats this as a risky substitute. Kael's minimum roll increases by 2 points. Had he replaced three ingredients in total, the law of instability would have applied.

Quality and Mishaps

Creating substances is not sterile work. Small nuances decide between masterpieces, useless sludge,

and deadly poisons.

High Quality

If the roll achieves at least twice as many successes as the difficulty level requires, roll a d6 to determine the masterpiece's special property:

- **1-2, Intensification:** The effect lasts twice as long or is 50% more effective.
- **3-4, Purity:** The substance has no side effects and does not strain the organism.
- **5, Efficiency:** The effect occurs immediately and without delay.
- **6, Masterpiece:** Maximum effect. The consumer also gains a permanent bonus of **+1 die** on their next relevant roll.

Failure and Catastrophe

If the roll shows more ones than actual successes, the check is a mishap, even if the required successes were technically reached. The game master rolls 1d6 to determine the extent of the failure:

- **1-2, Instability:** The chemical or mystical bond dissolves. The substance loses its effect after 24 hours at the latest and becomes toxic or useless.
- **3-4, Side effect:** Sloppy work. Emerging nausea causes a penalty of **-1 die** on all of

the consumer's rolls for one hour.

- **5, Inversion:** The substance has exactly the opposite effect. A healing serum causes wounds, or an explosive freezes the area.
- **6, Catastrophe:** Explosive expansion. The container explodes immediately when filled or moved and causes damage in the immediate area, for example 1d6 damage.

Example

The survivalist Garik mixes a simple elixir (MR 5+, 1 success) and rolls 4 dice. The result shows a 5 and therefore one success. The remaining three dice, however, come up 1, 1, and 1.

Since Garik rolled three ones but only one success, the roll is a mishap. The game master rolls 1d6 on the mishap table and gets a 3. The potion is finished and works, but when opened it releases a caustic gas cloud that gives Garik a penalty of **-1 die** on all rolls for one hour.

The Golden Rule

All modifiers, tables, and substitution rules serve the atmosphere. They are optional. If a player's improvisation is brilliant, the game master can ignore the penalty. If a mishap makes no sense in the story, the experiment can simply fail harmlessly. Shared imagination always stands above the table.

11



Pantheon

The deity world of Tirakan is diverse and difficult for amateurs to keep track of. All cultures of the world have their own deities, which are more or less present. In general, gods on Tirakan are very approachable, many can be invoked directly. The peoples of Tirakan pray for certain weather, for personal luck, for success in battle, or for fellow humans.

These rules reflect the closeness of the peoples to the world of the gods.

Level of faith

Similar to magic, Tirakan's faith evolves over the centuries. While the churches pray for a long time in silent waiting for the return of the gods' work, the influence of the gods develops into a very strong, direct influence by the end of the age. This is represented by the **faith level**, which behaves similarly to the **magic level** and changes over the centuries.

- 1st century: Faith level 1
- 2nd century: Faith level 1
- 3rd century: Faith level 1
- 4th century: Faith level 1
- 5th century: Faith level 1
- 6th century: Faith level 2
- 7th century: Faith level 3
- 8th century: Faith level 4
- 9th century: Faith level 5
- 10th century: Faith level 6

Grace

As a value, grace represents the relationship between services of the priest and favors of the god. The value is 0 at the beginning and can become negative or positive.

The cost of the favors is subtracted from the grace. Grace points can be gained by the priest through godly actions in the game. It depends very much on the type of deity, with which the priest can rise in the deity's favor.

Relics

Relics have a special role in the churches. They strengthen the bond with the god and help the believer to continue on his path.

Common relics are objects from the possession of saints, but also bones of them. But even a simple object related to the deity can be a low level relic, such as a special stone for a deity of stone. The character can get to a relic in many different ways, but it always requires a consecration.

Relics always have a level, which can range from 1 to 6. A level 1 relic can be an object that a saint once touched, for example. A level 6 relic can be a holy weapon or the bones of a saint.

The forms of invocation

There are four forms of invocation to a god. Each of them is performed differently. Each has a different effort and requests a different favor from the deity.

Common to all forms of invocation is the influence of the environment, the priest's condition, as well as faith level of the world. Thus, the following modifications are added to the **minimum roll** of each invocation (there are invocations that require multiple rolls).

- Grace of the priest: $-(\text{grace}/2)$
- The intention of the character does not correspond to the virtues of the deity: **+10**
- Ceremonial design (candles, clean cloths, etc.) not present: **+5**

- The attitude of the priest is contrary to the deity: **+15**
- The request is not the first request of the day: **+2**
- Sacrifice is offered: **-3**
- The priest uses incense: **-2**
- The invocation is done in Doldag : **-2**
- The invocation is chanted (additional performance check): **-5**
- The prevailing level of faith: **-faith level**
- Additional priests at the invocation: **-Number**
- Relic present: **-Level**

Shock prayer

The least form of request is the Shock Prayer. In a short, pleading invocation of 3 seconds, the priest can gain a bonus to one of his attributes or skills. The bonus is equal to **faith level** points and lasts for **faith level** minutes.

A Shock Prayer requires a single **Charm** roll.

The Shock Prayer costs the priest 2 grace points.

Blessing

A blessing is able to break a divine curse (the work of a dark god, as indicated by the work in each case), but can also be transferred to an object to create a blessed weapon, holy water, or the like. To cast the blessing takes 5 minutes, and it lasts indefinitely.

A Blessing requires a Willpower and a Charm check.

The blessing costs the priest 5 grace points.

Lesser request

The Lesser Request invokes direct divine action. In it, the abilities of the character's deity and all of its servants that are classified as "minor" can be requested. The prayer for the low petition takes about 15 minutes. It can also be done as part of a ceremonial service.

A charm roll is required for the lesser request.

The grace cost of the favor depends on the request and ranges from 2 to 12 points.

Invocation

The invocation requests a deity's work that is classified as "higher". Again, both the deity of the character and its servants may be invoked. The invocation requires a larger ceremony and lasts at least 30 minutes. It can also be done as part of a ceremonial service.

The invocation requires 2 charm rolls and a willpower roll.

The grace cost of the invocation depends on the request and ranges from 10 to 25 points.

A word about the gods' work. The work of the gods is sometimes described with concrete rules. However, most descriptions remain rather vague. This is to reflect the fact that the nature and works of the gods are their own business. GMs and players should be open to spontaneous developments when a god or demon intervenes in world events.

Consecration

With the consecration, an item such as a weapon is given to a god. The divine power ensures that the item is improved (stats plus about 30-50%), however there is also a chance that the item will be

ensouled after the consecration and have some life of its own.

A consecration is a two-hour ceremony during which the deity is invoked three times by means of a charm roll. In addition, a test of strength is required as the item is held for the entire period. Finally, a 50% chance of ensoulment is thrown.

The consecration costs the priest 7 grace points.

Silent prayer

Once per day, the priest may spend one hour in silent devotion to his deity. For this, he rolls a **charm** roll and adds one grace point for each success.

Ceremonial Service

Ceremonial service is a service to the deity to strengthen their work and spread their word. The service can be both a classical ceremony in memory of the deity and something like a ritual funeral or exorcism. Minor petitions or invocations may be made as part of the ceremonial service, but they do not have to be.

A ceremonial service earns the priest one grace point for each participant, up to the double **faith level** per service. If a petition or invocation is performed, this cost is deducted again.

The Gods

Once, eleven siblings awoke, who populated the world in an age long before humans, elves, and dwarves. They were daughters and sons of unknown parents, and they lived in unity until a great betrayal. Seven traitors among them broke away, leaving four gods on the side of light.

Chronar - God of Time

Chronar is the eldest of the siblings and watches over the flow of time. He is often depicted as the supreme god, and the largest temples and cathedrals are built for him.

Chronar is often portrayed as an old man with an hourglass, although there is no single canonical depiction. The greatest holy day associated with Chronar is the last day of the year, the Festival of the Turning of the Year.

Nadal - Guardian of Magic

Nadal, the youngest of the siblings, brought magic into the world and guards it to this day. All magic in the world flows through her hands and is guided by her, or so Nadal's priests and followers preach. Nadal's temples are places of study and the teaching of magic, where peace and seclusion are valued more highly than splendor and grand services.

Algor - Keeper of Light

Depictions of Algor as a god are very rare; he is more often represented as the symbol of the sun in writings and on temples. He is rarely pictured as a young man holding a crystal staff, and even more rarely sketched as an old man with a simple wooden staff. These depictions date chiefly from the period between the second and sixth centuries.

Algor is celebrated on the first day of the new year with the Festival of the New Year, which immediately follows the celebrations of the Turning of the Year.

Herbarin - The Fallen

Herbarin was the second-youngest of the eleven siblings, chosen by unknown parents to be the gods of the world of Tirakan. In the Third Age, he was mortally struck by the demon Brahmas and, dying, filled with hatred and bitterness, sank into

the ice of the Plains of Kaal, where all trace of him was lost forever.

The Traitors

Seven siblings broke away from the gods in the First Age and turned against them and the beings that existed in the world. Envy and resentment led them down a dark path, and from then on they pursued their own dark interests.

Thzularn - Dark Goddess of Hatred

Thzularn is considered the instigator of the conflict between the gods. She led the dark gods and fanned the flames of hatred. She is regarded as unpredictable and unfathomably cruel, and her followers often sacrifice more than their lives to her. In return, she offers them great power over people, and still more if they are willing to give enough. Her brother and lover is Dogan, master of black magic.

Dogan - Dark God of Magic

Dogan, Thzularn's brother and lover, brought forth cruel, dark magic during the Demon Marches, multiplying the demons' powers and threatening the balance of the world. Though his powers are inferior to Nadal's, his strength is still present, and his followers know how to use it.

The higher arts of magic in particular tempt people to use Dogan's powers. Yet once a Gifted person has chosen to serve Dogan, he will likely never grant them freedom again.

Seth'Nra - Dark Goddess, Guardian of the Gate

Seth'Nra receives the dead should they choose the wrong path in the presence of Rhodd'hrom. The

dead become her slaves forever, as well as slaves to the necrologists and Gifted who have chosen her path.

Old tales of terror often speak of Uhruk, Seth'Nra's driver of souls. Mercilessly, he drives those under his command to work and is said to take disobedient children into his ranks at night ...

Rhodd'hrom - Dark God of Cursed Souls

Long ago, when the demons had long since been driven into flight and peace was slowly returning to the world, Rhodd'hrom managed to take his place at the scales of souls, thereby determining the fate of the dead. This is the trial every person must face after death; if their soul cannot withstand the strength of the dark god, they become Seth'Nra's slave forever.

Ranorh - Dark God of the Damned Host

When the demons were driven into the Underworld, Ranorh's influence on the world also diminished. The god, who as leader of the demons is himself wont to take the form of a demon, has a considerable following among demonologists. To be Ranorh's servant promises loyal and powerful slaves, but also a certain eternity in the Underworld.

Ishaa'Nra - Dark Goddess of Seduction

Ishaa'Nra is not as powerful as her brother Chronar, and her attempts to permanently disrupt the fabric of time seem so far to have been in vain. Yet she offers her human worshippers the power to influence time, if only to a small degree.

Her arts of seduction are unsurpassed, and she also grants her followers a special charisma. Nughlhuu

often appears as Ishaa’Nra’s messenger; he is considered the timeless herald, the proclaimer of unnatural, premature death.

Dhas’Garyll - The Fugitive

Dhas’Garyll’s whereabouts are an unsolved mystery that occupies scholars to this day. The dark god, once at the center of demonic influence, withdrew from the known planes before the demons’ final banishment. His current location or condition is unknown, but he is believed to continue to exist in the world. The form he inhabits appears to be a mortal body, allowing him to act unnoticed among mortals.

The Titans

After Ranorh created thirteen cruel demons to populate the world, the gods created the Titans to protect the world of Tirakan from them. The Titans are tangible to Tirakan’s people and creatures; they walk the world. They have often been observed in their deeds.

Ce-Nya - Titaness of Mist

Ce-Nya is perhaps the most mysterious of the Titanesses. There are many rumors about her, and much remains entirely unknown. No form is associated with her; only her servants, the wolves, are encountered very often. Ce-Nya holds dominion over death, sleep, and forgetfulness, and is the patron Titaness of thieves and rogues. Her temples are hidden and often difficult for strangers to a city to recognize.

Dilae - Titaness of Magic

After Ce-Nya, Dilae is the most mysterious of the Titans. She serves Nadal in matters of magic, and her temples, like Nadal’s, resemble libraries more

than ceremonial places. Her servant creatures are perhaps the strangest beings in the world. Bolde come in every conceivable form and are unpredictable by nature. Dilae holds dominion over magic and is the patron Titaness of the Gifted.

Ginae - Titaness of Water

Ginae, Titaness of Water, was created by Chronar and imprisoned the Morgalas forever in the depths of the Schlund near the Plain of Jaar. Ginae is considered exceedingly capricious and changeable in her actions in the world. She is the patron Titaness of sailors and holds dominion over birth, new beginnings, and renewal.

Her servant creatures are the hydras, those many-headed beings that dwell in the depths of all Tirakan’s seas. Foremost among them is Hydonia, the legendary great hydra from the Felsenmeer.

Gronar - Titan of Earth

Little is known of Gronar as well. Gronar serves humus and earth, and is regarded as a gentle Titan devoted to humankind. His servants are the giants, and though people very rarely catch sight of them, there are likely more than one might assume. Gronar holds dominion over life itself and is the patron Titan of farmers.

Jogran - Titaness of Ice

Jogran stands for ice and winter. It is said that Jogran has an ice palace far in the north, in a land inhabited by cruel, great beings. It is also said to be the origin of her servants, the unicorns. She holds dominion over winter and ice and is the patron Titaness of hunters.

Nilan - Titan of Light

Nilan is the Titan of Light, and people build him great, bright temples similar to those of Algor.

He is served by winged serpents, native to the far reaches of the sea and only rarely seen over land. Nilan is associated with justice and law and is the patron Titan of all paladins.

Pailos - Titan of Air

Pailos, lord of air, weather, and winds, is considered a benevolent being who, in service to the gods, guides and stirs the world's winds. He holds dominion over weather and changes in weather and is the patron Titan of jesters, con artists, and charlatans. His servants are the pegasi, winged horses found on the great northern steppes.

Rogal - Titan of Ore

Rogal is the Titan of Ore and the patron Titan of smiths. The Minotaurs serve his son Taurus, humanoid beings with heads like those of bulls. The Minotaurs live deep beneath the surface, and are said to be the only beings in contact with the cursed Morgalas. Rogal is associated with steadfastness and loyalty.

Tador - Titan of Stone

The mighty Tador, patron Titan of miners, is the father of stone. He holds dominion over safety and protection. Tador's servant creatures are the mighty stone beings Tonarr and Astaron, who fell in the year 722 EC in battle against Telatoon during the true Storm of Hooves.

The earthly centaurs also serve him, great beings with the bodies of horses and the torsos and heads of humans. Like the Minotaurs, centaurs live mostly underground. They rarely venture to the surface. The entrances to their caves are hidden in the forests of the north.

Zyral - Titaness of Fire

Zyral brought fire to the beings of the world and armed them for battle. Created by Chronar, Zyral is the patron Titaness of warriors and fighting classes, and she holds dominion over weapons and success in battle.

Griffins serve Zyral at her command: great feathered beings with the bodies of lions and the heads of eagles. They follow Fessaal, the fire griffin from the Kemal Mountains. His mate is Phidia, the fire griffin. The Order of Phidia was founded in her honor, with the motto "Fire, Flame, Sword".

Archdemons

Created by Ranorh in the Second Age, the demons claimed the world for themselves for a long time. Only through Dhas'Garyll's actions were they driven into the demonic plane in the Third Age. These Titan-like beings now populate the Underworld.

Archdemons have direct servant creatures, usually found in their vicinity but also sent by them into the world.

Duglaraan - The Cursed Drowner - I

The first domain is the world of water, over which Duglaraan rules with utmost cruelty. Duglaraan, the cursed drowner and defiler of seafaring, takes the form of an immense sea serpent with seven heads and great horns along the backs of its vertebrae. His two servant creatures, Shuugai and Ganod, are no better than he is. They are his companions and have a very similar form, though they are much smaller.

Calysporn - The Cursed Ruler of Mist - II

Calysporn, the cursed ruler of mist and night, reigns over this domain. Calysporn has no fixed form and is accompanied by Dugai and Sarag'Roh, both of whom have humanoid forms, though their bodies consist only of mist.

Dugai appears male, while Sarag'Roh is likely his companion. They can slip beneath doors and through windows at night, and popular tales suspect them of killing children in their cradles. They can grant demonologists the gift of invisibility or a body of mist.

Gyral - The Cursed Igniter - III

The third domain is the world of fire. Gyral, also called Gyralph, rules this world with his terrible servants. Gyralph, a great figure like a troll, bears the head of an eagle. In place of a beak are three long trunks reaching to the ground. Gyralph always seems to burn; his skin resembles glowing black ash covered in countless fiery wounds. His servants, Nugshu and Tulhu, resemble griffins, but bear four horns on their backs and the same burning skin as their master.

Cthupheen - Death from the Earth - IV

Whoever encounters Cthupheen will never forget it for the rest of their life. The gigantic earthen worm measures many hundreds of paces, and its mouth bristles with thousands of shark-like teeth. Although his companions, Ijothu and Shoggu Hai, are much smaller, they still measure several paces in length and well over half a pace in diameter. The black worms are regarded as death from the earth and devour or strangle their victims.

Brahas - Father of Addiction - V

Brahas rules the fifth domain; he stoned the dying god Herbarin. He is called the father of addiction and the defiler of pleasures. Brahas's servants are Yoghas and Bhulu, two petrifying beings in the shape of trolls with dead, black eyes. In his vicinity, all living beings grow sluggish, lazy, and sleepy. Hardly any being, save priests and consecrated or holy animals, can escape it. Brahas's breath settles around those near him like the smoke of intoxicating poppies.

Despite their stony form and apparent lack of life, Yoghas and Bhulu are very powerful entities. They can place anyone they touch into an eternal, almost sleep-like intoxication, in which the victim is tormented by nightmares until death comes after several aeons. Yet no human has been able to document this, so the torment may last forever.

Lhugghu - The Cursed Lord of Catastrophes - VI

Lhugghu, who leads this domain, is the demonic lord of wind and storm, the creator of chaos and envy. Lhugghu takes the form of a faceless black cloud, and his servants, Zzibra and Cayogbaar, accompany him as malformed ravens without wings and with black skin.

Haiphen - The Cursed Bringer of Death by Steel - VII

The seventh domain is ruled by Haiphen, who has the human form of a warrior in black armor, but without a face. Haiphen, called the cursed lord of ore and bringer of death by steel, bears a blue-glowing sword and a burning mace with which he strikes mortal wounds. His companions are Ghyogh and Hasoo, the eyeless black bloodhounds. Many mercenaries, even those serving the

Lizard Army or the Minotaurs, regard him as their patron.

Lothcam - The Cursed Master of Shadows - VIII

Lothcam, master of shadows and shadow creatures, takes the form of a giant amoeba or a giant worm. His servants are Thurgroth and Brasho. Lothcam follows his own plan. He desires nothing less than dominion over all Tirakan.

Nughlhuu - Ishaa'Nra's Messenger - IX

Nughlhuu is a quadruped resembling a unicorn. Black fluid constantly drips from his gaunt, almost starved body. It is said that anyone who looks into the light emanating from the horn on his head is turned to stone forever and must suffer demonic torment while Nycalhu and Nugaa slowly devour them. Nughlhuu's two companions take the form of skeletal birds, their rotting feathers hanging from pale bones.

Iiinyca - The Defiler of Magical Power - X

Iiinyca, the defiler of magical power, rules the tenth domain, the demonic world of magic. Iiinyca does not appear in person and can only be sensed as incredibly powerful demonic magic that disrupts all magic around it and is perceptible even to the ungifted. Iiinyca's companions, Tur Oggu and Yozzi, are dark, cruel Bolde who make formidable opponents for any righteous person with their sharp teeth and unholy magic.

Nycalha - The Cursed Mistress of Perverse Desire - XI

The eleventh domain is led by Nycalha, who brings demonic jealousy and perverse desire. Nycalha takes the form of a tall woman with pale, sickly skin and no hair on her head. Her companions, Bradhi and Flamer, appear as a pair of twins, both beautiful women: one with flaming red hair and pale skin, the other with full, sensual black hair and southern skin.

Nyphen - Lord of Cold Death - XII

Nyphen, the cursed lord of ice and cold death, is a crystalline, deep-blue figure with thousands of thorns and spikes. The gigantic, ice-cold entity is accompanied by Lhuu and Baarhai, black, toad-shaped demons. Their spikes, shot from their bodies, tear terrible wounds that never heal.

Wisgu - Master of the First Covenant - XIII

Wisgu, hater of elves and dwarves, master of the First Covenant, is an intangible figure of dust and pure energy. In the Third Age, Wisgu made a covenant with the Morgalas and enslaved them to everlasting service. His servants Turzzi and Ylvath take the form of earthen statues.

The Wayfarers

The gods had not yet become aware of themselves when four of these primeval beings appeared in the world. No one knew where they came from. Only they themselves could determine the purpose of their existence. The gods noticed them only late, after they had observed the world for some time.

They were four Wayfarers who came from afar. Their power equaled that of the gods, and they

would decisively shape Tirakan's history in the ages to come.

Hagarvn - She Who Bears the Love and Hatred of an Entire People

Hagarun is the Wayfarer of emotions, a being who absorbs the deepest feelings of mortals. Her appearance is mutable and reflects the souls of those who behold her. At times she appears as a radiant figure, at others as a shadowy one, depending on the emotions she carries within herself.

Her influence is subtle yet ever-present. She forges bonds between people, strengthens alliances, and kindles enmities. Many of Tirakan's wars and great love stories are attributed to her, as though she had guided the hearts of those involved. Her power lies not in direct manipulation, but in amplifying what already slumbers within mortals.

Irminar - He Who Is Stillness

Irminar embodies silence and immutability as a counterpoint to Modorde's constant movement. He is the Wayfarer of balance, whose presence is felt as an endless night. In the few accounts that describe him, he is portrayed as a silent being shrouded in mist, whose eyes seem to penetrate eternity.

His power lies in stabilizing and preserving. While Modorde initiates change, Irminar ensures that the foundation remains intact. His work is most evident in moments when chaos threatens to tear the world apart. Many see him as the invisible hand that keeps Tirakan in balance.

Modorde - He Who Ends and Recreates Being

Modorde is a Wayfarer of change, destruction, and rebirth. His nature is marked by a deep understanding of passing away and new beginnings. He

often appears as a shadowy figure whose form changes constantly, a reflection of his nature. His presence is accompanied by a sense of ending that awakens fear and hope alike.

He is not a cruel destroyer, but an inexorable renewer. To Modorde, every end is the beginning of a new cycle. His influence is especially felt in times of great upheaval, when old structures collapse and make room for the new. Legend tells that Modorde himself ended the Age of Dragons to make room for the peoples.

Odovacar - He Who Brings Fire and Life from Afar

Odovacar is the Wayfarer of fire, an untamed spirit who brings both life and destruction. He is often described as a burning figure, a walking storm of flames and heat. Where he walks, both fertile soils and devastated regions arise, a symbol of his dual nature.

The Dragons

Born as the children of the Wayfarers, the dragons are perhaps Tirakan's most powerful independent beings. The Wayfarers came into the world at a time when the gods were not yet even aware of their own origin, and watched events without intervening in the struggles of primordial times. At the end of the First Age, the Wayfarers begot seven children to watch over the battles between Titans and demons. These children were henceforth called dragons. According to legend, four of these seven children still live on Tirakan today, although only a few unconfirmed accounts tell of them.

Tar - The Brave

Tar the Brave was the first child of the Wayfarers and thus the eldest of the seven siblings. Tar, who is also the mightiest of the dragons, still dwells

mainly in the northern mountains. Worshipped as a demigod by the elven peoples, he occupies the place of the highest god among the Atiarel. A river flowing from the Atiarel Mountains through the Plains of Meridian to the Felsenmeer is also named after the dragon Tar.

Aspersia - The Fallen

During the battle at the Schlund, Aspersia was pulled down with the demons. Her fate is unknown. According to legend, however, Aspersia attempted to create a people of her own. Given the tragic circumstances and demonic surroundings, a terrible mistake must have occurred. Thus Aspersia created two peoples in her own image: one in humanoid form, the other resembling her own form. They were henceforth called the Sethlarn.

Derumir - The Red

Derumir, "the Red," is one of the seven primordial dragons created by the Wayfarers to watch over the world. His radiant red scales and the fiery aura surrounding him make him a symbol of elemental primal power.

He appears only in times of dire need, when the very foundations of Tirakan are threatened, and his appearance is seldom a blessing for mortals. Wherever he walks, fire follows as a sign of his inseparable bond with the world's volcanic and chaotic forces. His influence is usually indirect, but perceptible in the regions where he appears. He favors the vicinity of bubbling volcanoes and primordial lava flows, and his presence can transform entire regions.

Saranor - The Swift

Saranor the Swift withdrew from Tirakan's surface following a dispute with the Wayfarers.

Tedasiél

Tedasiél quarreled with Irminar during the Age of the Servant Creatures and was killed by him. Legends tell that his death was connected to the dragons' rebellion against the Wayfarers.

Samusa - The Mother

Hagarun's eldest daughter is the mother of the elven people. When the dragons betrayed their parents, she was the one who gave birth to the elves. Since then, Samusa's Hoard has been spoken of in connection with the rite, among other places in the Iana Alyaria.

Héroda - He Who Comes from the Night

Héroda is one of Tirakan's seven primordial dragons, created by the Wayfarers at the end of the First Age. Like his siblings, Héroda is a divine, immortal being who keeps apart from the world of mortals. He appears only in rare moments when the balance of creation itself is threatened. Unlike Tar the Brave or Aspersia, whose fall into the Schlund is legendary, Héroda avoids every form of direct intervention. His existence is a hidden constant, a silent watch over the shadowed side of the world.

Independent Entities

There are many independent entities of divine nature on Tirakan. Peoples such as the Quitaron or Xordai worship their own deities, unfamiliar to the realms, while entities such as Robärthrunius have a godlike status themselves, albeit without followers.

Argorin - The Creator

The Xordai differ in their faith from most peoples of Tirakan. The latter worship, in various forms, the four or seven gods whom humans likewise regard as the highest beings in the world. The Xordai, however, pray to the two gods Argorin and Dargumir.

Argorin is the reverent one, who respects life in all its forms. He is the Creator, who keeps the embers in the heart of the world alive. His deeds are wise, and he knows the path to a better world without the terrible Sethlarn.

Dargumir - The Fool

Dargumir is the Fool. He is Argorin's companion and accompanies him on the eternal quest. Unlike Argorin, he is far from inner peace. His actions are chaotic and his works sometimes cruel. He is hopelessness, but also represents life in the absolute present. Destruction and death are attributed to Dargumir.

Akhrosch - God of the Orcs

The first father was Akhrosch. Back then, shortly after the Allfather and Allmother separated light from darkness, he appeared on Tirakan. He was called the Unborn, for he had neither father nor mother. From himself and the clay of the earth, he created Kchtuh, his companion. Together they hunted the living beings of Tirakan in those days and bore many children.

... by Edis Elbenfreund, anthropologist of Yavon, c. 300 EC

Taxaros - Lord of Fire

Taxaros is a powerful fire elemental who was brought to Tirakan, to the Academy of Jaar, by Master Astrum Fabula, probably in the eighth century. It is unclear, however, how Fabula could

have accomplished this, as he was a master of black magic in Jaar. It is assumed that he had help from an elemental in the ritual, which lasted several decades and was necessary to bind Taxaros.

Robärthrunius - Mystical Klabauter

Robärthrunius is a mythical king of the Klabauter who is said to sail the seas aboard an enchanted ship. Many call him godlike, but stories repeatedly suggest his mortality. Some accounts tell of wounds that even he could not heal immediately, or moments of weakness that made him pause briefly.

No one knows exactly why Robärthrunius roams the seas without rest or destination. Some say he is searching for something lost; others believe he is fleeing a great danger. Perhaps he shares more than a love of the sea with the storms; perhaps he is himself a part of them.

Hirrukh - He Who Holds the Wheel of Creation in His Hands

The goblins of the Asch-Ta-Khi worship the god-being Hirrukh, who in their eyes holds the Wheel of Creation in his hands. Hirrukh is worshipped differently by the various clans: sometimes as a healer and giver of life, sometimes as a wild warrior or vengeful destroyer.

Caltae - Minotaur Shamaness

Caltae is Taurus's companion. She was before the Minotaurs fell into lethargy for a thousand years, and she will be forever. Caltae lay with Taurus in the Chamber of Sleep, paralyzed and unable to move or feel emotions. When Taurus awoke in the year 0 EC, she awoke as well, and for the next 1,000 years she was to be Taurus's conscientious side.

The Chronicler

The Chronicler is a mythical figure of Tirakan who is said to record the history of the world in its entirety. Some speak of him as an entity beyond this world; others claim that he is Chronar himself, preserving history in his eternal book. Alongside the Chronicler, there is also the philosophical concept of a Narrator.

The people of Tirakan know nothing of the Chronicler. The figures of the Chronicler and the Narrator exist, at most, in magico-theoretical or religious works by great philosophers. They play no role whatsoever in the events of the first 950 years of the Fifth Age.

The Dreamer

He could scarcely hide his joy. He had waited a long time for this moment. For all those countless years, the Chronicler had believed him to be his son, but he knew better. He had not been born to be a Chronicler. No, he was a Dreamer.

While his “father” recorded the history of Tirakan as it happened, he looked over his shoulder and dreamed of how it might continue. How surprised he was when he discovered that, from time to time, one of his spiteful little ideas found its way from his dreams into the world of Tirakan. It happened quite rarely: a sacrilege here, a demonic pact there, trifles in his eyes. Yet it was a sign of his destiny.

A



Character Templates

Lineage

The character templates in the Lineage category describe the character's origins. One template from this category can be selected free of charge when creating a character. However, these templates cannot be purchased with reputation points during character development.

Human

0 Rep

bonus dice +2
rerolls +2

Asgoran

0 Rep

Deftness +1
Endurance +1
Seafaring +2
Swimming +2

Flit

0 Rep

Flying: Flits learn to fly in childhood, just as humans learn to walk. They can move freely in the air.

actions +1
evasion +1
max health -3
Endurance +1
Quickness +2
Communication +1
Acrobatics +2

Doldagor

0 Rep

Flying: Doldagor can fly from birth, moving freely through the air. They require a high jumping point or running start, plus a successful quickness roll, to take off. Their movement range is doubled while flying. Flying allows for a parallel action, like 'walking'.

Dive: An unarmed strike is possible during a dive. For every five metres of flight distance in the same combat round, the attack gains an additional die. However, for every 10 metres of flight distance in the same combat round, the Doldagor itself suffers a normal hit upon impact.

protection +1
max health +3
actions -1
Resistance +1
History +2
Ancient Relics +1

O'Grut

0 Rep

Resistance +2
Deftness +1
Deception +2
Performance +1

Dvigosz

0 Rep

Logic +2
Education +1
Mechanics +2
Driving +1

Katora

0 Rep

Night vision: Katora have innate night vision. They have slightly worse night vision than elves, but they can orientate themselves well. For all *difficult perception* rolls in darkness, Katora get 2 additional dice.

Willpower +1
Strength +2
Religion +1
Hand to Hand Combat +2

Kroto'Chim

o Rep ◆

Quickness	+1
Strength	+1
Resistance	+1
Nature	+2
Hand to Hand Combat	+1

Fraxut

o Rep ◆

Night vision: Fraxut have innate night vision. For all *perception* checks in darkness, Fraxut get 2 additional dice.

Conscientiousness	+2
Endurance	+1
Orientation	+1
Petrography	+2

Xordai

o Rep ◆

Night vision: Xordai have innate night vision. For all *perception* checks in darkness, Xordai get 2 additional dice.

Endurance	+2
Deftness	+1
Mechanics	+1
Petrography	+1
Mining	+1

Silkanda

o Rep ◆

Night vision: Silkanda have innate night vision. For all *perception* checks in darkness, Silkanda get 2 additional dice.

Quickness	+1
Deftness	+1
Nature	+2
Empathy	+1
Zoology	+1

Atiarel

o Rep ◆

Night vision: Atiarel have innate night vision. For all *perception* checks in darkness, Atiarel get 2 additional dice.

Logic	+1
Charm	+2
Spell Casting	+1
Magic Knowledge	+1
Persuasion	+1

Ancatir

o Rep ◆

Night vision: Ancatir have innate night vision. For all *perception* checks in darkness, Ancatir get 2 additional dice.

Charm	+2
Deftness	+1
Quickness	+1
Shooting	+1
Stealth	+1
Communication	+1

Al Bah JiRa

o Rep ◆

Willpower	+1
Apprehension	+1
Orientation	+2
Religion	+1
Performance	+1

Nur'Tuk

o Rep ◆

Willpower	+2
Mechanics	+1
Courage	+1
Riding	+1
Zoology	+1

Meridian

o Rep ♦

Education	+1
Logic	+2
Politics	+1
Myths and legends	+1
Statesmanship	+1

Quitaron

o Rep ♦

Willpower	+1
Endurance	+1
Quickness	+1
Nature	+1
Riding	+1
Zoology	+1

Gasdaria

o Rep ♦

destiny dice	+1
Deftness	+1
Strength	+1
Hand to Hand Combat	+1
Politics	+1
Persuasion	+1

Yavon

o Rep ♦

Willpower	+1
Apprehension	+2
Courage	+1
Persuasion	+1
Statesmanship	+1

Hadewald

o Rep ♦

Strength	+2
Deftness	+1
Mechanics	+2
Acrobatics	+1

Yadosia

o Rep ♦

Charm	+2
Education	+1
Performance	+2
Heraldry	+1

Gas'Danir

o Rep ♦

Quickness	+1
Deftness	+2
Stealth	+1
Seafaring	+2

Toran

o Rep ♦

Conscientiousness	+2
Education	+1
Shooting	+1
Politics	+1
Administration	+1

Occupation

The character templates in this category represent professions in which the character has attained a higher level of professionalism. These templates are generally more expensive than others, but each offers a package of basic knowledge and skills.

Spy

11 Rep ♦

Rival: You have a rival. Someone is competing with you, whether on a professional, occupational, or lethal level.

Quickness	+2
Stealth	+2
Deception	+2
Perception	+2
Communication	+1

Ranger 7 Rep ♦

Strength	+1
Orientation	+2
Communication	-1
Nature	+2
Shooting	+1

Boxer 8 Rep ♦

Quickness	+2
Endurance	+2
Hand to Hand Combat	+2

Soldier 14 Rep ♦

Obedient: You obey every order of your superior without giving it a second thought.

Endurance	+1
Strength	+1
Orientation	+1
First Aid	+1
Courage	+1
Driving	+1
Throwing	+2
Shooting	+2
Hand to Hand Combat	+1
Vehicles	+1

Clerical 10 Rep ♦

Religious: You are religious, believe in your deity and also actively defend your faith.

destiny dice	+2
Education	+1
Religion	+3
Communication	+2

Blacksmith 8 Rep ♦

Strength	+2
Deftness	+2
Mechanics	+2

Scribe 8 Rep ♦

Conscientiousness	+1
Education	+1
Communication	+2
Reading/Writing	+2

Mercenary 8 Rep ♦

Endurance	+1
Deftness	+1
Persuasion	+1
Shooting	+1
Hand to Hand Combat	+2

Sailor 12 Rep ♦

Resistance	+1
Deftness	+1
Strength	+1
Throwing	+2
Driving	+1
Hand to Hand Combat	+1
Seafaring	+3

Messenger 8 Rep ♦

Quickness	+2
Endurance	+1
Driving	+1
Orientation	+2

Merchant

8 Rep ♦

Logic	+2
Apprehension	+1
Empathy	+1
Persuasion	+2

Thief

10 Rep ♦

Deftness	+2
Acrobatics	+1
Stealth	+3
Hand to Hand Combat	+2

Undertaker

8 Rep ♦

Endurance	+1
Charm	+1
Empathy	+1
Driving	+1
Etiquette	+1

Assassin

11 Rep ♦

Deftness	+1
Shooting	+2
Hand to Hand Combat	+2
Deception	+2
Acrobatics	+2

Scholar

10 Rep ♦

Education	+4
History	+2
Nature	+1
Communication	+1

Medicus

10 Rep ♦

Deftness	+1
Conscientiousness	+1
First Aid	+4
Medical science	+2

Adventurer

9 Rep ♦

rerolls	+1
Deftness	+1
Strength	+1
Orientation	+2
Investigation	+1
Hand to Hand Combat	+1

Knight

10 Rep ♦

Strength	+1
Endurance	+2
Deftness	+1
Hand to Hand Combat	+2
Politics	+1
Riding	+1

Bard

12 Rep ♦

Charm	+2
Attractiveness	+2
History	+2
Performance	+3
Reading/Writing	+1

Barber surgeon

7 Rep ♦

Deftness	+1
First Aid	+2
Deception	+1
Medical science	+1

Knacker

5 Rep ♦

Resistance	+1
Attractiveness	-1
Intimidation	+1
Nature	+1
Medical science	+1

Innkeeper

9 Rep ♦

Apprehension	+2
Empathy	+2
Communication	+2

Rider

10 Rep ♦

Deftness	+2
Strength	+1
Empathy	+1
Riding	+3
Zoology	+2

Druid

10 Rep ♦

It is not so much for its beauty that the forest makes a claim upon men's hearts, as for that subtle something, that quality of air that emanation from old trees, that so wonderfully changes and renews a weary spirit.

Robert Louis Stevenson

spell points	+5
max arcana	+3
Resistance	+1
Willpower	+1
Spell Casting	+1
Nature	+2
Ancient Relics	+1
Elemental Magic	True

Witch

10 Rep ♦

Eye of newt, and toe of frog, Wool of bat, and tongue of dog, Adder's fork, and blind-worm's

sting, Lizard's leg, and owlet's wing,— For a charm of powerful trouble, Like a hell-broth boil and bubble. Double, double toil and trouble; Fire burn, and caldron bubble.

William Shakespeare

max arcana	+3
spell points	+5
Apprehension	+1
Charm	+1
Spell Casting	+1
First Aid	+2
Magic Knowledge	+1
Curses	True

Demonologist

10 Rep ♦

The treachery of demons is nothing compared to the betrayal of an angel.

Brenna Yovanoff

max arcana	+3
spell points	+5
Charm	+1
Endurance	+1
Spell Casting	+1
Magic Knowledge	+1
Performance	+1
Ancient Relics	+1
Demonology	True

Ranger

10 Rep ♦

max arcana	+3
spell points	+5
Endurance	+1
Quickness	+1
Magic Knowledge	+1
Spell Casting	+1
Nature	+1
Shamanism	True

Wizard

10 Rep ♦

spell points	+5
max arcana	+3
Logic	+1
Apprehension	+1
Spell Casting	+1
Magic Knowledge	+1
Mathematics	+1
Wizardry	True

Necromancer

10 Rep ♦

max arcana	+3
spell points	+5
Willpower	+1
Resistance	+1
Deception	+1
Stealth	+1
Ancient Relics	+1
Necrology	True

Visionary

10 Rep ♦

spell points	+5
max arcana	+3
Conscientiousness	+1
Apprehension	+1
Perception	+1
Magic Knowledge	+1
Empathy	+1
Astral Magic	True

Priest

10 Rep ♦

Religious: You are religious, believe in your deity and also actively defend your faith. You may perform invocations of all kinds.

destiny dice	+1
Education	+1
Religion	+2
Communication	+2
Music	+2

Monk

7 Rep ♦

Religious: You are religious, believe in your deity and also actively defend your faith. You may perform invocations of all kinds.

Religion	+2
Communication	+1
Music	+2

Paladin

12 Rep ♦

Religious: You are religious, believe in your deity and also actively defend your faith. You may perform invocations of all kinds.

Endurance	+2
Resistance	+2
Hand to Hand Combat	+2
Religion	+3
Heraldry	+1

Vampire Hunter

10 Rep ♦

spell points	+5
max arcana	+3
Resistance	+1
Deftness	+1
Spell Casting	+1
Courage	+1
Stealth	+1
White Magic	True

White mage

10 Rep ♦

max arcana	+3
spell points	+5
Resistance	+1
Education	+1
Spell Casting	+1
Magic Knowledge	+1
Empathy	+1
White Magic	True

Black mage

10 Rep ♦

spell points	+5
max arcana	+3
Education	+1
Charm	+1
Magic Knowledge	+1
Intimidation	+1
Spell Casting	+1
Black Magic	True

Hermetic

10 Rep ♦

max arcana	+3
spell points	+5
Logic	+1
Education	+1
Spell Casting	+1
Magic Knowledge	+1
Persuasion	+1
Hermeticism	True

Shaman

10 Rep ♦

spell points	+5
max arcana	+3
Willpower	+1
Charm	+1
Magic Knowledge	+1
Empathy	+1
Spell Casting	+1
Shamanism	True

Ghost Summoner

10 Rep ♦

max arcana	+3
spell points	+5
Charm	+1
Magic Knowledge	+1
Spell Casting	+1
Empathy	+1
Myths and legends	+1
Necromancy	True

Mystic

10 Rep ♦

max arcana	+3
spell points	+5
Spell Casting	+1
Magic Knowledge	+1
Performance	+1
Myths and legends	+2
Mysticism	True

Chimærologist

10 Rep ♦

max arcana	+3
spell points	+5
Resistance	+1
Strength	+1
Magic Knowledge	+1
Spell Casting	+1
Courage	+1
Chimerology	True

Mummy Hunter

10 Rep ♦

max arcana	+3
spell points	+5
Resistance	+1
Apprehension	+1
Spell Casting	+1
Magic Knowledge	+1
Ancient Relics	+1
White Magic	True

Astrologist

10 Rep ♦

spell points	+5
max arcana	+3
Apprehension	+1
Conscientiousness	+1
Magic Knowledge	+1
Spell Casting	+1
Mechanics	+1
Astral Magic	True

Medium

8 Rep ♦

max stress	+1
Empathy	+2
Myths and legends	+2

Warrior

10 Rep ♦

Strength	+1
Endurance	+1
Hand to Hand Combat	+2
Shooting	+1
Warfare	+1

Mechanicus

10 Rep ♦

bonus dice	+2
Logic	+2
Education	+1
Mechanics	+2
Driving	+1

Pirate

11 Rep ♦

Deftness	+1
Resistance	+1
Quickness	+1
Hand to Hand Combat	+1
Throwing	+2
Driving	+1
Seafaring	+2

Outlaw

12 Rep ♦

destiny dice	+1
Endurance	+1
Deception	+2
Hand to Hand Combat	+1
Shooting	+1
Stealth	+2

Minstrel

12 Rep ♦

destiny dice	+1
Deftness	+2
Charm	+1
Performance	+2
Throwing	+1
Communication	+1
Music	+1

Medicus

12 Rep ♦

rerolls	+1
Conscientiousness	+1
First Aid	+3
Nature	+2
Medical science	+2

Education

Character templates in education represent character development through schooling.

Craftsman Apprenticeship 10 Rep ♦

bonus dice	+2
Deftness	+1
Mechanics	+2
Acrobatics	+1
Driving	+1

Trivium

12 Rep ♦

bonus dice	+1
Education	+2
Communication	+3
Rhetoric	+2
Ancient Relics	+1
Reading/Writing	+2

Quadrivium

18 Rep ♦

destiny dice	+2
Education	+2
History	+2
Politics	+1
Mathematics	+2
Reading/Writing	+2
Astronomy	+2
Music	+2

Military academy

11 Rep ♦

*Whoever said the pen is mightier than the sword
obviously never encountered automatic weapons.*

Douglas MacArthur

destiny dice	+1
Hand to Hand Combat	+1
Intimidation	+1
First Aid	+1
Politics	+1
Shooting	+1
Warfare	+2
Reading/Writing	+1
Riding	+1

Arcane Study

10 Rep ♦

max arcana	+1
spell points	+5
Logic	+1
Willpower	+1
Spell Casting	+1
Magic Knowledge	+2

Arcane Mentor

10 Rep ♦

*Es gibt eine Art von Zauberei, die man mühsam
erlernen muß: Das ist die, wie sie im Koraktor
steht, Zeichen für Zeichen und Formel um Formel.*

*Und dann gibt es eine, die wächst einem aus der
Tiefe des Herzens zu: aus der Sorge um jemanden,
den man lieb hat. Ich weiß, daß das schwer zu*

*begreifen ist - aber du solltest darauf vertrauen,
Krabat.*

Otfried Preußler

max arcana	+1
spell points	+15
Willpower	+1
Spell Casting	+2
Magic Knowledge	+1

Arcane School

10 Rep ♦

spell points	+10
max arcana	+2
Education	+1
Spell Casting	+1
Magic Knowledge	+2

Arcane meditation

6 Rep ♦

spell points	+5
max arcana	+2
Magic Knowledge	+2

Squire

5 Rep ♦

*Wer ein guter Schildknappe gewesen ist, wird auch
ein guter Statthalter sein.*

Miguel de Cervantes Saavedra

Endurance	+1
Resistance	+1
Hand to Hand Combat	+1

Interests

Diese Charakterschablonen beschreiben die Interessen des Charakters. Sie verändern ausgewählte Eigenschaften, sind dabei aber günstiger als Berufe und verändern weniger.

Hunt

6 Rep ♦

Endurance	+1
Shooting	+2
Zoology	+1

Music

6 Rep ♦

Deftness	+1
Performance	+1
Music	+2

Art

2 Rep ♦

Performance	+2
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Reading

5 Rep ♦

Conscientiousness	+1
Reading/Writing	+2

History

4 Rep ♦

History	+2
Ancient Relics	+2

Handcraft

4 Rep ♦

Deftness	+2
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Esotericism

6 Rep ♦

destiny dice	+1
Logic	-2
Deception	+1
Intimidation	+1
Stealth	+1
Esoterism	+1

Heraldry

8 Rep ♦

Conscientiousness	+2
Perception	+1
History	+1
Heraldry	+2

Cult Membership

5 Rep ♦

rerolls	+1
destiny dice	+1
bonus dice	-2

Dancing

6 Rep ♦

Deftness	+1
Endurance	+1
Attractiveness	+2

Riding

5 Rep ♦

Driving	+1
Riding	+2

Alchemy

5 Rep ♦

*Alles ist Gift, ausschlaggebend ist nur die Menge.
Alles Tun ist ein alchemistisches Zuendeführen,
eine geistige Goldmachung und Kunst der
Vollendung. Alles Wachsen ist Auferstehen. Auch
in die Liebe muss man hineinwachsen und ihre
Stunden abwarten, denn die Gewächse der Erde
und die Gaben im Menschen haben ihre Zeit.*

Paracelsus

Nature	+2
Alchemy	+1

Cooking

3 Rep ♦

My gran could do better! And she's dead!

Gordon Ramsay

Cooking +2

Arcane Training 3 Rep ♦

spell points +5

Strength training 3 Rep ♦

Strength +1

Acolyte 5 Rep ♦

He had hopes, but hope wasn't a solution.

Melissa Marr

Religion +2

Etiquette +1

Botany 3 Rep ♦

Nature +2

Carving 3 Rep ♦

Mechanics +1

Character ♦

These character templates outline specific traits. They modify a few of the character's characteristics, adding skills and knowledge, and are generally cheaper than professions.

Jack of all trades 6 Rep ♦

rerolls +1

bonus dice +2

Communication +1

Gambler -5 Rep ♦

Conscientiousness -2

Smoker -5 Rep ♦

Endurance -2

Attractiveness -1

Stalwart 4 Rep ♦

max health +2

Notorious Liar 2 Rep ♦

Logic -1

Deception +2

Philanthropist 4 Rep ♦

Attractiveness +1

Empathy +1

Corrupt 3 Rep ♦

Conscientiousness -2

Deception +2

Intimidation +1

Drunkarð -5 Rep ♦

destiny dice +1

Apprehension -2

Perception -1

Cheat 5 Rep ♦

Deception +3

Chauvinist

2 Rep ♦

Charm -2
Attractiveness +2

Blabbermouth

2 Rep ♦

Communication +3
Stealth -3

Likable

5 Rep ♦

Attractiveness +2
Charm +1

Egoistic

2 Rep ♦

destiny dice +1
Conscientiousness -1

Adventurous

2 Rep ♦

Conscientiousness -2
Resistance +1
Apprehension +1

Accommodating

4 Rep ♦

Charm +1
Communication +1

Dandy

6 Rep ♦

Vanity: You are vain beyond measure and like to show it often.

Attractiveness +2
Charm +1
Communication +1
Etiquette +1

Conscientious

4 Rep ♦

Conscientiousness +2

Pettifogging

5 Rep ♦

rerolls +2
Conscientiousness +1

Wallflower

1 Rep ♦

Attractiveness -1
Charm -1
Communication -1
Stealth +3

Modest

4 Rep ♦

Willpower +1
Conscientiousness +1

Smart-Arse

4 Rep ♦

Charm -1
Conscientiousness +1
Persuasion +2

Arcane Initiation

8 Rep ♦

max arcana +1
spell points +5
Magic Knowledge +2

Blood Magic

5 Rep ♦

You may spend wounds instead of arcana to cast spells.

Due to the nature of blood magic, it is not possible to heal wounds with spells cast by blood magic.

spell points +5
Magic Knowledge +1

Addiction Resistant 3 Rep ♦

Conscientiousness +1

Introverted 2 Rep ♦

destiny dice +1
Conscientiousness +1
Communication -2

Reactionary -2 Rep ♦

The char is not very tolerant towards strangers, new things and tends toward extremely conservative views of life and even more reactionary world views.

Charm -1

Paranoid 1 Rep ♦

The Character is a paranoid type, can never trust fully, and is always wary,

bonus dice +1
Conscientiousness -2

Brawler 6 Rep ♦

max health +1
Hand to Hand Combat +1

Masterly self-confidence 30 Rep ♦

Dice results of 1 can be repeated once.

When you have a lot of confidence and you feel like nobody can beat you, it's game over for everyone else.

Jason Day

Bookworm 2 Rep ♦

Strength -1
Education +1
Endurance -1
Apprehension +1
General Knowledge +1

Sadist 3 Rep ♦

Charm +1
Empathy +1
Persuasion +1

Rational 3 Rep ♦

Logic +1

Intimidating 4 Rep ♦

Charm -1
Intimidation +2

Disgust -3 Rep ♦

The character feels pronounced disgust for a particular subject and will stay away from it if possible.

Justice Fanatic 1 Rep ♦

The character is a militant justice fanatic. If he experiences a situation in the game that he feels is unjust, he can hardly control himself.

Empathy +1

Faithful

5 Rep ♦

The character is especially devout. All effects performed on him by clerics of the same alignment have double the effect. Clerics with this gift also receive more favor points when they perform a ceremonial service.

Greedy

4 Rep ♦

A greedy character always has his personal enrichment in mind first. This includes trying to collect gold or the rewards of his travel group for himself. It also means an almost magical attraction to gold and valuables of all kinds.

Logic +1
Deception +1

Irascible

-4 Rep ♦

A hot-tempered character is quick to fly off the handle and has a thin skin. On any occasion that is offensive to the character, the game master can ask for a roll on Logic. If this fails, at least the fists will probably fly.

Logic -1

Confused

-4 Rep ♦

A character with this trait is easily confused. In busy markets or crowds, the gamemaster may require a roll for Orientation to keep the character from panicking.

Orientation -2

Country bumpkin

-2 Rep ♦

The character comes from the countryside. Stand and education are not relevant, as soon as the character comes into a larger settlement (from 1000 inhabitants) he is confused. Rolls for orientation

in larger settlements have a minimum roll increased by 1.

Addicted

-4 Rep ♦

The character is addicted to a certain substance, depending on the degree of addiction, the renunciation or the prospect of soon having to renounce can influence him in his actions.

Messenger of Death

-3 Rep ♦

The character attracts the mischief. If he enters a new region or society, he must roll a d6. If the roll shows a 5 or 6, a disaster, accident or similar happens.

Weapon enthusiast

5 Rep ♦

Hand to Hand Combat +1
Shooting +1
Warfare +1

Naïve

-3 Rep ♦

Naïve: Your character is naive. He sometimes believes too much in the good in people. Whenever the character doubts the statements or intentions of NPCs, the game master can have him roll for logic. If the roll fails, the character believes the NPC.

Aversion

-2 Rep ♦

The character has an aversion to a particular subject. All rolls that interact with the subject have a minimum roll increased by 1.

Eager for Knowledge

3 Rep ♦

Education +2

Strong-minded 3 Rep ♦

Willpower +2

Good behaviour 4 Rep ♦

Etiquette +2

Talent ♦

Talents are specific character abilities. The templates refer to narrowly defined talents of the character. As a rule, they are beneficial or add special abilities and rules.

Empathic 5 Rep ♦

Empathy +3

Good Speaker 5 Rep ♦

Communication +3

Athletic 6 Rep ♦

Deftness +2
Endurance +2

Luck 4 Rep ♦

The character may reroll up to 3 dice twice a session, or let a fellow character reroll the 3 dice.

Leader 5 Rep ♦

The character may give an action to a fellow character every combat round, instead of using it.

bonus dice +1
Endurance +1
Apprehension +1

Good Thrower 5 Rep ♦

Throwing +3

Synesthesia 5 Rep ♦

Apprehension +1
Perception +2

Contortionist 6 Rep ♦

Deftness +3
Resistance +1

Strong immune system 5 Rep ♦

Resistance +3

Photographic Memory 6 Rep ♦

Logic +1
Perception +1
Orientation +2

Cold Hands 2 Rep ♦

Attractiveness -1
Intimidation +1

Strongman 5 Rep ♦

Strength +2
Intimidation +1

Accomplished Sleeper 3 Rep ♦

rest minimum roll -1
 Conscientiousness +1

Animal Empathy 6 Rep ♦

The minimum roll is reduced by 2 for all rolls involving animals.

Empathy +1

Trickster 8 Rep ♦

The character may force a person in sight to use one of his rerolls for a recent roll. To do this, the character must spend a bonus or destiny die.

rerolls +1

Joker 10 Rep ♦

The character has the ability to profit from special rolls. Everytime the player rolls one of the following dice patterns (while not in combat) the stated effect applies.

* **Three of a kind** - The character gains one bonus die * **Small Straight** - The character gains one boost immediately * **Full House** - The character gains one destiny die * **Large Straight** - The character rediscovers an item in his backpack (the player chooses an item and adds it to his backpack) * **Four of a kind** - The character gains +1 actions in every round of the next combat * **Five of a kind** - The characters group gains one additional turn prior to the enemies in the next combat

In each case, the highest pattern to be achieved counts for a roll. So 5, 4, 3, 3, 2, 1 is a large straight, but not three of a kind.

As you know, madness is like gravity...all it takes is a little push.

The Joker

Well equipped 5 Rep ♦

The character may spend a wound to take any item from his backpack, even if he doesn't possess it. To do so, the character takes a wound and the player rolls a d6:

- 1-2: The desired item doesn't exist in the backpack - 3-5: A similar item could be found in the backpack - 6: The exact desired item could be found

With a little bit of imagination, anything is possible.

MacGyver

Masterful Fighter 30 Rep ♦

Everyone has a plan until they've been hit.

Joe Lewis

actions +1

Marksman 8 Rep ♦

Once per round any roll of 1 on a shooting dice roll can be rerolled

Requires shooting of 5 or more

Orientation +1
 Shooting +1
 Warfare +1

Critical Hits 10 Rep ♦

The minimum roll to achieve for critical hits is reduced by one. This applies only to critical hits, but not to megacrits.

Inspiring Leader 15 Rep ♦

As an action in combat you can roll on your Persuasion Skill. A party member gains bonus dice equal to your successes or at least 1

Charm +1
Persuasion +1

Misdirection 8 Rep ♦

As an reaction while in combat, you can roll on your Deception Skill. An enemy losses success dice equal to your successes

Requires deception of 3 or more

Shield Training 5 Rep ♦

The character learned how to wield a shield effectively in combat.

This allows the character to parry attacks with a shield in accordance with the Parry melee attacks rule. For this purpose, either Strength or Deftness is used as a skill value.

Eagle Eye 7 Rep ♦

Ranges of ranged weapons are increased by 25%.

Evaðe 11 Rep ♦

Knowing where the trap is—that's the first step in evading it.

Frank Herbert, Dune

evasion +2
Quickness +1

Magically gifted 4 Rep ♦

Scientists have calculated that the chances of something so patently absurd actually existing are

millions to one. But magicians have calculated that million-to-one chances crop up nine times out of ten

Terry Pratchett

max arcana +2

Deep concentration 6 Rep ♦

max arcana +3

Warhorse 4 Rep ♦

Hand to Hand Combat +1
Shooting +1

Runner 6 Rep ♦

Quickness +1
Endurance +1

Acrobat 3 Rep ♦

Acrobatics +2

Masterly Presence 40 Rep ♦

The character's minimum roll is reduced by 1.

Ab, mastery... what a profoundly satisfying feeling when one finally gets on top of a new set of skills... and then sees the light under the new door those skills can open, even as another door is closing.

Gail Sheehy

minimum roll -1

Masterly confidence 40 Rep ♦

in terms of the Exploding Dice rule, each time a 6 is rolled on a die, a success is added to the roll's successes.

With realization of one's own potential and self-confidence in one's ability, one can build a better world.

The Dalai Lama

Pickup Artist 10 Rep ♦

Gives bonus dice for every throw that involves seduction in any form.

Lock picking 4 Rep ♦

Lock picking +2

First Aid 4 Rep ♦

Our real enemy is not our neighboring country; it's hunger, cold, poverty, ignorance, superstition and prejudice.

Henry Dunant

First Aid +2

Dash 6 Rep ♦

Whenever the character uses the Run action in combat, he may make an acrobatic throw to advance further meters. If this roll succeeds, he may move further than his running range according to the successes.

If the roll is unsuccessful, the character stumbles and is considered to be prone. He must spend one action to get back on his feet or into the *Hunkered* stance.

Quickness +1

Trained sword arm 5 Rep ♦

"Nur hartes Training und unbändige Disziplin sorgen für Tod und Verderben in einem flüssigen Streich"

None

Strength +2
Hand to Hand Combat +1

Deft 4 Rep ♦

Deftness +2

Conscientious 4 Rep ♦

Conscientiousness +2

Good shooter 3 Rep ♦

Shooting +1

One with the Magic 10 Rep ♦

spell points +15

Arcane recovery 10 Rep ♦

Once a day, outside of a rest, you can renew your connection to magic and replenish your **arcana**. To do this, you need to rest for about an hour to concentrate on the flow of magic. Roll on your **magic knowledge** value and fill up your arcana with half of the successes.

Arcane Mastery 40 Rep ♦

max arcana +4
spell points +50

Medicine

5 Rep ♦

First Aid +1
 Medical science +2

Particular vigilance

10 Rep ♦

At the beginning of a fight, the character receives one action, which, however, can only be used to react. Once the character's turn begins in the first round of combat, his actions override this additional action.

Interrogation

6 Rep ♦

Intimidation +1
 Empathy +1
 Interrogation +2

Camouflage and hiding

4 Rep ♦

Stealth +2

Wizardry

7 Rep ♦

spell points +5
 Wizardry True

White Magic

7 Rep ♦

spell points +7
 White Magic True

Black Magic

7 Rep ♦

spell points +5
 Black Magic True

Elemental Magic

7 Rep ♦

spell points +5
 Elemental Magic True

Shamanism

7 Rep ♦

spell points +7
 Shamanism True

Sanguine Magic

7 Rep ♦

spell points +5
 Sanguine Magic True

Necrology

7 Rep ♦

spell points +5
 Necrology True

Mysticism

7 Rep ♦

spell points +5
 Mysticism True

Hermeticism

7 Rep ♦

spell points +5
 Hermeticism True

Ghost conjurations

7 Rep ♦

spell points +5
 Necromancy True

Demonology

7 Rep ♦

spell points +5
 Demonology True

Astral Magic

7 Rep ♦

spell points +5
Astral Magic True

Chimerology

7 Rep ♦

spell points +5
Chimerology True

Looting lunatic

6 Rep ♦

Der Charakter kann bei einem Untersuchenwurf durch einen kritischen Erfolg besonders interessante Dinge entdecken.

Arcane natural talent

6 Rep ♦

spell points +5
max arcana +2

Ignore pain

7 Rep ♦

Once per combat you can roll for resistance. If successful, the damage of an attack source is completely prevented in this action. This roll does not require an action.

Curses

7 Rep ♦

spell points +7
Curses True

Intelligent

4 Rep ♦

Phantasie ist wichtiger als Wissen, denn Wissen ist begrenzt.

Albert Einstein

Logic +1
Education +1

Agile

3 Rep ♦

Quickness +1

Shield Mastery

10 Rep ♦

The character is a master of shield use. The shield can be prepared for a shield block in one action instead of two. The shield block can also be performed as a reaction.

Blade dance

15 Rep ♦

The character is skilled in two-handed combat with two weapons. The minimum roll for the attack with the secondary weapon is no longer increased by one.

Attack of Opportunity

10 Rep ♦

The character can make one attack against an opponent once per combat round as a reaction to the opponent leaving the area of effect (range) of his melee weapon by moving. No action is used.

Evasion

7 Rep ♦

evasion +2

Quick

4 Rep ♦

Quickness +2

Total submission

20 Rep ♦

Any grace received is doubled.

Resistance

20 Rep ♦

The character has natural resistance to injury. A D6 is rolled for each wound inflicted. The minimum roll is 5 + the total number of wounds. Each success prevents one wound.

Incredible Reaction

10 Rep ♦

You can dodge ranged attacks as if they were melee attacks.

Masterful Evasion

30 Rep ♦

Dodging no longer requires an action.

Masterful Parry

30 Rep ♦

Parrying an attack no longer requires an action.

Environment

These templates describe the character's living conditions.

Orphan

4 Rep ♦

destiny dice +1
Resistance +1

Wanted

4 Rep ♦

Rival: You have a rival. Someone is competing with you, whether on a professional, occupational, or lethal level.

destiny dice +1
Conscientiousness +1

Single parent

4 Rep ♦

Willpower +1
Courage +1

Loss of a family member

5 Rep ♦

destiny dice +1
Courage +2

Aristocratic

9 Rep ♦

max health +1
Hand to Hand Combat +1
Deception +1
Communication +2
Reading/Writing +2

Loss of a limb

1 Rep ♦

destiny dice +1
Attractiveness -1
Deftness -1

Guru

7 Rep ♦

Charm +1
Attractiveness +2
Communication +2

Deformed

4 Rep ♦

Charm -1
Attractiveness -1
Intimidation +2
Courage +2

Unhappy in love

3 Rep ♦

Willpower +1

Serf

5 Rep ♦

Obedient: You obey every order of your superior without giving it a second thought.

Apprehension +2
Stealth +1

Monasticism

5 Rep ♦

Conscientiousness +1
Nature +1
Religion +2
Communication -1

Hermit

2 Rep ♦

Charm -1
Orientation +1
Communication -1
Perception +1

Homeless

5 Rep ♦

Companion: You may choose one animal companion, which is considered a familiar and accompanies you wherever you go.

Resistance +3
Attractiveness -1
Hand to Hand Combat +1

Widower

5 Rep ♦

bonus dice +1
Courage +2

Journeyman years

7 Rep ♦

Education +1
Courage +2
Mechanics +1
Orientation +1

Magical Encounter

5 Rep ♦

spell points +5

Barkskin

3 Rep ♦

protection +1
Quickness -1

Vampire

8 Rep ♦

Vampire: You are undead. This fact causes you to crumble into a pile of dust when you die. A drop of blood can always revive you. Staying in direct sunlight makes you take one direct wound per hour. If you have a deity, you can perform the actions of a priest and ask for their grace.

max health +2
Ancient Relics +2

Blessed

60 Rep ♦

minimum roll -1
destiny dice +2

B

Weapons

Blades

Left Hand

The left hand is a defensive weapon. Wielded in the left hand, it provides one additional action per combat round that can only be used for defence.

Hand to Hand

Weight:	0.60 kg
Price:	580
Concealment	2
Preparation	0
Damage Potential	1

Dagger

A simple dagger, forged from iron. This item is used both as a tool and as a weapon.

Hand to Hand

Weight:	0.60 kg
Price:	300
Concealment	1
Preparation	0
Damage Potential	1

Stiletto

A parrying dagger, when wielded, gives the wielder one extra action per combat round, which may only be used for defence.

Hand to Hand

Weight:	0.80 kg
Price:	750
Concealment	2
Preparation	0
Damage Potential	1

Poison Dagger

This dagger features a rigid, narrow blade that tapers to a reinforced, armor-piercing point. A distinct groove is cut into the steel, designed for the application of poison. The weapon is known to be particularly good at penetrating armor and poisons targets with the strength of the applied toxin.

Hand to Hand

Weight:	0.80 kg
Price:	1400
Piercing	2
Concealment	2
Preparation	0
Poison Notch	1

Knife-studded staff

The knife-studded staff consists of a shaft approximately one and a half steps long, with a blade attached to each end. The weapon is usually wielded with both hands.

Hand to Hand

Weight:	1.10 kg
Price:	950
Range	2
Concealment	7
Damage Potential	2

Scalpel

The scalpel consists of a slender metal or bone handle, sized for a delicate, precise grip. It holds a small, fixed blade of exceptional sharpness. The blade itself is thin and often possesses a distinct curve or fine point, appearing far more fragile and keen-edged than a utility knife.

Hand to Hand

Weight:	0.50 kg
Price:	250
Concealment	1
Preparation	0
Damage Potential	2

Sword cane

This object appears to be a fashionable or simple walking stick, typically made of polished wood with a metal-capped tip and an ornamental handle. The handle, often a metal knob or L-shaped grip, detaches from the main shaft. This shaft is hollow, serving as a scabbard for a slender, rigid, and needle-pointed thrusting blade concealed inside.

Hand to Hand

Weight:	2.00 kg
Price:	160
Piercing	1
Damage Potential	1

Long Knife

The long knife's blade is long, straight, and single-edged, significantly larger than a standard dagger but lacking the crossguard and balance of a true shortsword. The hilt is simple, often just wood or leather-wrapped, with a minimal or non-existent guard. It is a practical, almost crude, weapon, falling somewhere between a large tool and a dedicated combat blade.

Hand to Hand

Weight:	1.20 kg
Price:	300
Concealment	4
Damage Potential	2

Broadsword

This sword features a distinctly wide, straight, double-edged blade that tapers only slightly to a functional point. Often seen as a rough weapon, its heavy build and simple, robust crossguard are clearly designed for brute force. The entire weapon is heavy in the hand, lacking the refinement of a rapier or the balance of an arming sword.

Hand to Hand

Weight:	3.00 kg
Price:	500
Concealment	5
Damage Potential	4

Machete

Do not send a message!

Hand to Hand

Weight:	1.20 kg
Price:	450
Concealment	4
Damage Potential	3

Foil

An exceptionally thin and flexible blade, often quadrangular in cross-section, defines this lightweight weapon. It possesses no sharpened edges, culminating instead in a fine, narrow point. The hilt is protected by a prominent, cup-shaped metal bell guard.

Hand to Hand

Weight:	1.30 kg
Price:	180
Piercing	1
Concealment	5
Damage Potential	2

Wakizashi

This weapon is a single-edged, curved blade, noticeably shorter than a full longsword or katana, but significantly longer than a standard dagger. It features a hilt long enough for one or two hands, often wrapped in ray skin and cord, and is fitted with a circular or squared metal guard separating the blade from the handle.

Hand to Hand

Weight:	0.90 kg
Price:	180
Concealment	2
Preparation	0
Damage Potential	2

Katar

The katar, known primarily in remote regions, is defined by its unique H-shaped metal grip. The grip consists of two parallel bars protecting the sides of the hand, connected by one or two transverse bars for the fist. A wide, pointed, double-edged blade is fixed to the front of this grip, projecting straight forward from the wielder's knuckles.

Hand to Hand

Weight:	0.80 kg
Price:	450
Piercing	1
Concealment	2
Damage Potential	2

One and a half-handed sword

This straight, double-edged blade is noticeably longer than a standard arming sword, yet shorter than a true two-hander. Its defining feature is the extended hilt, which is long enough to accommodate a second hand for increased power, though it remains balanced for one-handed use.

Hand to Hand

Weight:	1.20 kg
Price:	850
Piercing	1
Concealment	3
Damage Potential	2

Ancatir longsword

This weapon is of Ancatir make, few people have ever seen the forests of the Ancatir with their own eyes, even fewer have entered them, of those who have, only a handful have been allowed to wield an Ancatir weapon,

It is not known how the Ancatir forge their weapons, but it is certain that anyone who sees them is surprised by their superior quality.

Hand to Hand

Weight:	1.40 kg
Price:	1400
Piercing	1
Concealment	3
Damage Potential	3

Flammberge

This massive two-handed sword is immediately recognizable by its blade. The long, heavy, double-edged steel is not straight, but forged into a continuous, undulating or flame-like wave from the

hilt to the point. Its hilt is built for a powerful two-handed grip, often featuring a complex guard with forward-swept quillons or side-rings.

Hand to Hand

Weight:	1.40 kg
Price:	2200
Range	2
Concealment	6
Damage Potential	3
Bleeding	1

Short Sword

A straight, double-edged blade, visibly shorter than a Long Sword but significantly longer than a dagger, forms this weapon. It is fitted with a simple, one-handed hilt, a functional crossguard, and a basic pommel. The weapon is lightweight and balanced, clearly serving as a practical military sidearm.

Hand to Hand

Weight:	0.70 kg
Price:	1000
Piercing	1
Concealment	2
Damage Potential	1

Scimitar

This one-handed sword is defined by its pronounced, sweeping curve, featuring a single sharp edge on its outer side. The blade often broadens slightly as it nears the tip. It is equipped with a simple hilt and a crossguard that is usually straight or curved slightly towards the blade.

Hand to Hand

Weight:	1.00 kg
Price:	500
Concealment	5
Damage Potential	3

Flame dagger

This dagger's blade is not straight, but forged with a distinct flame-like, undulating edge. This serrated profile is known to inflict deep, tearing wounds that cause Bleeding. The hilt is typically simple, often dark metal or wrapped leather, putting all focus on the jagged steel.

Hand to Hand

Weight:	0.80 kg
Price:	450
Concealment	2
Preparation	0
Damage Potential	1
Bleeding	1

Blade crusher

If attacked or parried successfully with this weapon, the opponent's weapon takes 10% damage for each success, in addition to wounds.

Hand to Hand

Weight:	1.20 kg
Price:	850
Concealment	3
Damage Potential	1

Long Sword

A straight, double-edged blade that tapers to a sharp, functional point is the core of this weapon. It is fitted with a simple, straight metal crossguard and a hilt sized for a single hand, which is balanced

by a heavy metal pommel. This is the classic cruciform sword, longer than a dagger but shorter than a true two-handed weapon.

Hand to Hand

Weight: 1.40 kg
Price: 2000
Range: 2
Concealment: 5
Damage Potential: 2

Sabre

A long, curved, single-edged blade defines this one-handed sword. Its most distinct feature is the hilt, which possesses a prominent metal knuckle-bow that sweeps down from the crossguard to the pommel, enclosing and protecting the hand. The blade itself is often moderately wide, distinguishing it from the slender profile of a rapier.

Hand to Hand

Weight: 1.00 kg
Price: 950
Concealment: 3
Damage Potential: 3

Barbarian sword

This massive sword is defined by its sheer weight and crude, functional construction. The blade is an oversized, heavy slab of dark metal, often bearing nicks and an uneven edge, far wider than a standard arming sword. The hilt is thick, wrapped in rough leather, and protected by a simple, heavy block of iron serving as a crossguard.

Hand to Hand

Weight: 5.00 kg
Price: 2500
Range: 2
Concealment: 7
Damage Potential: 4

Katana

A long, slender blade with a distinct, single-edged curve defines this sword. It is mounted with a hilt designed for a two-handed grip, which is often wrapped in cord over rayskin. A prominent circular or squared metal guard (tsuba) separates the hilt from the blade.

Hand to Hand

Weight: 0.80 kg
Price: 1200
Piercing: 1
Concealment: 3
Damage Potential: 3

Rapier

A long, exceptionally slender, and rigid blade, tapering to a needle-sharp point, defines this one-handed sword. Its most recognizable feature is the hilt, which possesses an intricate and complex guard of interlocking metal bars, rings, or a cup designed to completely protect the wielder's hand.

Hand to Hand

Weight: 1.00 kg
Price: 1200
Concealment: 3
Damage Potential: 3

Ancatir One and a Half Handed

Ancatir one-and-a-half-handed sword. Made of Ancatir steel and characterised by the special hardness of the steel and its lightness.

Hand to Hand

Weight: 1.20 kg
Price: 1000
Concealment 3
Damage Potential 3

Al'Bah JiRa Rune Dagger

A quite rare weapon that can be found in the oases of Al'Bah JiRa.

The rune-engraved blade of this weapon is slightly curved and sharp like a razor blade.

Hand to Hand

Weight: 0.25 kg
Price: 6000
Concealment 2
Preparation 0
Damage Potential 2

Sickle

The sickle consists of a short, simple wooden handle designed for a single hand. Attached to it is a metal blade with a pronounced, C-shaped curve, which is sharpened only along its concave inner edge. The overall construction is rudimentary, resembling a common harvesting implement.

Hand to Hand

Weight: 0.80 kg
Price: 150
Concealment 4
Damage Potential 2

Pata

This weapon combines a rigid steel gauntlet, designed to protect the hand and forearm, with a long, straight, double-edged blade. The blade projects directly from the end of the gauntlet, aligned with the wielder's arm. The grip is a horizontal bar held inside the enclosed gauntlet, completely concealing the hand.

Hand to Hand

Weight: 1.00 kg
Price: 850
Piercing 1
Concealment 3
Damage Potential 3

Small sword

Often seen as the weapon of a noble, this lightweight sword is defined by its slender, stiff blade, which typically has a triangular cross-section and tapers to an exceptionally fine point. It lacks a true cutting edge, being purely a thrusting weapon. The hilt is its most distinct feature, possessing an intricate guard made of two small shells and a delicate knuckle-bow, designed for precision.

Hand to Hand

Weight: 1.20 kg
Price: 140
Piercing 1
Concealment 3
Damage Potential 1

Armour Crusher

A heavy dagger suitable for damaging armour. For each hit, the victim loses one protection of their choice in addition to any protection used to avoid wounds.

Hand to Hand

Weight:	2.00 kg
Price:	650
Concealment	3
Damage Potential	1
Armor Breaker	1

Cutlass

Often called a pirate's weapon, this sword features a short, broad, and slightly curved single-edged blade. The hilt is protected by a solid, often unadorned, basket- or cup-shaped guard that encloses the hand. The steel appears thick and functional, lacking the fine polish of a high-quality sword and suggesting a lower-quality, workhorse construction.

Hand to Hand

Weight:	1.20 kg
Price:	1000
Concealment	4
Damage Potential	3

Two-handed Sword

An enormous, straight, double-edged blade, far longer than a standard arming sword, dominates this weapon. Its defining feature is the massive, two-handed hilt, which uses an extended grip and a heavy pommel for balance. The weapon is fitted with a wide, functional crossguard, built to accommodate its great size.

Hand to Hand

Weight:	2.50 kg
Price:	4000
Piercing	1
Range	2
Concealment	8
Damage Potential	3

Hunting knife

This fixed-blade knife features a strong, single-edged steel blade, often with a slight curve or a clip-point tip. The hilt is practical, made of polished wood, bone, or antler, and shaped for a solid, secure grip. It is a sturdy, functional tool, lacking the slender profile or double edge of a combat dagger.

Hand to Hand

Weight:	0.30 kg
Price:	120
Piercing	1
Preparation	0
Damage Potential	1

Axes

Hatchet

A short, one-handed wooden haft is fitted with a simple, wedge-shaped steel head. This head features a single, flared cutting bit, balanced by a flat, unadorned poll on the reverse side. It is a compact, utilitarian tool, lacking the spike or beard of a dedicated battle axe.

Hand to Hand

Weight:	0.30 kg
Price:	80
Preparation	0
Damage Potential	2

Battle Axe

A heavy, forged steel head, balanced for combat, tops this weapon. One side features a wide, flared cutting edge (a beard). The side opposite the blade

is drawn out into a sharp spike, clearly distinguishing it from a simple utility axe.

Hand to Hand

Weight:	5.00 kg
Price:	2000
Piercing	1
Range	2
Concealment	8
Damage Potential	4

Axe

A wedge shaped head of cast iron or steel is mounted on a sturdy, one-handed wooden haft. The head features a single, flared cutting edge on one side and a flat, heavy poll on the other. It's a basic, versatile design, lacking the length of a long axe or the specific balance of a throwing axe.

Hand to Hand

Weight:	2.00 kg
Price:	250
Concealment	4
Damage Potential	3

Lumberjack axe

A long, straight haft of smooth, unadorned hardwood provides a two-handed grip. It supports a heavy, wedge-shaped steel head. This head features one wide, extremely sharp cutting bit, balanced by a thick, flat poll on the opposite side.

Hand to Hand

Weight:	2.20 kg
Price:	350
Piercing	1
Concealment	5
Damage Potential	3

Long Axe

The long axe features a long, sturdy wooden haft, built for a two-handed grip and often reinforced with metal bands. It is mounted with a single, heavy axe-head, which typically has a wide, sweeping cutting edge. Unlike a halberd, the design lacks a spear tip or rear spike, focusing purely on the power of the main blade.

Hand to Hand

Weight:	2.50 kg
Price:	500
Range	2
Concealment	5
Damage Potential	3

Orc Splitter

A long war axe that provides the reach to cleave an orc from some distance.

Hand to Hand

Weight:	4.00 kg
Price:	2900
Piercing	2
Range	2
Concealment	7
Damage Potential	3

Tss'Krokk

A lizard war axe. The only way to obtain this axe is to take it from the dead hands of a lizard.

Hand to Hand

Weight:	6.00 kg
Price:	8500
Piercing	2
Range	2
Concealment	8
Preparation	2
Damage Potential	4

Francisca

The Francisca (also Franzisca) is a special form of throwing axe, especially common in Yadosia in the first and early second centuries.

Single shot

Weight:	0.60 kg
Price:	60
Piercing	1
Preparation	0
Capacity	1
Damage Potential	2

Tomahawk

The tomahawk consists of a straight haft, usually made of wood, which functions as a handle. Affixed to the top of the haft is a head, typically metal, featuring a single sharp blade aligned vertically with the handle.

Single shot

Weight:	1.20 kg
Price:	40
Piercing	1
Range	15
Concealment	2
Preparation	0
Capacity	1
Damage Potential	3

Blunt Weapons

Nunchaku

This weapon consists of two short, solid batons, typically hardwood, connected at their ends by a short length of metal chain or rope. The weapon's flexible, difficult-to-control nature is well-known; if an attack roll is unsuccessful, the wielder of the weapon receives one wound.

Hand to Hand

Weight:	1.20 kg
Price:	650
Concealment	2
Preparation	0
Damage Potential	3

Morning Star

This weapon features a sturdy haft of wood or metal, balanced for one hand, and topped with a solid, heavy head. This head, often spherical, is covered in numerous sharp, fixed spikes, differentiating it from the blunt flanges of a mace. The design is clearly intended to combine blunt-force impact with armor-piercing points.

Hand to Hand

Weight:	3.00 kg
Price:	1600
Piercing	1
Concealment	5
Damage Potential	3

Sledgehammer

The sledgehammer consists of an exceptionally long, thick wooden haft, demanding a two-handed grip. It is mounted with an enormous, heavy

head made of a solid block of forged iron or steel. The head features two wide, flat striking surfaces, clearly prioritizing sheer weight and impact over the spikes or flanges of a warhammer.

Hand to Hand

Weight:	4.00 kg
Price:	850
Piercing	1
Range	2
Concealment	6
Damage Potential	2

Warhammer

A heavy, forged metal head defines this weapon, clearly separating it from a mace. One side of this head features a flat or slightly convex blunt striking face, while the opposite side is drawn out into a thick, sharp spike or a slightly curved, armor-piercing fluke. This head is mounted on a sturdy wooden or steel-reinforced haft, often sized for a two-handed grip.

Hand to Hand

Weight:	5.00 kg
Price:	1500
Range	2
Concealment	6
Preparation	2
Damage Potential	2

Pickaxe

The pickaxe is actually intended as a hand tool and consists of a long, sturdy wooden shaft designed for a two-handed grip. A heavy, forged metal head is mounted crosswise at the top. This has a long, sharp spike on one side and a narrow, horizontal chisel blade on the opposite side. Together with the handle, this forms a T-shape.

Hand to Hand

Weight:	2.00 kg
Price:	180
Piercing	1
Concealment	5
Damage Potential	2

Battle Scythe

The battle scythe consists of a long, reinforced wooden haft, similar to a polearm. A single, large blade, clearly identifiable as a re-forged agricultural scythe blade, is socketed at the top, re-oriented to project straight forward along the line of the haft. The blade itself is long and possesses a deep, concave curve, with its sharpened edge on the inside.

Hand to Hand

Weight:	3.00 kg
Price:	1300
Piercing	1
Range	2
Concealment	7
Damage Potential	3

Maul

An enormous, cylindrical head, often made of dense hardwood bound with thick iron rings, sits atop a thick, two-handed wooden haft. Unlike a sledgehammer's flat metal faces or a warhammer's spike, this weapon is pure, brutal, blunt mass. The entire object is heavy and top-heavy, clearly designed for shattering impacts.

Hand to Hand

Weight:	3.00 kg
Price:	800
Concealment	5
Damage Potential	4

Metal studded club

A thick, heavy length of roughly hewn wood serves as the weapon's core. Its striking end is densely packed with iron studs, blunt rivets, or sharpened nail heads driven deep into the grain. The weapon is top-heavy and crudely made, lacking the balance or metal flanges of a military mace.

Hand to Hand

Weight: 1.50 kg
Price: 120
Concealment 5
Damage Potential 2

Flail

The flail consists of two lengths of wood - a long staff serving as a handle and a shorter, free-swinging striking piece. The two parts are joined at one end by a loose hinge of leather or a short chain. It is clearly a repurposed harvesting tool, lacking the metal spikes or balanced weights found on a military-grade battle flail.

Hand to Hand

Weight: 2.50 kg
Price: 120
Range 2
Concealment 5
Damage Potential 1

Mace

This weapon features a solid haft of wood or metal, designed for a one-handed grip. The head consists of a heavy, solid metallic weight which is often cast with projecting flanges, knobs, or pyramid-shaped points. Unlike a hammer, this weapon lacks a flat striking surface, concentrating all its mass into these protrusions.

Hand to Hand

Weight: 2.80 kg
Price: 1200
Concealment 5
Damage Potential 3

Tss'Glonx

An lizard warhammer. The only way to obtain this hammer is to take it from the dead hands of a lizard.

Hand to Hand

Weight: 6.00 kg
Price: 8500
Piercing 1
Range 2
Concealment 9
Preparation 2
Damage Potential 4

Battle flail

A sturdy wooden haft, sized for a single hand, is linked by several rings of heavy chain to a free-swinging metal head. This head is a solid iron sphere bristling with numerous fixed, sharp spikes. This flexible connection distinguishes it immediately from the rigid, fixed head of a mace or morning star.

Hand to Hand

Weight: 3.00 kg
Price: 580
Piercing 2
Range 2
Concealment 6
Damage Potential 3

Bec de corbin

This long polearm is mounted with a complex steel head. One side features a heavy, blunt hammer face, while the opposite side is forged into a long, sharp spike, often curved downward like a raven's beak. This entire assembly, which is sometimes decoratively shaped like an actual raven's head, sits atop a long wooden haft.

Hand to Hand

Weight: 4.00 kg
Price: 1800
Range: 2
Concealment: 6
Damage Potential: 3

Club

The club is a single, solid piece of hewn hardwood, defined by its crude, top-heavy balance. It swells from a rough grip, sized for one hand, into a thick, weighted striking end. It lacks any metal components, spikes, or flanges, appearing far simpler and more primitive than a mace.

Hand to Hand

Weight: 1.20 kg
Price: 15
Concealment: 4
Damage Potential: 1

Gorash's Argorin Blessed Metal Jug

Gorash, son of Marbor carries this unique beer mug made entirely of metal with a tinned interior, lined on the outside with wide rivet-adorned bands.

Hand to Hand

Weight: 4.50 kg
Price: 8500
Concealment: 3
Damage Potential: 4

Baton

This weapon is a solid, straight cylinder of polished hardwood, dense polymer, or black steel, sized for a one-handed grip. One end is often textured or wrapped for a secure hold, sometimes featuring a leather wrist thong. The entire object is uniform in thickness, lacking the weighted head of a mace or club.

Hand to Hand

Weight: 0.80 kg
Price: 800
Concealment: 3
Damage Potential: 1

Nine-tails

A short, solid handle, often wrapped in dark leather, serves as the grip for this whip. Nine separate thongs or cords of equal length are attached to this handle, each one tipped with a hard, knotted end or a small metal barb. The weapon is unwieldy; if the hit roll is unsuccessful, the nine-tails wounds the wearer with one wound.

Hand to Hand

Weight: 1.50 kg
Price: 850
Range: 2
Concealment: 5
Damage Potential: 3

Forging hammer

A short, thick haft of dense hardwood supports a heavy, asymmetrical block of forged steel. One face of this head is a wide, flat square, heavily marked by impact and soot. The opposite side is tapered into a blunt wedge or a rounded peen, clearly distinct from the sharp spikes of a warhammer or the twin faces of a sledgehammer.

Hand to Hand

Weight: 4.00 kg
Price: 850
Concealment 4
Damage Potential 3

Bullwhip

The whip is a single, continuous piece of dark, plaited leather, often several meters long. It begins with a short, rigid, braided handle that transitions seamlessly into a long, flexible thong. This thong tapers consistently from the thick handle down to a very fine, thin cord at the tip.

Hand to Hand

Weight: 1.00 kg
Price: 20
Range 3
Concealment 1
Capacity 1
Damage Potential 1

Polearms

Dignity wand

An insignia of a priest, not actually intended for combat.

Hand to Hand

Weight: 1.50 kg
Price: 950
Range 2
Concealment 7
Preparation 0

Trident

A three-pronged metal head defines this polearm. It features a long central spear-point, flanked on both sides by two shorter, equally sharp tines, which are sometimes barbed. This entire assembly is mounted on a long, sturdy wooden haft.

Hand to Hand

Weight: 3.00 kg
Price: 850
Piercing 1
Range 2
Concealment 5
Damage Potential 3

Staff

A long, solid piece of hardwood, often gnarled or polished smooth. It is roughly the height of a person and may be topped with a carved knob, a simple crystal, or left unadorned.

Hand to Hand

Weight: 0.80 kg
Price: 100
Range 2
Concealment 5
Preparation 0
Damage Potential 1

Lance

A long, thick shaft of dense wood forms the core of this heavy polearm. It is topped with a sharp, conical or leaf-shaped steel head designed purely for piercing. A circular steel handguard (vamplate) is often fixed to the shaft just above the grip, distinguishing it from a simpler pike or spear.

Hand to Hand

Weight:	3.00 kg
Price:	1000
Piercing	2
Range	2
Concealment	8
Damage Potential	2

Battle lance

A long, thick shaft of dense, reinforced wood forms the core of this heavy polearm. It is topped with a sharp, leaf-shaped or conical steel head designed for piercing, lacking the blunted coronel of its tournament counterpart. A circular steel handguard (vamplate) is often fixed to the shaft just above the intended grip area.

Hand to Hand

Weight:	3.50 kg
Price:	1500
Piercing	2
Range	3
Concealment	7
Damage Potential	3

Scythe

A long, curved wooden shaft is fitted with two perpendicular hand-grips. Mounted at the base of this shaft is a single, very long, curved blade that juts out at a right angle, with its sharp edge along

the concave side. The entire assembly is unwieldy, clearly designed for wide, sweeping motions.

Hand to Hand

Weight:	2.50 kg
Price:	580
Range	2
Concealment	7
Damage Potential	3

Glaive

A long, single-edged blade, resembling a large knife or short sword, is mounted vertically on the end of a long wooden haft. This blade is affixed in line with the shaft, creating a polearm that lacks the complex spear-points or side-flukes of a partisan or corseque. The weapon is balanced for long, sweeping slashes.

Hand to Hand

Weight:	2.80 kg
Price:	2750
Piercing	1
Range	2
Concealment	6
Damage Potential	3

Pike

An exceptionally long and rigid wooden shaft, significantly taller than a person, dominates this polearm's design. It is tipped with a very small, sharp steel spike, purely functional and lacking the broad blade of a spear. The entire weapon is unwieldy up close, built exclusively for maintaining distance.

Hand to Hand

Weight:	3.00 kg
Price:	1800
Piercing	2
Range	2
Concealment	6
Damage Potential	3

Toranian Boar Spear

This weapon is built around an exceptionally thick and heavy shaft of dark, reinforced wood, much sturdier than a standard military spear. Its head is a massive, broad leaf-shaped blade, but its most defining feature is a strong, fixed iron cross-guard or toggle positioned just below the socket. The metalwork is heavy and practical, bearing a simple forge mark shaped like a tusk.

Hand to Hand

Weight:	1.50 kg
Price:	650
Piercing	1
Range	2
Concealment	6
Damage Potential	2

Haðbard's staff

The magical fighting staff of the magnificently dilletant illusionist Hadbard Fuzknod. If four equal numbers are rolled on the hit roll, the staff casts a random spell of wizardry.

Hand to Hand

Weight:	1.50 kg
Price:	6800
Range	2
Concealment	5
Damage Potential	3

Spear

A long, straight shaft of polished hardwood forms the main body of this polearm. It is tipped with a single, sharp metal head, often forged into a simple leaf-shape or a sharpened spike. The weapon is balanced for reach, lacking the complex flukes of a partisan or the axe-head of a halberd.

Hand to Hand

Weight:	1.20 kg
Price:	600
Piercing	1
Range	2
Concealment	6
Damage Potential	1

Halberd

A complex, multi-purpose head of forged steel tops this long polearm. It combines three distinct elements: a forward-facing spear point, a broad, heavy axe-blade on one side, and a sharp spike or hook on the reverse side. This entire assembly is mounted on a long, sturdy wooden haft, often reinforced with metal langets.

Hand to Hand

Weight:	3.00 kg
Price:	3000
Piercing	2
Range	2
Concealment	8
Damage Potential	3

Corseque

The head of the corseque consists of a long, primary spear spike. Projecting from the base of this spike are two shorter, sharp tines or flukes, which

are angled forward or slightly outward. This entire three-pointed metal assembly is mounted on a long wooden haft.

Hand to Hand

Weight: 2.50 kg
Price: 2450
Range 2
Concealment 5
Damage Potential 3

Partisan

A long, sturdy wooden haft is capped with a broad, double-edged spearhead. Flanking the base of this main blade are two smaller, symmetrical, and sharpened projections, often shaped like crescent moons or pointed flukes. The overall head is typically flat and more ornate than a military spear, but lacks the axe-blade of a halberd.

Hand to Hand

Weight: 3.00 kg
Price: 1000
Piercing 1
Range 2
Concealment 6
Damage Potential 3

Pitchfork

A long, simple wooden haft is topped with a metal head. This head splits into two, three, or sometimes four long, thin metal tines, which are sharpened to a point and curve slightly forward. The entire construction is that of a basic agricultural tool, lacking the reinforcement or balance of a military trident.

Hand to Hand

Weight: 2.00 kg
Price: 5
Piercing 1
Range 2
Concealment 1
Reload actions 0
Damage Potential 2

Tournament lance

This is an exceptionally long, thick polearm shaft, crafted from wood that is often painted with bright, heraldic colors. A conical steel handguard (vamplate) is fixed above the grip, and unlike a war lance, the tip features no sharpened point. Instead, it is capped with a blunted metal head or a coronel, a small, crown-shaped fixture.

Hand to Hand

Weight: 2.50 kg
Price: 1400
Range 3
Concealment 7
Preparation 2
Damage Potential 3

Angrasch's forge

A dwarven fighting staff with the golden branding Angrasch's forge. A magical dwarven rune is embedded in the tip.

Hand to Hand

Weight: 0.70 kg
Price: 8000
Piercing 2
Range 2
Concealment 5
Damage Potential 2

Battle staff

Perfect balance defines this weapon, which is a long, smooth shaft of dense hardwood, often capped with blued metal at both ends. Known as the weapon of a monk, its lightweight yet sturdy construction is designed for very quick attacks.

Hand to Hand

Weight: 0.60 kg
Price: 150
Range: 2
Concealment: 6
Damage Potential: 2

Bows

Short bow

A single stave of cured wood, often ash or elm, forms this compact bow. Its limbs are noticeably short and slender, lacking the impressive height of a Long Bow or the heavy reinforcement of a Battle Bow. The weapon is lightweight and fitted with a simple twisted fiber string.

Single shot

Weight: 1.20 kg
Price: 400
Range: 40
Concealment: 3
Capacity: 1
Damage Potential: 2

Long Bow

This bow is defined by its impressive height, often matching or exceeding that of its wielder. It consists of a single, long stave of cured wood, typically

yew or ash, polished smooth. Unlike the multi-layered Composite Bow, its power comes purely from the length of its simple, slightly curved limbs and the tension of its heavy-gauge string.

Single shot

Weight: 2.00 kg
Price: 600
Piercing: 1
Range: 60
Concealment: 5
Capacity: 1
Damage Potential: 2

Crossbow

A solid stock of wood or metal forms the main body of this weapon, featuring a groove on its upper surface. Near the front, a single horizontal bow limb is mounted. A trigger mechanism is set into the stock, designed to hold a drawn bowstring under tension.

Single shot

Weight: 3.00 kg
Price: 800
Piercing: 1
Range: 40
Concealment: 3
Preparation: 2
Capacity: 1
Reload actions: 2
Damage Potential: 3

Elven Bow

This longbow is distinguished by its seamless, elegant construction from a single piece of pale, polished wood, making it noticeably lighter than a standard Battle Bow. Delicate, flowing carvings resembling leaves or script are etched directly into

the slender limbs. The bowstring is a thin, tightly-spun cord that appears almost silvery.

Single shot

Weight:	2.00 kg
Price:	850
Piercing	2
Range	70
Concealment	5
Damage Potential	2

Hand crossbow

This weapon is a small, concealable crossbow, often built with a pistol-like grip. It features a short, horizontal bow prod and a simple mechanism that makes it easy to span. The entire lightweight construction is designed to be drawn quickly.

Single shot

Weight:	0.80 kg
Price:	900
Piercing	1
Range	10
Concealment	1
Preparation	0
Capacity	1
Damage Potential	2

Hunting Bow

This weapon consists of a long, single stave of cured wood, often yew or ash. It has a simple leather grip and a string of twisted fiber, lacking the heavy reinforcement of a Battle Bow.

Single shot

Weight:	1.20 kg
Price:	650
Piercing	1
Range	60
Capacity	1
Damage Potential	2

Composite bow

This bow is crafted from multiple materials laminated together—typically horn, sinew, and a wooden core—bound tightly with wrappings. When unstrung, its limbs curve noticeably forward at the tips. The entire construction is often more compact than a Battle Bow but features a much more complex and deliberate shape.

Single shot

Weight:	1.20 kg
Price:	750
Range	50
Concealment	5
Preparation	0
Capacity	1
Damage Potential	3

Battle Bow

This heavy bow features a thick, reinforced frame, often made of laminated wood or composite material, making it larger and sturdier than a simple hunting bow. Its limbs are stiff and pronounced in their curve, attached to a thick, heavy-gauge bowstring. The entire weapon is built for power, lacking ornamentation in favor of a purely functional design.

Single shot

Weight:	1.40 kg
Price:	1450
Piercing	1
Range	70
Concealment	6
Capacity	1
Damage Potential	4

Light Crossbow

A stock, often of wood or composite material, forms the main body of this weapon. Near the front, a single, relatively short horizontal prod (bow limb) is mounted. This weapon features one bowstring, a simple trigger mechanism, and a groove on the stock's upper surface designed to hold a single bolt.

Single shot

Weight:	2.20 kg
Price:	650
Piercing	1
Range	40
Concealment	3
Capacity	1
Damage Potential	2

Repetier Crossbow

A prominent lever mechanism, often integrated into the stock and connected to a top-mounted box or gravity-fed magazine, defines this crossbow. This complex assembly makes it a weapon that is very easy to span and quick to load. The rest of the construction features a standard prod and trigger, though the stock is heavily modified to accommodate the reloading action.

Single shot

Weight:	3.00 kg
Price:	950
Piercing	1
Range	30
Concealment	3
Preparation	2
Capacity	2
Damage Potential	3

Taxaro's trail

This is the tail of the Taxaros, a powerful artifact bow that occurs only once. Causes Burning 2.

Single shot

Weight:	2.10 kg
Price:	6500
Piercing	1
Range	50
Concealment	5
Capacity	1
Damage Potential	4

Quadruple crossbow

This heavy weapon possesses a wide, reinforced stock, built to accommodate four horizontal bow limbs, often arranged in a stacked or side-by-side configuration. The top of the stock features four parallel grooves, each designed to hold a bolt. A complex trigger mechanism is connected to an intricate system of bowstrings that hold all four bolts under tension simultaneously.

Single shot

Weight:	6.00 kg
Price:	4100
Piercing	1
Range	45
Recoil Compensation	1
Concealment	8
Preparation	2
Capacity	4
Reload actions	4
Damage Potential	3

Double Crossbow

A central stock of wood or metal is mounted with two horizontal bow limbs, set either side-by-side or vertically stacked. The weapon features a trigger mechanism connected to two parallel grooves or tracks. These tracks are designed to hold two separate bolts, which are secured under tension by corresponding bowstrings.

Single shot

Weight:	3.80 kg
Price:	2900
Piercing	1
Range	45
Concealment	4
Preparation	2
Capacity	2
Damage Potential	3

Slings

Sling

A long, double-stranded cord made of braided fiber or sinew features a wider, cup-shaped leather pouch woven into its center. The two cords extending from this pouch are of equal length, with one end often tied into a simple finger-loop.

Single shot

Weight:	0.10 kg
Price:	20
Range	15
Preparation	0
Capacity	1
Damage Potential	1

Pilum with Amentum

A long, thin iron shank, culminating in a sharp, pyramidal tip, defines this javelin. This metal shank is deeply socketed into a shorter, weighted wooden haft. Wrapped securely around the haft, near the weapon's balance point, is a long leather thong (amentum) fashioned into a loop for the fingers.

Single shot

Weight:	2.00 kg
Price:	1
Piercing	1
Range	40
Capacity	1
Damage Potential	1

Slingshot

A Y-shaped frame, often carved from a single piece of hardwood or formed from bent metal, serves as the handle. Two strong elastic bands are secured to the upper prongs of this frame. The opposite ends of these bands are joined by a small, flexible pouch, typically made of leather.

Single shot

Weight:	0.50 kg
Price:	30
Range	15
Concealment	1
Preparation	0
Capacity	1
Damage Potential	2

Blowpipe

This weapon is a simple, long tube of hollowed reed or polished wood. One end is visibly carved and smoothed to serve as a mouthpiece. The entire object is lightweight and perfectly straight, featuring no mechanisms or strings, only the empty channel running its length.

Single shot

Weight:	0.80 kg
Price:	120
Piercing	1
Concealment	5
Preparation	0
Capacity	1
Range	15

Rifles

O'Grut Blunderbuss

If a hit roll shows 4 of the same dice, the O'Grut blunderbuss inflicts 2 wounds on the wearer.

Single shot

Weight:	2.00 kg
Price:	3800
Piercing	1
Range	45
Concealment	5
Capacity	1
Damage Potential	5

Throwing Weapons

Throwing Spear

A slender haft of flexible, lightweight wood forms the body of this spear. Its head is a small, sharp leaf-blade or a simple spike, lacking the heavy, broad head of a military spear. The weapon is balanced noticeably forward of the grip, clearly intended for flight rather than bracing.

Throwing

Weight:	2.00 kg
Price:	300
Piercing	1
Range	20
Concealment	6
Capacity	1
Damage Potential	1

Throwing Axe

A distinct head-heavy balance, clearly intended for rotation, defines this small axe. It possesses a short, smooth wooden haft designed for a one-handed grip. The metal head is single-bladed and often features a sharpened poll or spike on the reverse side, distinguishing it from a simple hatchet.

Throwing

Weight:	1.00 kg
Price:	25
Range	10
Concealment	3
Capacity	1
Damage Potential	3

C

Weapon Mod- ifications

Sights

Crossbow Iron Sight

Attach an iron sight to your crossbow to increase accuracy and damage potential on a hit.

Price: 600
Accuracy +1
Damage Potential +1

Gadget

Quick draw quiver

This quiver is designed to allow an arrow to be placed on the string of a bow much more quickly.

Price: 200
Reload actions -1

Quickdraw Sling

This feature on the weapon allows it to be drawn and fired quickly.

Price: 200
Preparation -1

Blessed

The weapon has been blessed by a priest. It carries the blessing of a higher being, has special abilities and is more effective against the forces of evil.

Results of 1 when rolling for hits can be re-rolled once. Hits against demons and ghosts are doubled.

Price: 500
Damage Potential +1

Grips

Leather wrapped handle

A leather-covered handle improves the handling of the weapon and increases its damage potential.

Price: 80
Damage Potential +1

Hardened Wood Handle

A hardwood grip improves handling and increases damage potential and accuracy.

Price: 200
Accuracy +1
Damage Potential +1

Ammunition

Slugs

This ammo allows a single bullet to be fired from a shotgun, causing more damage and increasing the range of the shotgun.

Price: 100
Damage Potential +1
Range +5

Extended Magazine (Pistols)

The extended magazine holds an additional 7 rounds and can be used for pistols.

Price: 80
Capacity +7

Extended Magazine (Assault rifles)

The extended magazine holds an additional 20 rounds and can be used for machine guns.

Price: 150
Capacity +20

Pebbles

Simple pebbles to use with a sling or slingshot.

Price: 2

Iron balls

Iron balls do more damage when used in a slingshot instead of stones.

Price: 10
Damage Potential +2

Poison Arrows

Poison arrows have a special tip to which the poison adheres. These arrows will cause poisoning according to the strength of the poison used.

Price: 20
Poison Notch +1

Explosive Arrows

A special device at the tip of the arrow causes it to explode on impact.

Price: 700
Splash Damage +2

Blade

Roughened Blade

If a weapon's blade is roughened, the weapon's piercing power will be reduced, but a blow will cause severe bleeding wounds.

Price: 100
Piercing -1
Bleeding +2

Hardened Blade

The hardened blade increases the weapon's piercing power and damage potential.

Price: 200
Damage Potential +1
Piercing +1

Engraved Blade

The blade of the weapon has a special engraving.

Price: 100
Damage Potential +1

Poison Notch

A notch for applying poison. Bladed weapons can be modified with this. Poisons with the strength of the poison used.

Price: 250
Poison Notch +1

Curved Blade

If the weapon has a curved blade, its range will increase and the wound will bleed as the weapon is more likely to hit unprotected parts of the body. An existing weapon cannot be converted to a curved blade by a blacksmith; this must be ordered directly for new weapons.

Price: 300
Range +1
Bleeding +1

Serrated Edge

A serrated edge will cause severe bleeding wounds.

Price: 400
Bleeding +1

Enchantment

An enchantment by Song

The weapon is enhanced by 2

Price: 400
Damage Potential +2

D

Rüstung



Light armour

Quilted Linen Gambeson

This padded jacket is made from layers of quilted linen filled with wool for extra cushioning. Worn under armour, it absorbs shock and prevents metal from rubbing against the skin.

Weight: 2.00 kg
Price: 400
Protection: B S ¹

Linen Surcoat

Made of linen, this lightweight garment is worn over armour to keep the metal cool and reduce glare. It's decorated with emblems and colours, making it easy to identify the wearer in battle.

Weight: 2.00 kg
Price: 400
Encumbrance: 1
Protection: N N B

Leather Armor

This armor is crafted from thick sections of hide, which have been boiled, stiffened, and stitched or riveted together. It typically consists of a rigid cuirass and shoulder guards (pauldrons), often secured with heavy leather straps and metal buckles.

Weight: 2.00 kg
Price: 200
Encumbrance: 1
Protection: N N N N

Paper armor

The paper or the fibers of the mulberry tree are used to make the paper armor. The paper is folded

several times, pressed and glued with glue. The paper sheets are formed into individual scales, which are connected by leather strips. These individual scales are used to make armor that protects the shoulders, chest, abdomen, genitals, back, and sometimes the thighs.

Weight: 5.00 kg
Price: 120
Protection: N N N N

Canvas and Leather Brigandine

This brigandine is made with an outer layer of canvas and metal plates sewn inside and covered with leather. The internal plates are arranged to provide flexible but solid protection, making it practical for foot soldiers.

Weight: 3.00 kg
Price: 600
Encumbrance: 1
Protection: N N N B

Chain mail hauberk

This armor is a heavy, coat-like garment made entirely of thousands of interlinked metal rings. It is shaped like a long shirt, covering the torso, shoulders, and arms, and typically falls to the mid-thigh or knees. The construction is entirely flexible, lacking the rigid plates of plate armor, and forms a dense, heavy metallic mesh.

Weight: 12.00 kg
Price: 600
Encumbrance: 1
Protection: H H N N

Glitzerballerinas

Ballerinas. They sparkle.

Weight: 1.00 kg
Price: 50
Protection: B

Medium armour

Half-Plate

This armor consists of a set of articulated, forged steel plates - including a solid cuirass, backplate, and large pauldrons - designed to protect the torso and upper body. It is distinguished from full plate by its omission of full leg and arm encasement, relying instead on mail or hardened leather to protect the joints and lower limbs.

Weight: 13.00 kg
Price: 800
Encumbrance: 2
Protection: N N N N N ²

Cuirass

The iron cuirass is made from iron plates with a fitted, flared shape around the waist. Its smooth, rounded surfaces help to deflect blows to the chest, providing both protection and a sleek aesthetic.

Weight: 3.00 kg
Price: 1200
Encumbrance: 4
Protection: N N N N C

Reinforced Iron Plackart

This lower chest plate is made of reinforced iron and protects the stomach and lower ribs. It is attached to a cuirass to form a continuous barrier against attacks to the torso.

Weight: 3.00 kg
Price: 500
Encumbrance: 3
Protection: N N C C C

Heavy armour

Plate Armor

A polished, form-fitting shell of interlocking, articulated steel plates, covering the wearer from head to toe, defines this armor. It includes a full helm, a solid cuirass, and defenses for the arms and legs, all meticulously shaped. This suit, often worn over a padded gambeson or mail, is secured by numerous internal straps and buckles, creating a complete, heavy encasement.

Weight: 15.00 kg
Price: 2000
Encumbrance: 4
Protection: N N N N N C C C C C ³

Ulrich's plate armour

This armour was made by a master blacksmith named Ulrich. It has increased resistance.

Weight: 15.00 kg
Price: 5000
Encumbrance: 4
Protection: N N N N N C

Clothing

Normal clothing

This set of apparel consists of simple, practical garments made from common fabrics like linen, wool, or cotton. It typically includes a basic shirt or tunic, a pair of trousers or a skirt, and perhaps a simple

leather belt. The clothing is functional and unadorned, lacking any form of padding, armor, or specialized design.

Weight: 1.50 kg
Price: 200
Protection: N⁴

Robe

A floor-length, single-piece garment of heavy, single-colored fabric (often black, white, or deep red). Its most distinct features are the exceptionally wide, bell-shaped sleeves and a deep, oversized hood designed to shadow the face.

Weight: 4.00 kg
Price: 120
Protection: B

Tunic

The Tunic is crafted from a basic weave, typically linen, cotton, or wool. It falls from the shoulders to somewhere between the hips and the knees, featuring two simple sleeves and a basic, round or V-shaped opening for the head.

Weight: 3.00 kg
Price: 120
Protection: N

Gown

This garment is a simple, loose-fitting outer robe made of coarse, heavy fabric like linen or wool. It is long-sleeved and typically reaches the ankles, designed to be worn over other clothing. It is secured at the front with simple fabric ties or a basic belt, lacking any complex fasteners or ornamentation.

Weight: 2.00 kg
Price: 20
Protection: B

Robe of useful things

It is an inconspicuous garment on the outside, but when it is put on it is embroidered with three small patches of different shapes. Only the wearer of the robe can see these patches, understand their function, and remove them from the robe. It takes one turn to remove a patch. Once removed, the patch becomes a real item. Once all the patches have been removed, the spell is over.

Weight: 1.00 kg
Price: 500
Encumbrance: 1
Protection: R

Fancy dress

A really chic dress, in any color.

Weight: 1.50 kg
Price: 250
Protection: B

Arms and Legs

Iron Spaulders

These shoulderguards are made of iron with decorative etching along the edges. They curve over the shoulders and connect to the upper arm armour, providing coverage without restricting arm movement.

Weight: 1.00 kg
Price: 200
Encumbrance: 1
Protection: NN⁵

Leather shoes

Laced leather shoes

Weight: 1.00 kg
Price: 70
Encumbrance: 1
Protection: N

Silk gloves

These gloves are made from fine, tightly-woven silk thread, resulting in a smooth, lustrous surface. They are exceptionally thin and lightweight, tailored to fit the hands and fingers snugly. The stitching is delicate and precise, almost invisible on the smooth fabric.

Weight: 0.20 kg
Price: 40
Encumbrance: 1
Protection: N

Poleyns with Hinged Plates

Made from iron, these knee guards have a hinged design that allows the wearer to move freely while still protecting the knee joint. Their rounded shape helps to deflect blows to this vulnerable area.

Weight: 2.00 kg
Price: 150
Protection: C

Pauldrons with Wing Extensions

These large shoulder protectors are made from iron and have flared wing extensions for extra coverage of the neck and upper arms. The curved design deflects blows away from vital areas.

Weight: 2.00 kg
Price: 150
Encumbrance: 1
Protection: C C

Iron Sabatons

These boots are forged from blackened iron to resist rust. The sabatons are articulated for flexible movement, while the pointed toes add a touch of intimidating style.

Weight: 2.00 kg
Price: 250
Encumbrance: 1
Protection: N N

Iron Gauntlets

These gauntlets are constructed from small, overlapping iron plates that allow each finger to move independently. Reinforced knuckles protect the hands from direct blows, while still allowing for dexterity when wielding weapons.

Weight: 2.00 kg
Price: 200
Encumbrance: 2
Protection: N N N

Iron Rerebrace

Covering the upper arm, this piece of armour is made from iron and secured with leather straps. Its curved shape follows the natural contours of the arm, providing robust protection without restricting movement.

Weight: 1.00 kg
Price: 150
Protection: N

Wool gloves

Wool gloves protect your hands from cuts and cold.

Weight: 0.50 kg
Price: 20
Encumbrance: 1
Protection: B N

Iron-Plated Tassets

These thigh protectors are made of iron plates that hang from the waist to cover the thighs. Their overlapping design allows for mobility while effectively shielding the thighs from blows.

Weight: 1.00 kg
Price: 150
Encumbrance: 1
Protection: N C

Head and Throat

Amulet against the demon

A solid medallion of dark, cold iron hangs from a thick leather cord. Its face is etched with a complex, angular sigil that seems to repel the light. The metal remains unnaturally cold to the touch, regardless of the ambient temperature.

Weight: 0.10 kg
Price: 200
Protection: D D ⁶

Chainmail Aventail

This aventail is made of interlinked iron rings and hangs from the helmet to cover the neck and shoulders. It provides extra protection for the neck while allowing flexible movement.

Weight: 1.00 kg
Price: 150
Protection: H

Kettle hat

The helmet has a wide, flaring brim, giving it the appearance of a cooking pot. Made entirely of iron, it shields the head from above while deflecting rain and sunlight from the face.

Weight: 1.00 kg
Price: 200
Encumbrance: 1
Protection: N N

Brass-Crested Burgonet Helmet

The helmet has an open face with a small brass crest on top and cheek plates on the sides. The rounded shape of the helmet deflects blows, while the brass detailing adds a touch of grandeur.

Weight: 2.00 kg
Price: 350
Encumbrance: 1
Protection: N N N

Iron Bevor

This neck and lower face guard is made from a single piece of iron that curves upwards to cover the chin and jawline. It fits underneath the helmet, protecting vulnerable areas such as the throat and allowing for freedom of movement.

Weight: 2.00 kg
Price: 150
Encumbrance: 1
Protection: C C

Leather Bascinet Helmet

Made from boiled leather, this helmet has a rounded, pointed shape with a visor for extra face protection. The leather material is lighter than metal but still offers decent protection, and the visor can be lifted for better visibility.

Weight: 0.50 kg
Price: 150
Encumbrance: 1
Protection: N N

Iron Gorget

Made from thick iron, this neck guard wraps around the throat to prevent injury from slashes and thrusts. It fits snugly around the neck and attaches to the upper armour, providing continuous defence.

Weight: 1.00 kg
Price: 300
Encumbrance: 1
Protection: C C

Padded Cloth Coif

Made from padded fabric and worn under a helmet for added comfort and shock absorption. It covers the head and neck, providing an extra layer of defence against blows.

Weight: 0.20 kg
Price: 50
Protection: B

Chainmail Coif

This coif consists of interlocking iron rings that form a hood-like structure covering the head, neck and shoulders. It's worn under a helmet to provide

additional protection to areas that might otherwise be exposed.

Weight: 1.50 kg
Price: 250
Encumbrance: 1
Protection: N H

Shield

Roundshield

This large, circular shield is constructed from thick wooden planks, often faced with stretched leather and bound by a heavy iron rim. A prominent, domed steel boss (umbo) sits at the exact center. This boss protects the wielder's hand, which grips a single horizontal bar directly behind it, a design distinct from the arm-straps of a kite shield.

Weight: 2.50 kg
Price: 500
Encumbrance: 2
Protection: 7

Tower shield

An enormous, heavy shield, built to be almost as tall as a person. Its shape is typically rectangular or a large, elongated oval, often curved to wrap slightly around the body. The construction is of thick, reinforced wood, frequently faced with leather and bound in metal, and it is secured by a series of heavy straps for the arm and hand.

Weight: 11.00 kg
Price: 1200
Encumbrance: 4
Protection:

Buckler

A small, round disc of steel or hardened leather, often no wider than a forearm's length, defines this shield. Its primary feature is a prominent, central metal boss which protects a simple bar grip held directly behind it in the fist. It lacks the arm-straps found on larger kite or heater shields.

Weight: 4.00 kg
Price: 200
Protection:

Flit Buckler

A buckler for flits

Weight: 1.00 kg
Price: 100
Encumbrance: 1
Protection:

€



Items

First Aid

Bandages

Enables the use of first aid.

Weight: 0.30
Price: 5
Rarity: Common
Concealment: 0

Potions and Poisons

Potion of Might

After ingesting the potion, the character feels their muscles harden and their senses sharpen. The number of dice rolled by the player is doubled. The potion lasts for 2D6 minutes. The user also ignores all penalties due to exhaustion or wounds and receives temporary armor protection of 2 against normal damage (2xR) physical damage (this is added to existing armor).

As soon as the effect wears off, the magic takes its toll: the character immediately suffers 2D6+6 rounds of exhaustion and is “dazed” during this period (+2 penalty on all minimum rolls).

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Weight: 0.30
Price: 1200
Rarity: Rare
Concealment: 1

Lesser Potion of Healing

Heals 1d3 wounds when applied. Contains 3 applications.

Weight: 0.20
Price: 100
Rarity: Uncommon
Concealment: 0
Charges: 3

Flying Snake Venom Vial

A vial fills with the venom of a flying snake.

Weight: 0.20
Price: 40
Rarity: Rare
Concealment: 0

Simple wound tincture

When successfully applied with *first aid* and a bandage, the bandage heals 1D3 wounds additionally.

Weight: 0.80
Price: 30
Rarity: Common
Concealment: 0

Arcane Potion Carafe

Restores 2 arcana when used. Contains 3 applications.

Weight: 1.00
Price: 200
Rarity: Rare
Concealment: 0
Charges: 3

Laughter Potion

The player must laugh out loud at every incident, no matter how minor, at the next opportunity (Duration: 2D6 minutes).

Grants a bonus die (+1 die to the pool) on all Performance or Communication checks, but in-

creases the minimum roll for all Stealth checks by +3.

Once the effect wears off, exhaustion sets in: -1 point on all dice checks for 30 minutes.

A slightly viscous, golden-yellow tincture that smells sweet, like honey, with a faint nutty aroma. When shaken, tiny air bubbles form that seem to pop softly. Popular with charlatans looking to cheer up sad nobles, or with jugglers who want to give their audience a little boost.

Weight: 0.05
Price: 35
Rarity: Common
Concealment: 0
Charges: 1

Potion of Protection

When used, the character receives 1D3 boost.

Contains 3 applications.

Weight: 0.20
Price: 80
Rarity: Rare
Concealment: 0
Charges: 3

Snake Oil

This tincture is often mistakenly sold as a healing potion. When ingested, it immediately heals 1 wound. The patient feels briefly revitalized but suffers from a terrible aftertaste.

A cloudy, slightly greenish emulsion that smells suspiciously of rancid fat and pungent mint. When swallowed, it burns terribly in the throat and leaves a devastating aftertaste, but briefly distracts the body from its agony due to the shock.

Weight: 0.50
Price: 100
Rarity: Common
Concealment: 0
Charges: 5

Kinstarchel Secret

This secretion is extracted from the bones of dead Kinstarchel. When mixed with a potion, it is capable of causing the potion to explode when thrown. A vial or carafe of the potion thrown has the effect of ingesting the potion within a radius of 1D3 metres. The same applies to poisons.

Weight: 0.20
Price: 800
Rarity: Rare
Concealment: 3

Elixir of sweet slumber

A sleeping potion that lulls the user into a peaceful, gentle sleep.

After consumption, the character falls into a deep sleep within ten minutes, which lasts for at least five hours. If the character is disturbed during this time or someone tries to wake them, they must make a resistance roll. If successful, the character wakes up immediately. If the roll fails, the character remains asleep, and the roll can be repeated the next time they are disturbed or someone tries to wake them again. However, it is important to note that if the character is shaken, attacked, or exposed to very loud noises, they will wake up immediately.

Weight: 0.13
Price: 10
Rarity: Common
Concealment: 0

Potion of Deep Calm

The potion puts the user into a deep, restful sleep. It is considered by magicians to be a true miracle cure for completely reversing the physical effects of a night of heavy drinking.

The essence causes the character to fall into a deep, ten-hour sleep within five minutes, during which time D3 wounds are regenerated. To awaken from

this deep slumber, the character must make two successful rolls of Resistance in a row when disturbed or attempts are made to wake them. Only direct physical force (shaking/attack) or extremely loud noises will cause immediate awakening.

Weight: 0.30
Price: 20
Rarity: Uncommon
Concealment: 0

Beturia's eternal rest

This brew forces the body into a deep, 24-hour state of suspended animation that ignores attacks and grants miraculous healing.

When her faithful companion, the bear Grumm, was seriously injured, the dwarven bard Beturia brewed the elixir from moonthorn berries and nightslate dust.

After ingestion, the character immediately falls into a 24-hour state of suspended animation, during which their bodily functions are drastically reduced and they heal 2d6 wounds. To awaken from this near-comatose sleep, the character needs four successful rolls on Resistance in a row. Since shaking, loud noises, or attacks do not wake them, they can only be identified as alive by two successful rolls on Investigate; otherwise, they are considered dead.

Weight: 0.40
Price: 200
Rarity: Legendary
Concealment: 0

Sud of shallow empowerment

The player adds a D6 to their dice pool for a duration of 1D6 minutes. This applies to all attribute, skill, combat, magic, knowledge rolls, etc. After the duration expires, the player is easily irritable and prone to arguments.

A bluish, cloudy, pungent-smelling brew originally brewed by the barbarian tribes of the northern

steppes to pump themselves up for raids against the southern kingdoms.

Weight: 0.20
Price: 100
Rarity: Uncommon
Concealment: 0

Elixir of elven power

The player adds 2D6 to their dice pool for 2D6 minutes. After this time, the character suffers the "shocked" status 2 and is stunned for 2D6 minutes, as their metabolism abruptly slows down after the highly potent oil wears off. Elven characters do not suffer this side effect.

A clear, slightly oily elixir that shimmers pearly in the vial, which comes from the effect of the iridescent whale trans. It does not smell like fish, but surprisingly fresh like ocean breeze and sweet flowers.

Weight: 0.30
Price: 450
Rarity: Rare
Concealment: 2

Encourager

Instantly dispels all worries and sadness. Clears the mind of acute stress (and its negative effects on Dice throws).

A potion scented with berries, lemon balm, and honey from "Bettina's Alchemical Assortment" in Bärheim.

The instinctive, almost chaotic brewing method evokes the lighthearted side of goblin alchemy: unorthodox, sweet, and strangely sticky, but with an infallible effect against the shadows of the mind.

Weight: 0.20
Price: 35
Rarity: Common
Concealment: 0
Charges: 1

Whispers of the Forest

As soon as a dose of the ointment is applied to the temples, the user feels a slight tingling sensation. For 1 hour, the user is able to perceive the subtle stirrings, moods, and simplified thoughts of the flora (especially trees and shrubs) and communicate easily with it (at the game master's discretion for Perception or Nature Knowledge checks regarding the surroundings).

A smooth, greenish-shimmering ointment with a fresh, herbaceous scent of crushed leaves and damp forest floor. Valued by simple herbalists and Tirakan rangers, this formula fosters a subtle, almost spiritual connection with plant life.

Weight: 0.05
Price: 120
Rarity: Common
Concealment: 0
Charges: 3

Felsenfever Distillate

The concentrated active ingredients accelerate cell regeneration and heal 1W3 wounds.

A clear, pale amber distillate that carries the subtle, earthy scent of the Meridian Highlands. It was distilled with absolute hermetic precision to extract even the finest active ingredients from comfrey without damaging them. A reliable companion for any battered traveler who values their life a few guilders.

Weight: 0.20
Price: 30
Rarity: Common
Concealment: 0
Charges: 1

Guild Elixir

Consuming a dose immediately reduces Exhaustion by 1 point. In addition, the user gains a +1

die bonus on all checks requiring concentration or alertness for the next 1W6 hours.

A golden-yellow, shimmering potion that smells fresh, like meadow flowers and pungent resin. Originally developed in the scholars' chambers of Toran to keep the mind alert during long hours of study, this elixir has quickly become popular among night watchmen and artisans throughout the interior.

Weight: 0.20
Price: 30
Rarity: Common
Concealment: 0
Charges: 3

Brew of Uncontrolled Diligence (Goblin Variant)

This potion only affects members of the goblin races. If another creature drinks this potion, it feels slightly more energetic and full of drive. A goblin, however, falls into a work frenzy for 1W6 × 10 minutes. It gains a +2 bonus to all craft or physical skill checks (e.g., Mechanics, Mining, Climbing). However, all dexterity or logic checks (Logic, Deception, and Cheating) are made +3 more difficult during this time, as the mind jumps back and forth completely uncoordinated. The goblin cannot control itself and can hardly be stopped, except by the strong arms of shackles.

This murky, nutty-smelling brew shimmers with an unhealthy brown hue and reeks of cheap beet schnapps. Goblins value this concoction for whipping slaves, workers, or themselves into a feverish frenzy of energy. To other races, it is little more than an extremely strong, warming bitter, but in a goblin's veins, it instantly unleashes chaotic reserves of energy.

Weight: 0.10
Price: 15
Rarity: Common
Concealment: 0
Charges: 1

Lachsunder stomach

Instantly heals all Mali caused by seasickness (can also be taken preventively up to 2 hours before a sea voyage). After 2 hours, the dose also heals 1 wound.

A dark green, bitter-spicy brew that smells of a salty sea breeze and pungent ginger. Along the shores of Lachsund, sea dogs and merchant sailors alike value this tincture for helping them weather even the roughest seas without feeling queasy.

Weight:	0.10
Price:	75
Rarity:	Common
Concealment:	0
Charges:	3

Gorben's Cough

If the vessel is thrown, it shatters on impact and releases a barely visible cloud within a 2-meter radius. All living creatures within the area of effect immediately suffer the Shocked condition and must pass a Resistance check (DC 8+). If they fail the check, they fall into a violent coughing fit for 1D3 rounds, are considered incapacitated, and lose all cover.

A golden-shimmering, slightly volatile brew stored in thick vials. It owes its name to the effect that occurs as soon as the vial shatters: Anyone who inhales the barely visible cloud instantly falls into an uncontrollable, spasmodic coughing fit.

Weight:	0.40
Price:	1250
Rarity:	Uncommon
Concealment:	0
Charges:	2

Mist of Thenon

When broken (Throw check, DC 5+), it instantly creates a stationary cloud of fog with a radius of 3 meters that lasts for 5 rounds. All creatures within

it are afflicted with the Blind condition, and their vision is severely impaired (attacks and perception checks from outside to inside and vice versa are considered difficult checks with a +2 DC).

A dark-tinted glass vial with a viscous, yellowish secretion clinging to its bottom. Resting on top of it is a greenish-gray, viscous essence made from ribwort plantain and bound amber. If the glass is broken, the components react instantly and release an impenetrable, milky smoke.

Weight:	0.50
Price:	885
Rarity:	Uncommon
Concealment:	0
Charges:	1

Meridian Clarity

Neutralizes mild and moderate toxins in the bloodstream and sharpens the senses to protect the mind from hallucinations. When a dose is taken, the "Poisoned" condition is instantly neutralized. Additionally, the user gains a +1 die bonus on all resistance checks against mind-altering effects or hallucinations for the next 1W6 hours.

A crystal-clear, slightly silvery-shimmering liquid in which the finest particles of charcoal settle at the bottom like stardust in the night sky. The potion tastes cool, astringent, and has a strong flavor of dried thistle. It was distilled according to the hermetic principles of Meridia to both purify the blood of toxic waste and steel the mind against the veil of hallucinations.

Weight:	0.40
Price:	82
Rarity:	Uncommon
Concealment:	0
Charges:	2

Jesbechea's Magical Garden

If a charge (approx. 33 Oth) is poured or sprayed onto the ground, a blooming, densely overgrown

oasis of berry bushes, wildflowers, and edible roots sprouts up within 1D6 minutes over an area of up to 10 square meters—even on bare rock or dry desert sand.

The plants immediately bear ripe fruits and berries, which provide provisions for up to 4 people for an entire day (and also heal 1W3 wounds when consumed as fresh food). If the environment is extremely hostile (e.g., freezing cold or toxic soil), the plants will survive for at least 24 hours before slowly withering away.

This silky, golden-yellow, shimmering elixir was developed in the legendary brewing kitchens of Sharifi Jesbechea III in Al'Bah JiRa. It was originally designed to keep the barren sandy soils fertile even during severe droughts. A single spilled drop causes fresh greenery to sprout from the driest rock in the blink of an eye.

Weight: 0.10
Price: 120
Rarity: Uncommon
Concealment: 0
Charges: 3

Grammis Elixir

For 10 minutes, the player's muscles and joints become as elastic as rubber. Their jumping power literally explodes: they can perform massive leaps from a standing position (up to 5 meters high and 8 meters far). In addition, their speed increases by +3 for 1D6+2 rounds, and they can cover twice the distance when using the Run action. The body cushions falls and landings like a rubber ball. Absolutely no fall damage is incurred.

Every landing after a jump or fall requires a successful Acrobatics check. If the check fails, the character cannot control their landing, bounces 1D6 meters further in a random direction, and crashes uncontrollably into the nearest obstacle (which can cause 1 light wound from the impact and send them straight into the middle of the nearest mess).

A thick, bright red tincture that smells sweet, like wild berries and mysterious root tubers. The elixir

is based on an ancient recipe passed down by forest-dwelling goblin tribes. Anyone who takes a sip instantly feels a tingling in their legs and the unbri-dled strength to make meter-high leaps.

Weight: 0.30
Price: 450
Rarity: Uncommon
Concealment: 0
Charges: 3

Genesis Elixir

Restores the life of a deceased character, but triggers a horrific transformation process lasting several days.

As soon as the essence is administered to the deceased, the flesh liquefies completely and, within moments, disintegrates into a shimmering primordial soup. After a few minutes, the deceased reemerges from this organic mass as a helpless infant.

Over the next 7 days, the transformed character undergoes an extremely accelerated, painful process of physical and emotional maturation:

Primordial slime > Infant > Toddler > Adolescent > Original age

During this maturation phase, the character is extremely vulnerable both physically and mentally and is completely incapable of acting.

Physical Decay & Growth: His bones break and reform every day. His muscles grow amid excruciating pain.

Mental Confusion: At first, the transformed individual has almost no ability to speak. His memories and emotions return only in fragmented, often frightening bursts. Companions are usually recognized only vaguely by their scent or voice. Whether they are friend or foe often triggers shifting waves of primal trust or panic-stricken fear of loss in the maturing individual.

During these 7 days, the player should embody a protégé who must be protected, fed, and carried

by the group while gradually regaining his personality.

Only after the 7 days have elapsed does the aging process stop exactly on the day of the original death.

The character is now fully restored: All hit points are regenerated, all old ailments, scars, or curses are healed, and the character regains all of his knowledge and memories without any gaps.

He feels, in the truest sense of the word, as if he were reborn.

The brew appears as a thick, opalescent essence with a deep-sea-blue sheen, brewed according to the forbidden maritime rites of the shamans and Sanguinics. It moves sluggishly within the vial and exudes an intense scent of fresh sea spray, ancient seaweed, and the sharp, metallic whiff of the Source. Ingesting this essence forcibly draws the fleeting spark of life back from the darkness of death, but in return demands the complete disintegration of the flesh down to the stage of the primordial soup.

Weight: 0.10
Price: 9999
Rarity: Legendary
Concealment: 0
Charges: 1

White Essence

The consumer gains a Mental Shield for the next 4 hours. All Willpower checks and saving throws to resist mental influence, control, illusions, or fear effects receive a +2 bonus die.

Against direct magical attacks and spell effects (such as energy bolts, curses, or necromantic shocks), the essence acts as a barrier: For each magical hit, the user may ignore 2 successes of the spell's effect or suffer 2 fewer wounds from the spell. The Shocked condition is immediately and completely removed upon ingestion, and the user becomes immune to the Shocked condition for the duration of the effect.

The White Essence glows with a soft, silvery-red-golden shimmer and feels cool to the touch. When the glass vial is swirled gently, fine, glittering particles rise to the surface and never quite settle at the bottom. The potion tastes crisp, refreshing, and has a slight hint of mint and mountain spring water. When drunk, it induces a palpable sense of calm in the mind, which acts like an arcane shield against external magic.

Weight: 0.10
Price: 750
Rarity: Unique
Concealment: 0
Charges: 2

Vespera's Flawlessness

This precious elixir originates from the elite alchemy halls of the Lyceum of Chipahua. The silky, silvery-shimmering essence smooths plumage and skin in an instant to absolute flawlessness and bestows a shimmering, almost supernatural beauty. Anyone who drinks the essence radiates perfection, elegance, and majestic grandeur. Yet the magic of this potion is deceptive.

For the next 4 hours, the user receives a bonus of +3 dice on all checks for Charm, Attractiveness, and Persuasion. However, as soon as the character fails a check for Communication, Politics, Etiquette, or Rhetoric (i.e., does not roll a success) while the effect is active, the effect immediately reverses: The bonus to Charm and Persuasion expires instantly and turns into a -3 die penalty for the remainder of the duration, as the character appears extremely arrogant, conceited, and vain.

Weight: 0.20
Price: 1250
Rarity: Common
Concealment: 0
Charges: 2

Fly Repellent

A single application is enough to keep a person or a small rest stop completely free of biting insects for 6 hours. If hunters or beasts attempt to pick up the scent trail of someone who has applied the oil, their tracking check is made +3 more difficult.

A rich, fragrant oil made from the petals of the "House of Eternal Blossom." When applied to the skin, it gives off a heavy, floral scent that repels even the most voracious bloodsuckers of the wetlands. Hunters even use it to mask their own scent from the keen noses of swamp monsters.

Weight: 0.15
Price: 180
Rarity: Uncommon
Concealment: 0
Charges: 3

Gronars Blessing

When consumed, this liquid cures mild to moderate illnesses and purifies the blood. The character gains a bonus of +2 dice for 24 hours on any resistance checks related to pathogens, infected wounds, or fever. A blessing for every adventurer!

A light, golden-shimmering potion that smells enticingly of chamomile and a light, earthy sweetness. This brew originated in the time-honored halls of the Children of Gronar in Havenheim and, thanks to the resourceful merchants of Asgoran, has quickly spread across the continents. It is the standard tool of every traveler who fears the plagues of the swamps or the musty fever of the deep forests. No pungent odor—just pure, authentic human herbal artistry.

Weight: 0.10
Price: 15
Rarity: Common
Concealment: 0
Charges: 2

Oak Bark Tincture

The drinker's skin instantly hardens into a bark-like texture. For the duration of 1W 6 + 2 combat rounds, the character gains a temporary protection pool of N N K (two normal hits and protection against critical hits). Due to the stiffening of the skin, all Acrobatics and Physical Agility checks are made +1 more difficult for the duration of the effect.

A thick, deep-brown liquid that smells of bitter resin, damp oak bark, and forest floor. When shaken, it moves sluggishly like liquid pitch. Drinking it feels like swallowing liquid wood.

Weight: 0.20
Price: 180
Rarity: Uncommon
Concealment: 0
Charges: 2

Farnauges Gaze

The user gains sharp, crystal-clear vision for the next 4 hours. The character receives a bonus of +2 dice on all Perception, Search, and Orientation checks. In addition, penalties due to natural darkness or light fog are reduced by 1. Likewise, drinking the elixir immediately cures the "shocked" condition, as mental clarity returns instantly.

A slightly viscous, emerald-green elixir that reveals fine, golden veins when exposed to light. This brew combines the academic knowledge of Hermetic human alchemy with the traditional botany of the elves of the Alchemical Pact. It tastes of damp moss and wild raspberries and has a sharp, resinous aftertaste. When ingested, it dilates the pupils like a cat's and makes the contours of the world appear razor-sharp.

Weight: 0.10
Price: 85
Rarity: Uncommon
Concealment: 0
Charges: 2

Panthomeic pick-me-up

Temporarily eliminates sleep deprivation. The user ignores all penalties due to fatigue and also receives a hefty bonus of +2 dice to Perception and Alertness for 1d6 hours. However, as soon as the effect wears off, the body inevitably falls into a deep, dreamless sleep.

A deep green, viscous substance in which fine, silvery streaks seem to float. The scent is reminiscent of the tart aroma of wet coniferous wood after a summer thunderstorm, paired with an almost pungent sharpness. Anyone who drinks this potion feels an icy tingle spreading from the nape of the neck to the fingertips, simply burning away even the deepest exhaustion for a while.

Weight: 0.20
Price: 125
Rarity: Uncommon
Concealment: 0
Charges: 2

Falk's Tran Ointment

Application takes 1 minute. Grants the user 1 point of wound healing (absorbs any wound) for the next 2 hours, as well as protection levels N (Normal Protection) and B (Bleeding Protection) for the next battle. Additionally, the user is immune to the effects of natural cold during this time.

A thick, foul-smelling paste sold in plain tin cans. It is produced at the famous Falke zu Lachsund distillery from the blubber of the rare Schiller whale. Sailors and warriors of Asgoran rub it into their skin until it shines like soapstone.

Weight: 0.50
Price: 45
Rarity: Common
Concealment: 0
Charges: 5

Strength potion

Increases the Strength physical attribute by +2 points for a duration equal to Endurance in hours.

This thick, muddy, earthy potion exudes an aroma of soot, wild garlic, and bitter yarrow. Invented by Rurik Kohlschlepper, a legendary dwarf miner from the shadowy foothills of Asgoran's Iron Mountains. Rurik realized that finely grinding rock troll claws releases the creature's petrified primal memory. Anyone who swallows this thick brew feels a burning tear in their flesh as their muscles swell like thick anchor ropes.

Weight: 0.30
Price: 150
Rarity: Uncommon
Concealment: 0
Charges: 2

Linya's Deep Sleep

If the essence is ingested or injected into the bloodstream via a weapon with a poison channel, the victim instantly falls into an unconscious state. The victim must roll for Willpower at the start of each of its combat rounds. Only when the number of successes (rolls of 5+; exploding 6s allowed) reaches exactly 5 does the creature awaken. External stimuli such as shaking or noise have no effect; only actual damage suffered grants an immediate bonus of +2 dice to the saving throw.

A viscous, almost oily essence of the deepest violet-black. When the lead vial is uncorked, a heavy, sweet, numbing scent escapes, reminiscent of withered autumn leaves and cold earth. Extracted from the black petals of the true death poppy, which thrives only on the barren cliffs of the Asgorian island of Linya, bathed in the salty, spray-laden wind. No scientific alchemy can fully replicate this natural sleep.

Weight: 0.40
Price: 750
Rarity: Common
Concealment: 0
Charges: 1

Strong Potion of Strentht

When used, it heals 1W3+3 wounds.

A deep red, gently shimmering distillate stored in a cut-glass vial. When shaken, it reveals a fine, golden swirl of suspended particles—the Tanium. A heavy, slightly sweet scent of sunflowers and potent bloodwort rises as soon as the stopper is removed. In the markets of Tirakan, this elixir is prized by experienced field alchemists and infirmary masters alike for its ability to close even gaping slash wounds in seconds.

Weight: 0.40
Price: 450
Rarity: Rare
Concealment: 0
Charges: 3

Titanic Strength

The Strength attribute is increased by a phenomenal +6 points for a duration of Resistance $\times$ 2 rounds in combat. Unarmed attacks (punches, kicks) automatically gain the Penetration 2 trait. At the same time, the user gains +4 units of Normal Protection (N) for their protection pool. Once the effect wears off, the user suffers from poisoning. For 10 minutes, they lose 1D3 wounds each round. No antidote is effective.

A thick, red-gold shimmering essence in a heavy vial, the glass of which has turned slightly milky from the intense heat of the distillation process. It exudes a heavy scent of reduced red wine, melted amber, and the distinctive, animalistic musk of rock troll claws. Even through the sealed vessel, one can sense a subtle, feverish vibration—an unmistakable sign of the raw, unbridled primal power slumbering within this alchemical brew.

Weight: 0.40
Price: 1250
Rarity: Rare
Concealment: 0
Charges: 1

Viltmaars hardness

Applying it to a blade requires mixing it with a small amount of grease or oil and takes 2 actions in combat. Grants a bladed weapon +1 damage potential, +1 penetration, and immunity to structural damage to the blade for 1 combat duration (or a maximum of 1 hour).

This deep black, sooty concoction exudes the sharp, acrid scent of wood vinegar and mineral heaviness. Once developed by the ancient masters of bygone eras, it is highly prized by mercenaries and battle-hardened warriors who fortify their blades against the cruelties of the wilderness. An alchemical masterpiece woven from the pulverized dust of night slate and obsidian, it transforms any blade into a relentless blade of destruction.

Weight: 0.10
Price: 1400
Rarity: Rare
Concealment: 0
Charges: 2

Throwables

Throwing net

The throw net can be thrown in combat to catch the opponent in the net.

If the throw roll is successful, the opponent is considered to be caught. He needs a deftness roll to free himself from the net (1 action). As long as the opponent is caught in the net he cannot move, all actions are difficult rolls.

Weight: 1.00
Price: 30
Rarity: Common
Concealment: 0

Containers

Ceramic Flask

Weight: 0.20
Price: 10
Rarity: Common
Concealment: 0

Tincture pouch

A pouch, usually made of linen, which may be worn around the body. The inside consists of compartments for bottles or cups.

Weight: 0.50
Price: 15
Rarity: Common
Concealment: 4

Vial

A glass vial

Weight: 0.10
Price: 20
Rarity: Common
Concealment: 0

Leatherbag

Weight: 0.80
Price: 15
Rarity: Common
Concealment: 2

Cloth bag

The cloth bag can be used to store or transport items in it.

Weight: 0.50
Price: 5
Rarity: Common
Concealment: 0

Leather satchel

A comfortable to wear leather satchel that can store items.

Weight: 2.00
Price: 20
Rarity: Common
Concealment: 1

Parchment cover

Your documents are safe in this! A leather, waterproof case to store parchments or documents.

Weight: 0.20
Price: 40
Rarity: Common
Concealment: 0

Bag

A canvas sack, large enough to carry many items.

Weight: 1.00
Price: 10
Rarity: Common
Concealment: 1

Basket

In this basket you can transport objects or other items.

Weight: 1.00
 Price: 10
 Rarity: Common
 Concealment: 0

Pack saddle

A pack saddle for use on a horse.

Weight: 4.00
 Price: 30
 Rarity: Common
 Concealment: 0

Bucket

A 10l bucket.

Weight: 0.70
 Price: 5
 Rarity: Common
 Concealment: 0

Glass bottle

A glass bottle that can be filled with anything.

Weight: 0.20
 Price: 5
 Rarity: Common
 Concealment: 0

Water barrel

This barrel can be filled with 20l of liquid.

Weight: 5.00
 Price: 10
 Rarity: Common
 Concealment: 1

Jade Casket

Weight: 0.50
 Price: 50
 Rarity: Uncommon
 Concealment: 0

Tools

Flint and Steel

Weight: 0.30
 Price: 10
 Rarity: Common
 Concealment: 0

Pulley

A simple pulley block. One rope is needed for operation. The pulley block can lift 100kg.

Weight: 2.00
 Price: 40
 Rarity: Common
 Concealment: 0

Pipe

A pipe for smoking tobacco or the like.

Weight: 0.10
 Price: 100
 Rarity: Common
 Concealment: 0

Mortar and Pestle

Weight: 0.50
 Price: 5
 Rarity: Common
 Concealment: 0

Improvised Picklock

Weight: 0.01
Price: 0
Rarity: Common
Concealment: 0

Traveling Laboratory

A robust, lockable wooden box or some form of a suitcase, filled with the most essential, shatterproof tools: A small mortar, Sampling Spoons made of horn, sealable Leather Pouches for powders, and a few small, wax-sealed Glass Flasks. Can be used when traveling.

Weight: 6.00
Price: 50
Rarity: Rare
Concealment: 8

Lockpicks

If a lockpick is used with the knowledge lock picking, an easy roll is made instead of a normal roll.

Weight: 0.20
Price: 30
Rarity: Common
Concealment: 0

Obsidian ritual dagger

Weight: 1.00
Price: 100
Rarity: Uncommon
Concealment: 0

Essence Brewer's Bench Kit

Additional devices to the usual alchemists tools: A small Retort (for dry distillation), a sand bath, an iron Frying Pan for heating, as well as small Vials

and Clay Bowls for storing the finished essences. Must be set up in a stationary position.

Weight: 20.00
Price: 100
Rarity: Uncommon
Concealment: 20

Ink bottle

A securely sealed inkwell containing ink for a quill or goose quill.

Weight: 0.60
Price: 10
Rarity: Common
Concealment: 0
Charges: 25

Alchemists's Tool Kit

A set comprising an Alembic (distillation flask with helm and receiver), fireproof ceramic crucibles, a set of Mortar and Pestle (made of stone or brass), Bellows for the flame, and basic Filter Cloths and parchment for note-taking. Must be set up in a stationary position.

Weight: 10.00
Price: 80
Rarity: Uncommon
Concealment: 15

Charcoal pencils

Charcoal pencils can be used to write on parchment or paper.

Weight: 0.30
Price: 5
Rarity: Common
Concealment: 0

Brush

Use this brush to paint on a canvas.

Weight: 0.10
Price: 5
Rarity: Common
Concealment: 0

Shovel

Weight: 1.00
Price: 30
Rarity: Common
Concealment: 3

Hammer

Weight: 2.00
Price: 30
Rarity: Common
Concealment: 1

Small weaving frame

A small weaving frame to be able to make woven fabrics on the trip.

Weight: 2.00
Price: 20
Rarity: Common
Concealment: 1

Quill

A quill for writing

Weight: 0.10
Price: 15
Rarity: Common
Concealment: 0

Hourglass

HourglassThe hourglass can be used to estimate the time accurately.

Weight: 0.30
Price: 50
Rarity: Common
Concealment: 0

Small Kettle

A small iron kettle

Weight: 1.00
Price: 5
Rarity: Common
Concealment: 0

Slate

On this slate you can write, and you can always wipe away what you have written.

Weight: 0.50
Price: 10
Rarity: Common
Concealment: 0

Crowbar

Gordon Freeman knows how to use it

Weight: 1.00
Price: 29
Rarity: Common
Concealment: 1

Tether rope

This tether rope is suitable for tying tight knots.

Weight: 1.00
 Price: 20
 Rarity: Common
 Concealment: 0

Nails

Assortment of simple Nails

Weight: 0.05
 Price: 0
 Rarity: Common
 Concealment: 0

Abacus

The abacus is a simple calculating machine. When it is used, all mechanical rolls are easy.

Weight: 0.70
 Price: 80
 Rarity: Common
 Concealment: 0

Compass (drawing tool)

A compass can be used for navigation or geometric tasks.

Weight: 0.20
 Price: 30
 Rarity: Common
 Concealment: 0

Plumb line

A sinker to estimate about the depth of something.

Weight: 0.30
 Price: 10
 Rarity: Common
 Concealment: 0

Brush broom

A broom. You can sweep with him.

Weight: 2.00
 Price: 10
 Rarity: Common
 Concealment: 1

Small Pan

Weight: 1.00
 Price: 5
 Rarity: Common
 Concealment: 0

Parchment

A sheet of parchment to write on

Weight: 0.01
 Price: 10
 Rarity: Common
 Concealment: 0

Lights

Torch

Weight: 0.20
 Price: 2
 Rarity: Common
 Concealment: 0

Lantern

Weight: 1.00
 Price: 40
 Rarity: Common
 Concealment: 1

Candle

One candle. Burns for about 8 hours.

Weight: 0.20
Price: 5
Rarity: Common
Concealment: 0

Pitch Torch

The pitch torch burns for about 8 hours and produces a pleasant, large-scale light.

Weight: 0.50
Price: 10
Rarity: Common
Concealment: 0

Oil lamp

The oil lamp spreads a pleasant light over a large area, and is not as susceptible to wind as a torch.

Weight: 1.00
Price: 30
Rarity: Common
Concealment: 0

Storm lantern

The storm lantern is particularly resistant to wind and weather. It spreads a pleasant light.

Weight: 1.00
Price: 60
Rarity: Common
Concealment: 0

Surveillance

Handcuffs

Weight: 0.50
Price: 80
Rarity: Common
Concealment: 0

Telescope

All *perception* rolls made using the telescope are simple samples.

Weight: 0.50
Price: 80
Rarity: Common
Concealment: 0

Trekking gear

Backpack

Weight: 1.20
Price: 100
Rarity: Common
Concealment: 2

Bedroll

Weight: 1.00
Price: 50
Rarity: Common
Concealment: 2

Blanket

Weight: 1.00
Price: 50
Rarity: Common
Concealment: 1

Grappling Hook

A throwing hook, intended to be thrown where it can hook. Ideally, it is used together with a rope tied to it.

Weight: 2.00
Price: 90
Rarity: Common
Concealment: 1

Rope (3m)

Weight: 3.00
Price: 30
Rarity: Common
Concealment: 2

Hyena fur

The skinned fur of an adult hyena.

Weight: 2.00
Price: 20
Rarity: Common
Concealment: 0

Climbing hook

A climbing hook can be attached to fix ropes in it. To hammer it into the rock you can use a hammer.

Weight: 1.00
Price: 5
Rarity: Common
Concealment: 0

Fishing hook and line

A simple fishing equipment.

Weight: 0.20
Price: 10
Rarity: Common
Concealment: 0

Lamp oil

A container full of lamp oil to refill storm lanterns or oil lamps.

Weight: 1.00
Price: 20
Rarity: Common
Concealment: 0

Flint and steel

A way to start a fire. A little exhausting, but a very safe method.

Weight: 0.20
Price: 5
Rarity: Common
Concealment: 0

Tinder box

A tinder box. With the contents you can easily light a fire.

Weight: 0.10
Price: 20
Rarity: Common
Concealment: 0

Magnifying glass

A magnifying glass that can be used to light a fire, among other things.

Weight: 0.20
Price: 50
Rarity: Common
Concealment: 0

Fanny packs

Convenient to reach belt pouches. About 4 of them can be attached to a belt.

Weight: 0.30
Price: 30
Rarity: Common
Concealment: 0

Lasso

This rope is made to tie a lasso to capture animals.

Weight: 2.00
Price: 20
Rarity: Common
Concealment: 0

Fishnet

With this net you can fish well.

Weight: 1.00
Price: 10
Rarity: Common
Concealment: 0

Rope ladder

When the rope ladder is folded, it is easy to store. Unrolled, it provides a spontaneous ladder over 8 meters high.

Weight: 2.00
Price: 40
Rarity: Common
Concealment: 0

Tent

A large 4-person tent. It takes a little effort to set up, but provides space and shelter for 4-5 people.

Weight: 5.00
Price: 70
Rarity: Common
Concealment: 1

Snowshoes

This pair of snowshoes can be used to walk on snow comfortably and quickly.

Weight: 1.00
Price: 20
Rarity: Common
Concealment: 0

Hammock

This hammock can be spanned to provide a comfortable place to sleep.

Weight: 2.00
Price: 20
Rarity: Common
Concealment: 0

Waterskin

A 1 liter leather bag to carry water.

Weight: 0.30
Price: 20
Rarity: Common
Concealment: 0

Jerky

Dried meat is meat that has been preserved by air drying and can be produced from raw or heated meat or meat products.

Weight: 0.10
Price: 5
Rarity: Common
Concealment: 0

Food / Provisions

Provisions to feed the hungry Heroes and Heroines

Tobacco

Best long bottom leaf, coarse cut, full-bodied.

Weight:	0.05
Price:	15
Rarity:	Common
Concealment:	0
Charges:	20

Fine wine

A bottle of fine wine.

Weight:	1.00
Price:	80
Rarity:	Common
Concealment:	0
Charges:	3

Bier

Cold, cool, delicious! A fresh beer, lad, delicious. It must be cold, lad!

Weight:	1.00
Price:	1
Rarity:	Common
Concealment:	0

Dried meat

Dried meat, nutritious and long-lasting

Weight:	0.50
Price:	1
Rarity:	Common
Concealment:	0
Charges:	3

Stew

A stew made from various ingredients, anything the cook could find. It may be a bit heavy to carry, but the stew certainly contains a lot of nutritious ingredients.

Weight:	0.30
Price:	5
Rarity:	Common
Concealment:	0

Beet schnapps

Beet schnapps is a typical product of human farmland in the more temperate zones of Tirakan, especially in the western and central kingdoms of the humans.

It is made from fermented and distilled sugar beets.

It is a cheap but high-proof spirit. In alchemy, it is used solely as a solvent and heat source to extract the aggressive or volatile properties of other substances (such as the bile of the flying lizard). Due to its purity and lack of complex ingredients, it is ideal as a simple base for mass carriers.

Beet schnapps is usually clear or slightly yellowish-cloudy and has a pungent smell of ethanol and a subtle, earthy sweetness. It burns when drunk and leaves a strong, unpleasant aftertaste.

Beet schnapps symbolizes the endurance and pragmatism of the people of Tirakan. While the elves have their "living water" and the dwarves their deep salt, humans rely on simple, readily available solutions.

It is a mass-produced item and an important commodity in the border regions and mercenary camps. A large part of the price of simple potions is accounted for by distillation and transport, not the ingredient itself.

For the high-ranking alchemists in the academies, beet schnapps is a sign of amateurism; they prefer more refined, less aggressive solvents. Village

alchemists, on the other hand, use it because of its efficiency and availability.

Weight: 0.70
Price: 6
Rarity: Common
Concealment: 0

Chickpeas (Gigglepea)

This small, yellow-green bean is a truly wonderful food.

Apart from its alchemical use as a base for laughing potions, it is an excellent food for weary travelers.

It is often found in the rich markets in and around Al Bah Ji Ra. However, its popularity is slowly spreading throughout Tirakan.

Eating a handful of roasted chickpeas dispels gloomy thoughts and briefly lifts the “shadow” from the mind. This is especially true when seasoned with spices such as garlic, cumin, or pepper.

Even on their own, they are rich in protein and complex fiber, making them a nutritious addition to any diet.

“If the stew tastes too bitter and life weighs too heavily, throw in a handful of chickpeas. Your stomach will thank you with a gurgle.” — Master chef Alar al-Din of the “Tent of Seven Veils” in El Kurru

Weight: 50.00
Price: 1
Rarity: Common
Concealment: 0

Honey

In cultivated regions, honey is produced by hard-working beekeepers, who often set up their hives near herb gardens.

This honey is clear, stable, and has a delicate taste of thyme or lavender. It usually costs about 2 guilders per 5 oth and is a reliable staple for any alchemist

who wants to soften the bitterness of herbal extracts.

Those who are more adventurous search the forests for wild bee nests. This honey is darker, thicker, and often mixed with pollen or small pieces of wax. It has a strong, almost earthy flavor. It is said that wild honey from the primeval forests has a stronger regenerative power for the voice. Ideal for bards who need to lubricate their throats after a long night in the tavern.

Weight: 5.00
Price: 2
Rarity: Common
Concealment: 0

Wild berries

Wild berries are the sweet-and-tart, deep red to bluish fruits that thrive in the dense undergrowth of Tirakan’s untamed forests. They are particularly common in shady forests or on the outskirts of the rugged wilderness. They grow in the moist humus beneath old ferns and in the shade of mighty oaks.

Weight: 0.20
Price: 1
Rarity: Common
Concealment: 0

Garlic (Allium toranum)

A pungent-smelling bulblet that brings tears to the eyes of alchemists.

In alchemy, it serves as a cleansing agent. It clears mucus from the lungs, disinfects wounds, and—thanks to its stench—keeps vermin and sensitive elves at a safe distance.

It grows on every honest farm in Toran and Hade-wald and can be bought from any shopkeeper for a few Deut.

Weight: 0.10
Price: 1
Rarity: Common
Concealment: 0

Weight: 300.00
Price: 1200
Rarity: Common
Concealment: 10

Vehicles

Chariot

Simple One-Horse Carriage

The simple single carriage is a small vehicle pulled by a horse.

Weight: 120.00
Price: 400
Rarity: Common
Concealment: 8

A well-crafted chariot provides protection from attackers and allows you to make tight turns.

Weight: 500.00
Price: 1000
Rarity: Uncommon
Concealment: 10

Two horse carriage

The carriage is pulled by two horses and has an optional canvas cover.

Weight: 220.00
Price: 600
Rarity: Common
Concealment: 8

Dog sled

The dog sled is pulled by 8-10 dogs and can be optionally equipped with tires to drive on solid ground.

Weight: 80.00
Price: 80
Rarity: Common
Concealment: 0

Four-Horse Carriage

A large, heavy carriage with a wooden top or canvas cover. It is pulled by four horses.

Weight: 400.00
Price: 900
Rarity: Common
Concealment: 10

Ox cart

The ox cart is pulled by two oxen. A very slow but reliable form of transport.

Weight: 250.00
Price: 120
Rarity: Common
Concealment: 10

Racing carriage

The racing carriage is particularly streamlined.

Covered wagon

A covered wagon pulled by two horses. The cover provides protection from most weather conditions.

Weight: 400.00
Price: 400
Rarity: Common
Concealment: 10

Box wagon

The wooden body on this box wagon protects against wind, weather and burglars. The vehicle is pulled by a horse.

Weight: 500.00
Price: 600
Rarity: Common
Concealment: 10

Canoe

The canoe can be used to cross water. However, it is not seaworthy.

Weight: 20.00
Price: 60
Rarity: Common
Concealment: 8

Small rowing boat

A rowboat complete with oars.

Weight: 100.00
Price: 120
Rarity: Common
Concealment: 8

Animal supplies

Horse feed

High quality horse feed, one dose is enough for about a week

Weight: 1.00
Price: 2
Rarity: Common
Concealment: 0

Animal food

High quality pet food. One serving lasts about a week.

Weight: 1.00
Price: 1
Rarity: Common
Concealment: 0

Bridle

Weight: 1.00
Price: 70
Rarity: Common
Concealment: 0

Kummet

A padded ring used to harness oxen.

Weight: 1.00
Price: 20
Rarity: Common
Concealment: 0

Horse blanket

Weight: 2.00
Price: 40
Rarity: Common
Concealment: 0

Saddle

Weight: 4.00
Price: 80
Rarity: Common
Concealment: 4

Packing saddle

A saddle with pockets.

Weight: 5.00
Price: 50
Rarity: Common
Concealment: 4

Curry comb

Weight: 1.00
Price: 30
Rarity: Common
Concealment: 0

Riding crop

Weight: 1.00
Price: 20
Rarity: Common
Concealment: 0

Iron spurs

Weight: 1.00
Price: 10
Rarity: Common
Concealment: 0

Silver spurs

Weight: 1.00
Price: 50
Rarity: Common
Concealment: 0

Falconer glove

Weight: 2.00
Price: 40
Rarity: Common
Concealment: 0

Muzzle

Weight: 1.00
Price: 20
Rarity: Common
Concealment: 0

Collar and leash

Collar and leash for a dog. Or the partner in life.

Weight: 1.00
Price: 30
Rarity: Common
Concealment: 0

Bird cage

Weight: 1.00
Price: 30
Rarity: Common
Concealment: 5

Oddities

Historic Bible

A bound, historical edition of the Bible.

Weight: 1.00
Price: 100
Rarity: Common
Concealment: 0

Fruit Cake

Weight: 0.30
Price: 10
Rarity: Common
Concealment: 0

Hairpin

Can also serve as a simple lockpick and stabbing tool.

Weight: 0.03
Price: 19
Rarity: Common
Concealment: 0

Holy Symbol of Ravenkind

Holy Symbol of Ravenkind Wondrous item, legendary (requires attunement by a cleric or paladin of good alignment)

The Holy Symbol of Ravenkind is a unique holy symbol sacred to the good-hearted faithful of Barovia. It predates the establishment of any church in Barovia. According to legend, it was delivered to a paladin named Lugdana by a giant raven—or an angel in the form of a giant raven. Lugdana used the holy symbol to root out and destroy nests of vampires until her death. The high priests of Ravenloft kept and wore the holy symbol after Lugdana's passing.

The holy symbol is a platinum amulet shaped like the sun, with a large crystal embedded in its center. The holy symbol has 10 charges for the following properties. It regains 1d6 + 4 charges daily at dawn.

Hold Vampires. As an action, you can expend 1 charge and present the holy symbol to make it flare with holy power. Vampires and vampire spawn within 30 feet of the holy symbol when it flares must make a DC 15 Wisdom saving throw. On a failed save, a target is paralyzed for 1 minute. It can repeat the saving throw at the end of each of its turns to end the effect on itself.

Turn Undead. If you have the Turn Undead or the Turn the Unholy feature, you can expend 3 charges when you present the holy symbol while using that feature. When you do so, undead have disadvantage on their saving throws against the effect.

Sunlight. As an action, you can expend 5 charges while presenting the holy symbol to make it shed bright light in a 30-foot radius and dim light for an additional 30 feet. The light is sunlight and lasts for 10 minutes or until you end the effect (no action required).

Weight: 1.00
Price: 1
Rarity: Unique
Concealment: 0
Charges: 10

Sundial

A portable sundial.

Weight: 0.50
Price: 20
Rarity: Common
Concealment: 0

Cloth doll

A simple cloth doll.

Weight: 0.30
Price: 10
Rarity: Common
Concealment: 0

Glasses

Glasses, hopefully matched to your prescription.

Weight: 0.40
Price: 80
Rarity: Common
Concealment: 0

cap of logical thinking

+1 Logic

Weight: 1.00
Price: 1111
Rarity: Legendary
Concealment: 0

Rest stone

Gives 1x daily opportunity 3d6 which can be used either as bonus dice for rest or to restore arcana (at 5 as success).

Weight: 0.20
Price: 500
Rarity: Common
Concealment: 0

Hand mirror

A simple, small hand mirror

Weight: 0.30
Price: 15
Rarity: Common
Concealment: 0

Juggling balls

Either you can, or you can't.

Weight: 1.00
Price: 10
Rarity: Common
Concealment: 0

Talisman of a Sethlarn

Claw of a Sethlarn on a leather thong It exudes an enormous magical power. It stops the aging process of the wearer. When it is removed, time catches up with the wearer.

Weight: 0.30
Price: 1000
Rarity: Legendary
Concealment: 0

Book of an Academy Student

A book of a student from the academy. There are awkwardly drawn recurring alchemical symbols for blood.

Weight: 1.00
Price: 10
Rarity: Unique
Concealment: 0

Ring, Silver

A silver ring

Weight: 0.10
Price: 10
Rarity: Common
Concealment: 0

Ring, Gold

A golden ring.

Weight: 0.10
Price: 60
Rarity: Uncommon
Concealment: 0

Shard of tanium

Weight: 1.00
Price: 9999
Rarity: Rare
Concealment: 0

Golden monocle

A golden monocle, which can be used in front of one eye for the purpose of good vision.

Weight: 1.00
Price: 150
Rarity: Common
Concealment: 0

Toranian Citizen Pass

This document declares the bearer a citizen of Toran, and opens up to him all the rights and duties of Toran citizenship.

Weight: 1.00
Price: 0
Rarity: Uncommon
Concealment: 0

Components

Greater celandine (*Chelidonium majus*)

In the Middle Ages, celandine was used for skin rashes, impaired vision or jaundice. The alkaloids of the plant have an antispasmodic effect. They help with digestive problems and stimulate the flow of bile.

Weight: 0.10
Price: 5
Rarity: Common
Concealment: 0

Mint

Mint is widespread in Tirakan, but among those who study herbal medicine, it is considered an indispensable staple for the mind and body.

Occurrence & growth: Mint is usually found in damp, semi-shaded locations. It grows rampantly on the banks of streams, in enchanted forest clearings, or in the herb gardens of wise healers.

It is considered to be soothing for the stomach, has a cooling effect, and relieves sore throats. It is used in ointments, tinctures, and teas. It is also often used to soften the strong taste of game meat or to give cheap thin beer a fresh note.

Weight: 0.10
Price: 1
Rarity: Common
Concealment: 0

Mugwort (*Artemisia vulgaris*)

A mugwort plant. The tops of the sprout are used to revive the digestion.

Weight: 0.10
Price: 5
Rarity: Common
Concealment: 0

Silver Thistle (*Carlina acaulis*)

A hardy plant that grows close to the ground, with a silvery, shiny, spiky flower head that did not wither even in freezing temperatures.

In alchemy, it is considered a purifying catalyst whose essence binds toxins in the blood, inhibits inflammation, and strengthens the body's natural defenses.

It thrives primarily in the barren, sun-drenched mountain meadows and rocky slopes of the Toran Highlands. However, it can also be found in more temperate regions throughout Tirakan.

Weight: 0.05
Price: 3
Rarity: Common
Concealment: 0

Charcoal

A substance of pure, deep black color, obtained through the controlled carbonization of hard wood in the absence of air. Charcoal.

In alchemy, it serves as a universal filtering medium. Whether incorporated into recipes or ground into

the finest powder, it absorbs impurities, cloudiness, and unwanted bitter substances from boiling liquids like a sponge.

It is widely available throughout Tirakan from charcoal burners, blacksmiths, and ordinary shopkeepers in large quantities for just a few deut or guilders at the city markets.

Weight: 1.00
Price: 2
Rarity: Common
Concealment: 0

Troll blood vial

A vial filled with blood of a troll.

Weight: 0.10
Price: 30
Rarity: Rare
Concealment: 0

Ribwort plantain (*Plantago lanceolata*)

The pointed, narrow leaves of ribwort plantain are used as a syrup or also as a tea for colds. Ribwort can also be crushed and ground and applied to wounds or insect bites, where it has a cooling effect. The plant is also used for diarrhea.

Weight: 0.10
Price: 2
Rarity: Common
Concealment: 0

Wolf's bane (*Arnica montana*)

Arnica is used for inflammation, wounds, to stimulate circulation and as an abortifacient. The flowers are used as an ointment, as a tea or as a tincture.

Weight: 0.10
Price: 5
Rarity: Common
Concealment: 0

Cowslip (*Primula veris*)

Cowslip was known in the as a fertility and protective medicine. Today, the root tea helps against colds. Sage and fennel enhance the effect.

Weight: 0.10
Price: 5
Rarity: Common
Concealment: 0

Gildenkraut (*Vigilia mercatoris*)

Gildherb is a tough, almost inconspicuous plant that only catches the trained eye of an expert.

It is characterized by jagged, leathery leaves of a deep green color, whose thick veins have a slight reddish sheen. Its flowers are tiny, pale yellow, and close immediately once the sun passes its zenith.

The herb is entirely mundane and possesses not the slightest spark of the arcane. Its value lies rather in its extremely high, natural concentration of alkaloids, particularly pure caffeine. When the tough leaves are crushed between the fingers, they give off a sharp, earthy scent reminiscent of heavily roasted nuts.

Location and Habitat: This plant is relatively rare, as it requires very specific, adverse conditions to produce its stimulating sap. It thrives exclusively in barren, mineral-rich soils and avoids the damp moss of deep forests.

Gildherb is found primarily in the rocky crevices of ancient trade routes, in the crumbling stone mortar of abandoned guild outposts, or on the steep, sun-baked slopes of the Toran Highlands. It needs hard rock and plenty of wind to prevent it from withering away.

Weight: 1.00
Price: 50
Rarity: Rare
Concealment: 0

Yarrows (*Achillea millefolium*)

Yarrow is used for its hemostatic effect. The flowers and the leaves contain tannins, bitter and mineral substances. The essential oil of the plant has anti-inflammatory and antispasmodic effect.

Weight: 0.10
Price: 3
Rarity: Common
Concealment: 0

Wachkraut (Meridian Sharp-Leaf)

The Meridian Sharpleaf (often called "Wachkraut" for short) grows in the parched rock crevices of southern regions.

Its lance-shaped, red-veined leaves give off a sharp scent of resin and pepper. When eaten raw, it tastes sharply bitter and leaves a fiery tingling sensation on the tongue.

In alchemy, the plant is valued above all for its fiery, stimulating nature.

Weight: 0.50
Price: 10
Rarity: Common
Concealment: 0

Harpy Blood Vial

A vial filled with blood of a harpy.

Weight: 0.10
Price: 5
Rarity: Rare
Concealment: 0

Pebble

A small stone. Usable as sling bullet.

Weight: 0.10
Price: 0
Rarity: Common
Concealment: 0

Silberorchidee

The silver orchid is considered the undisputed and deceptive "queen of southern flora." It is a botanical marvel that is as beautiful as it is deadly to those who are fooled by its splendor.

Its leaves are not green, but have a dark gray, almost metallic color that shines like polished silver in the moonlight. The veins pulsate faintly in a pale violet when magic is nearby. The flower itself is large and cup-shaped, with snow-white petals that are razor-sharp at the edges. But the most disturbing thing about it is not its beauty, but its mobility: the plant stretches upward on exposed, muscular roots, which enable it to crawl slowly across the ground.

The silver orchid is found almost exclusively in the deep south of Tirakan, beyond the Iron Mountains. It can be found in the vast green steppes and along riverbanks, often camouflaged in the shade of the local flora. It often grows in disturbing proximity to the giant stone creatures that dwell in the passes.

When you approach the plant, it emits a glittering cloud of fine, silver dust. This is not harmless pollen, but a deadly attack. Anyone who inhales the dust is seized by severe coughing and shortness of breath. Within moments, black pockmarks form on the skin, and the victim falls into a deep, death-like unconsciousness. Once the victim is defenseless, the plant secretes a corrosive substance from its roots to slowly decompose and absorb its prey.

Despite these dangers, it is hunted because it is a powerful potentiator. In alchemy, the extracted

nectar is used to increase the effects of other potions to the extreme. But processing it is risky: a mistake in distillation causes the magical energy to overload the body (similar to “silver death”), which is often fatal.

Ancient legends say that silver orchids came into being when the blood of a fallen star god dripped onto the earth in the First Age. The elves, on the other hand, call the flower “traitor’s jewelry” and believe that it grows where reality has cracked and chaos seeps into the world.

“It looks like jewelry, crawls like a spider, and is worth more than my house. But be careful, boy: when you see the glitter, hold your breath and run. Before you realize you’re getting sick, you’ll already be its fertilizer.” – Marginal note in the records of the herb collector “Three-Finger Hannes”

Weight: 0.10
Price: 550
Rarity: Rare
Concealment: 0

Butterfly dragon secretion

If one is careful, butterfly dragons can be milked. They secrete a very strange secretion, which immediately makes the person who consumes it fall into a sleep with fascinating dreams.

If the potion is administered or taken, the person consuming it will sleep soundly for at least eight hours. Double rest is applied for this time. The sleeper is at most to be awakened by real pain.

Weight: 0.10
Price: 200
Rarity: Rare
Concealment: 0

Camomile (*Matricaria recutita*)

Chamomile is one of the oldest medicinal plants and was already used in the Middle Ages. The flow-

ers have a healing and soothing effect. Externally, chamomile can be used for inflammation of the gums, skin or mucous membrane. Taken internally, it is effective for gastrointestinal disorders. Rinsing and inhalation are also widely used.

Weight: 0.10
Price: 2
Rarity: Common
Concealment: 0

Common Bloodweed

Bloodweed is a ground-level plant that is particularly striking due to its fleshy, deep red leaves.

The fine veins on the leaf surface glow in a rich scarlet red, almost as if real blood were pulsing through them. When a leaf is crushed, a sticky, sweet-smelling sap emerges that stains the fingers for days. It is not a magical plant in the classic sense. It draws its power from the iron-rich soil and the pale light of the dense forests.

You will usually find bloodweed in shady, damp places. It prefers the foot of old oak trees or the immediate vicinity of rotting undergrowth in deep forests. An inattentive traveler often mistakes it for common purple sorrel, but a trained alchemist will notice the small, pearl-like dewdrops that always collect at the edges of the leaves.

It is best harvested in the early morning hours, before the sun breaks through the canopy. Only the outer leaves are cut to preserve the root.

Weight: 0.50
Price: 5
Rarity: Rare
Concealment: 0

Goldnugget

A small piece of unprocessed gold, about 5 grams.

Weight: 0.05
Price: 300
Rarity: Common
Concealment: 0

Oil (Base)

In Tirakan, oil serves as the fundamental binder, solvent, and fuel for alchemical potions, ointments, and incendiary agents.

Made from plants: Pressed from seeds, nuts, or bark. Thin in consistency and quickly absorbed; ideal as a base for healing elixirs, medicine, and fine mechanical lubricants.

From animal sources: Extracted from boiled wild animals or fish. Thick, has a rancid odor, and is highly adhesive; perfect for long-lasting weapon poisons and incendiary weapons that are difficult to extinguish.

Weight: 0.50
Price: 1
Rarity: Common
Concealment: 0

Rock troll claws (Lithocrinus tirakanis)

The claws of a rock troll are not claws in the biological sense, but mineralized growths made of hardened keratin and concentrated ores.

They reflect the unbridled physical regenerative power of the trolls, whose skin has entered into a symbiosis with the rock of the Shadow Rocks.

A single, intact claw is about the size of a short sword. Their color ranges from deep gray to obsidian black, often with layers reminiscent of slate.

They are so hard that they spark when they hit metal. Ordinary blades usually dull immediately when used on them.

In alchemy, the entire claw is almost never used, but rather a processed form. The claw must be la-

boriously worked with diamond files or hardened steel chisels.

Finely grated shavings or dust are used as ingredients. This dust is heavy, ash-colored, and glitters when exposed to light. The dust must be extremely fine. Chips that are too coarse will not dissolve in the potion and can seriously injure the user's esophagus when consumed. Alternatively, it is advisable to strain the liquid through a sieve after brewing.

Weight: 1.00
Price: 125
Rarity: Rare
Concealment: 0

Angelica (Angelica archangelica)

The plant is used for indigestion, loss of appetite and digestive weakness, and is said to protect against the plague.

Weight: 0.10
Price: 3
Rarity: Common
Concealment: 0

Marsh Lizard Bile

A thick, dark green, and foul-smelling liquid extracted fresh from the gallbladder of the massive swamp lizard. It is corrosive and contains a paralyzing toxin.

Since the swamp lizard lives hidden in the warm, humid swamp areas and on the borders of the O'grut lands, obtaining it is a laborious process.

Weight: 0.10
Price: 10
Rarity: Uncommon
Concealment: 0

Moonlight Lily (*Lilium lunaris*)

The moonlight lily is a rare, night-blooming plant of wondrous beauty. Its flawless, narrow petals have a silvery-white hue and seem to emit a soft, cool glow even in the deepest darkness.

While it remains tightly closed during the day and looks like an inconspicuous, withered bud, it only fully opens its flower after dusk. A fine, silvery pollen gathers around the central stigma, leaving glittering trails in the air at the slightest touch. The plant exudes a slightly sweet, cool fragrance reminiscent of fresh evening dew and delicate mint.

It thrives exclusively in shady, damp places. It is found primarily on the mossy shores of abandoned forest lakes, near the mist from mountain waterfalls, or in clearings deep within the thickets of the gorge mountains. The Moonlight Lily never grows in large clusters, but always as a rare solitary bloom sheltered by old tree roots.

Translated with DeepL.com (free version)

Weight: 0.10
Price: 20
Rarity: Uncommon
Concealment: 0

Night slate dust

Night slate is no ordinary mineral, but the finely ground essence of ancient, jet-black rock veins.

This material is not mined, but must be extracted from the heart of mines that have not seen sunlight for eons, often accessible only through narrow tunnels in the coldest, most remote mountain ranges.

It is found exclusively in deep, abandoned mines or underground crypts, where the rock has been compacted over millennia by the constant pressure and absolute cold of the earth's interior. The veins shimmer slightly when caught in the glow of a torch, a sign of their almost unnatural purity.

Weight: 1.00
Price: 40
Rarity: Rare
Concealment: 0

Oak bark

Oak bark is a time-tested ingredient that is particularly valued for its firming and protective properties.

The bitter-smelling bark of old oak trees is easy to store and unfolds its effects in a crucible, especially when heated to high temperatures.

Weight: 1.00
Price: 0
Rarity: Common
Concealment: 0

Lemon Ginger (*Zingiber meridionale*)

A tuberous, fibrous root of light brown color, whose juicy, yellow flesh releases a burning pungency and an intensely fresh citrus aroma when cut open.

In alchemy, it is considered a fiery vitalizer that stimulates blood circulation. It is used to stimulate the body's vital fluids, alleviate stomach ailments, and drastically accelerate the absorption of healing elixirs into the bloodstream.

The plant thrives in warm, humid conditions and grows magnificently in the fertile, river-rich lands of O'grut, or is imported to Meridian from the southern oases via the humans' extensive trade networks.

Weight: 0.50
Price: 4
Rarity: Common
Concealment: 0

Schiller whale oil

The blubber, the fatty tissue under the skin, is the reason why these majestic animals are hunted. It is no ordinary fat, but a storehouse of magical energy.

In its raw state, blubber is a tough, jelly-like mass that glows faintly blue. After refinement (melting and filtering), it becomes a clear, oily elixir that streaks like liquid mother-of-pearl. Unlike the rancid blubber of ordinary whales, the blubber of the Schiller whale smells fresh, salty, and slightly metallic (like the air before a thunderstorm).

It is the best known means of binding volatile magic in potions (see Elixir of the Elven Watch).

When burned in lamps, it gives off a light that never produces soot and can make the invisible visible. Weapon oils made from this oil can injure spirits.

Since hunting them is extremely dangerous (iridescent whales rarely defend themselves, but are often protected by sea elementals or mermaids) and the animals are rare, the price is enormous.

The Ancatir consider hunting iridescent whales a sacrilege. They only use oil that comes from whales that have washed ashore naturally ("gift of the tides"). Alchemists who use "bloody oil" are often expelled from the city in elven enclaves.

The Schiller whale is one of the most fascinating and peace-loving giants of the seas around Tirakan. It is not just an animal, but a living anomaly closely connected to the magical currents of the oceans.

The iridescent whale resembles an earthly blue whale in shape, but is slimmer and has longer, almost wing-like side fins. What makes it special is its skin: it is not gray, but has a pearlescent, semi-transparent surface. Depending on the incidence of light and the magical saturation of the environment, its skin refracts light into all colors of the spectrum. Hence the name. When a iridescent whale breaks the surface, it looks like a living rainbow rising out of the water. Scholars believe that these whales not only feed on krill, but also absorb the light of the moon and stars when they come to the surface at night.

Iridescent whales avoid shallow coastal waters. They travel through the deep oceans, far away from the routes of merchant ships.

They are most often sighted in the Southern Ocean, in the cold currents far from the heat of the jungle, or in the mystical waters around abandoned island archives.

They travel in small family groups (pods). It is said that their song can calm storms or drive madness in those who listen to it for too long.

We saw it at new moon. It glowed beneath the keel like a sunken city. When we threw the harpoons, the beast did not scream. It began to sing. A sound so deep that the wood of my ship splintered and two of my men simply jumped into the water, smiling. We killed it, yes. But the oil... it burns in the lamps of my cabin, and I swear I see the faces of those who jumped in the shadows.*
From the logbook of the whaler 'Haken-Ulf'

Weight: 0.10
Price: 600
Rarity: Rare
Concealment: 0

Beeswax (Cera apis)

Extracted from the honeycombs of the Feldmärk honeybees or the aggressive giant marsh bees of O'Grut. The golden-yellow, firmly pressed wax exudes a warm, honey-sweet scent.

In Tirakan alchemy, it is rarely used as an active ingredient but serves primarily as an indispensable binding agent: it captures volatile, vaporizing, or flammable essences, holds them in the mixture, and seals vials and jars.

Weight: 0.10
Price: 3
Rarity: Common
Concealment: 0

Rock Moss

Tirakan moss, often called “shadow flora” or “shadow velvet” by mountain peoples, usually grows near mountain wyvern colonies. It can be found in rock crevices and small caves. It is said that it may purify air in narrow caves.

The moss grows in dense, sponge-like cushions. Its color is a deep, almost unnatural dark purple that glows in a soft, pulsating indigo when touched or exposed to air currents (bioluminescence). When touched, it leaves a slightly sticky, metallic-smelling film on the skin.

Its main function in potions is grounding. It prevents energies or raw forces from dissipating.

When chewed raw, it has a strong pain-relieving and fever-reducing effect, but an overdose can lead to a dangerous slowing of the heartbeat.

The elders claim that the moss absorbs the whispers of the mountains. If you press your ear against a moss cushion long enough, you can hear the voices of your ancestors or the mountain growling with hunger.

Weight: 0.10
Price: 80
Rarity: Rare
Concealment: 0

silver shavings

In Tiraka, silver shavings are usually obtained as a by-product in forges or during the manufacture of jewelry.

For alchemical purposes, they are often purified in fire to stabilize the magical currents in potions as purified silver. Silver shavings serve as an energetic anchor. They prevent the unstable components from “tearing apart” the potion during the brewing process.

Weight: 0.10
Price: 1
Rarity: Common
Concealment: 0

Seaweed from Lachsund (Alga asgorania)

Eine zähe, dunkelgrüne bis bräunliche Meeresalge mit breiten, ledrigen Blättern, die an den Küsten von Lachsund im kalten Meerwasser gedeiht.

Sie schmeckt extrem salzig und verströmt einen intensiven Duft nach frischer Gischt und Jod.

In der alchemistischen Naturkunde dient er als Stabilisator für den Magen. Seine Inhaltsstoffe beruhigen den Gleichgewichtssinn und binden Giftstoffe im Verdauungstrakt. Für den alltäglichen Verzehr ist er nicht geeignet.

Das Gewächs wird in großen Mengen an den felsigen Küsten von Asgoran angespült oder gezielt von den maritimen Sammlern der Siederei Falke aus dem Meer gefischt, getrocknet und verarbeitet. Auf den Fischmärkten von Lachsund ist er körbweise erhältlich.

Weight: 0.01
Price: 2
Rarity: Common
Concealment: 0

Herbal blend

A delicious blend of herbs to flavour food.

Weight: 0.10
Price: 5
Rarity: Common
Concealment: 0
Charges: 10

Marshmallow (*Althaea officinalis*)

The root of this medicinal plant is used. This is prepared cold and must infuse for about two hours. Only after infusion, the liquid is strained and then heated. The substances provide protection for the mucous membranes and have an anti-irritant effect. A helpful medicinal plant for gastrointestinal problems and a cough.

Weight: 0.10
Price: 3
Rarity: Common
Concealment: 0

Water

Cold, clear water.

Weight: 1.00
Price: 0
Rarity: Common
Concealment: 0

Taniumdust

Tanium is a dark, crystalline element of exceptional hardness. In its raw state, it is often found as deep black veins in ancient rock, mostly in areas with high concentrations of natural magic.

It is so hard that conventional mortars break when used on it; only tools made of hardened diamond or magically reinforced grinding mechanisms can grind it into fine dust.

Tanium acts as a perfect storage medium for arcane energy. But beware: it has no saturation point! If it becomes saturated with too much magic or unstable due to impure alchemy, it will discharge in a magical explosion.

Weight: 0.10
Price: 40
Rarity: Uncommon
Concealment: 0

Dried Fireflies

Fireflies can be found almost everywhere in Tirakan's temperate latitudes on balmy summer evenings.

They are most commonly found at the edges of dense forests or in blooming gardens, provided the climate remains mild. At twilight, the insects can be brushed off the leaves with a fine-mesh net.

In the art of brewing, the dried light-emitting organ on the beetle's abdomen is primarily used. It is ground in a mortar and dissolved by gently adding alcohol or spring water.

They add cold energy and bioluminescence to brews.

Weight: 0.05
Price: 1
Rarity: Uncommon
Concealment: 0

Panthomic pine cones

Panthomean pine cones are the woody, resin-rich fruit clusters of the rare Panthomean mountain pine.

These cones are covered by a hard, almost metallic-looking layer of scales that encloses a deep-purple, highly sticky balsam inside. They possess no inherent magical energy, but are known in alchemy for their powerful preservative, structure-strengthening, and heat-generating properties.

These cones grow exclusively in the icy, storm-lashed heights of the Panthomean peaks, far above the tree line in the rugged highlands.

Harvesting them is arduous, as the cones can only be harvested by hunters or the Hil-JabalJarh.

Occasionally, dwarven mountain caravans bring isolated specimens to markets throughout Tirakan.

Weight: 0.15
Price: 35
Rarity: Rare
Concealment: 0

Sunblossom

The sunblossom is the epitome of constancy. With its strong, rough stem and proud, golden-yellow crown of petals, it tirelessly follows the course of the sun's chariot across the firmament of Tiraka.

Its core is filled with nutritious, oil-rich seeds, but for alchemists, it is the bright outer petals that are most valuable. They store the pure, gentle warmth of the day without carrying the dangerous heat of fire or the unpredictability of magic.

It can be found almost everywhere in the fertile plains of Tiraka, especially on the sun-drenched hills around Asgoran or in the gardens of farmers in the hinterland. It loves open spaces and deep, black soil. It is not a rare plant, no, but one that needs care. The wild varieties in the heaths are often smaller, but their essence is more concentrated than that of the cultivated specimens.

The leaves should be picked at midday, when the sun is at its highest and the flower is in full bloom. They should be dried flat on linen cloths in an airy place, never in direct oven heat!

Weight: 0.10
Price: 2
Rarity: Common
Concealment: 0

Salvia (*Salvia officinalis*)

The leaves of salvia have an anti-inflammatory, antiperspirant and astringent effect. A tea or rinses are recommended for sore throats or even sweating.

Weight: 0.10
Price: 5
Rarity: Common
Concealment: 0

Comfrey (*Symphytum officinale*)

Comfrey stimulates blood circulation, bruises, hematomas and sprains disappear faster. Comfrey accelerates the regeneration of cells.

Weight: 0.10
Price: 5
Rarity: Common
Concealment: 0

Nettle (*Urtica dioica*)

Nettles have a draining and anti-inflammatory effect. A tea made from the leaves of nettle provides relief from rheumatism and gout.

Weight: 0.10
Price: 2
Rarity: Common
Concealment: 0

Vial of flying lizard blood

Mostly extracted from the veins of flying lizards domesticated by the O'Gru. It is no different from the blood of specimens living in the wild.

One vial contains 50 units of flying lizard blood.

Weight: 0.10
Price: 30
Rarity: Uncommon
Concealment: 0

Mountain Wyvern Bile

Bile is a highly viscous, bright golden yellow to poison green liquid stored in the gallbladder of mountain wyverns.

It has a pungent, sulfurous odor with a hint of burnt copper. Even inhaling the pure vapors can burn the nasal mucous membranes.

In Tiraka, it is believed that bile contains the “essence of unquenched hunger.” In alchemy, it is used as a catalyst to forcibly fuse other ingredients that would normally repel each other.

Extracting bile is a difficult undertaking for an alchemist, as it requires the utmost precision under adverse conditions.

The bile must be extracted within 1D6 hours after the creature’s death. After that, the gallbladder begins to decompose and the liquid loses its alchemical potency.

Surgical instruments made of hardened steel or special ceramic knives are required. Simple iron would be corroded by the acid within seconds.

The procedure is as follows: The carcass must be secured on its back. A deep cut below the sternum exposes the liver. The gallbladder is a bulging, pulsating sac. It must be clamped at the top before being carefully cut out. A successful Dexterity (or Medicine) roll against DC 8 is required.

If the sac bursts, the harvester immediately suffers 1D6 damage from chemical burns, and the ingredient is irretrievably lost.

Wyvern bile cannot be stored in normal glass vials, as it will eventually “blind” the glass and cause it to become brittle. Experienced adventurers use lead-lined clay jugs or pure quartz vessels to safely transport the substance home.

Weight: 2.50
Price: 500
Rarity: Rare
Concealment: 1

Death Poppy

The poppy of the dead is cultivated exclusively on the asgoran island of Linya, the plant can be cultivated nowhere else. The plant is a poppy-like flower about twenty fingers high, which is partially colored black.

The poppy of the dead is used for all kinds of rituals and potions, which makes the plant a real export

of Asgoran.

Weight: 0.10
Price: 20
Rarity: Uncommon
Concealment: 0

Inula (Inula helenium)

This medicinal plant from the Middle Ages is no longer widely used in modern times. Its application improves digestion, and it is believed to have a preventive effect against colon cancer.

Weight: 0.10
Price: 5
Rarity: Common
Concealment: 0

Amber

A smooth, oval-shaped amber with a warm golden hue. Its polished surface is slightly transparent and reflects light in a fascinating way. The hand-sized stone looks like a natural talisman due to its curved shape.

Weight: 0.10
Price: 50
Rarity: Uncommon
Concealment: 0

Lemon balm (Melissa officinalis)

Lemon balm has always been used as a medicinal herb in medicine. It is effective against headaches, nervousness, insomnia and gastrointestinal complaints. In addition, an infusion with lemon balm brings relaxation.

Weight: 0.10
Price: 2
Rarity: Common
Concealment: 0

Wine (alchemical base)

A fermented grape juice. Available in red or white. Due to its alcohol and acid content, it is often used as a reliable carrier liquid for alchemical raw materials.

It serves as a mild solvent. The alcohol extracts the active ingredients from dried herbs, berries, or roots, while the acid stabilizes the brew in the cauldron.

It is available by the barrel or in jugs at every tavern, winery, or general store throughout Tirakan.

Weight: 1.00
Price: 8
Rarity: Common
Concealment: 0

Valeriana (*Valeriana officinalis*)

Valerian helps with insomnia and restlessness. Hops and lemon balm increase the effect of valerian and improve the taste.

Weight: 0.10
Price: 3
Rarity: Common
Concealment: 0

Alcohol

In the laboratories of alchemists and the huts of herbalists, alcohol is rarely stored for pleasure. It is considered a solvent capable of unleashing the essence of plants and minerals.

It is obtained from fermented grain or fruit through multiple distillations. It is a distillate with a pungent, sharp smell that is so strong that it tickles the nose when inhaled and evaporates immediately on the skin, leaving a cooling sensation.

Weight: 0.50
Price: 1
Rarity: Common
Concealment: 0

Lavender (*Lavandula officinalis*)

In the eleventh century, lavender was settled by monks in central Europe. In medicine, lavender was said to be effective for insect bites and burns. A lavender tea helps with colds and headaches.

Weight: 0.10
Price: 4
Rarity: Common
Concealment: 0

Moonthorn Berry

The moonthorn berry is a gift from the deepest night. It grows as a ground-covering shrub whose delicate tendrils and deep green leaves are protected by striking, short thorns.

It is found exclusively in places that rarely see the light of the sun, usually deep in ancient forests or near damp grotto and cave entrances. It only reveals its true splendor under the light of the full moon, when its small, berry-like fruits glow in a mysterious, dull blue, almost as if they had swallowed the light of the celestial sphere itself.

The berry is notorious for its strong sedative effect. In small doses, it has a calming effect, but when concentrated in a potion, its essence can numb the mind and put the body into a state of deep, dreamless stillness. Gathering them is risky, as their thorns can cause temporary itching when touched.

Weight: 0.10
Price: 20
Rarity: Uncommon
Concealment: 0

Kinstarchel Secretion

A highly reactive liquid produced from the bones of the adorable Kinstarchel.

Weight: 0.10
Price: 30
Rarity: Rare
Concealment: 0

Trollfang

The fang of a troll

Weight: 0.10
Price: 30
Rarity: Rare
Concealment: 0

Lard

It is fat. Of plant or animal origin. It is used for frying, refining food, or lubricating.

Weight: 1.00
Price: 1
Rarity: Common
Concealment: 0

Kinstarchel Bone

Bones of a deceased Kinstarchel. An explosive secretion can be extracted from the marrow of the bones.

Weight: 1.00
Price: 25
Rarity: Uncommon
Concealment: 0

Frost Lichen

A tough plant that thrives exclusively in the northern steppes and the coldest regions of the Tirakan Mountains.

It prefers to grow at the tree line and on barren, windswept rocky outcrops, where temperatures rarely rise above freezing even in summer. It is well known to dwarf prospectors from the north.

The lichen itself has no magic of its own, but it has an extreme cold-binding property. It absorbs the arctic cold of its surroundings and stores it for up to 3 days if the ambient temperature does not rise above 30°C. Within this period, the temperature of the plant remains that of its last location.

In alchemy, it therefore serves as a catalyst for stabilization, putting strong, volatile substances (such as blood or high-proof alcohol) into a state of "cold shock."

Frost lichen appears as an inconspicuous, dense network in deep blue or white-gray. It lies like a crusted carpet on the stones and, at first glance, is hardly distinguishable from ice-covered rocks or frozen moss. It has no leaves and no flowers.

It is often traded in the southern kingdoms of men, as it does not grow there but is essential for simple healing and strengthening potions.

Weight: 0.10
Price: 30
Rarity: Rare
Concealment: 0

Thymus (Thymus vulgaris)

Thyme has been used for over 4000 years against whooping cough, cough and bronchitis. Its expectorant effect is particularly appreciated.

Weight: 0.10
Price: 5
Rarity: Common
Concealment: 0

Vinegar (base)

A sour liquid produced through double fermentation, which, due to its pungent acidity, serves as an excellent alchemical solvent and extractant.

It is used to dissolve mineral substances (such as lime or fine powders), emulsify fatty or oily components, and effectively preserve organic ingredients.

It is available for very little money in every household, on farms, in taverns, and at markets throughout Tirakan.

Weight: 1.00
Price: 1
Rarity: Common
Concealment: 1

Pine Resin

The protective blood of the tree. When the rough bark of a pine tree is damaged, whether by the bite of a wild animal or the clumsy axe of a lumberjack, this tough, golden-yellow liquid oozes out.

It flows slowly, almost sluggishly, filling the air with its distinctive, tart scent.

It is used to seal brittle corks, give torches a strong flame, or thicken simple wound ointments.

Once it dries in the air, it becomes rock hard and closes the tree's wound like a natural plug.

Once you get this stuff on your hands, the only way to get rid of the glue is with a lot of grease or a lot of patience.

Weight: 0.50
Price: 2
Rarity: Common
Concealment: 0

Ruby Powder (Pulvis rubinus)

Finely ground fragments of the finest blood rubies, usually stored in polished wooden or horn containers. In the alchemical academies of Meridian and in the polished laboratories of the Duigoshz, this bright red powder is prized as a powerful arcane binder. The dust carries the unbridled heat of the earth and is used to weave defensive barriers against hostile magic, to bind thermal energy in fire oils, or to impart a fiery impulse to life essences.

Weight: 0.10
Price: 100
Rarity: Rare
Concealment: 0

Obsidian (Dust)

Obsidianstaub ist ein mundaner, mineralischer alchemistischer Grundstoff, der aus vulkanischem Glas gewonnen wird.

Er besitzt keinerlei innewohnende magische Kraft, ist jedoch aufgrund seiner extremen Härte, seiner scharfen Kanten im mikroskopischen Bereich und seiner enormen Hitzebeständigkeit ein unschätzbare mechanischer Katalysator.

In der Alchemie wird er genutzt, um Unreinheiten und Bitterstoffe aus kochenden Suden zu binden und feine Pflanzenessenzen zu zwingen, sich abzusetzen.

Obsidian entsteht dort, wo feurige Magma rasch an der frischen Luft oder durch Wasser abkühlt. Man findet das vulkanische Glas in den tiefen, erstarrten Lavaseen der Unterwelt oder an den rauen, vulkanischen Bruchstellen des Hochlands. Er kann in schweren Mörsern zu einem mehlfeinen, grauen Staub zerstoßen werden.

Die unangefochtenen Hauptlieferanten für den besten Obsidianstaub in Tirakan sind die Zwerge der Xordai. Insbesondere die Kolonie Kor-Vamak, die direkt in einem erstarrten Lavasee errichtet wurde, hat sich auf den Abbau und die Verarbeitung dieses Materials spezialisiert.

Das dort ansässige Syndikat exportiert den Staub über ihre gut bewachten Handelskarawanen bis an die Oberfläche.

Weight: 0.01
Price: 20
Rarity: Uncommon
Concealment: 0

Scale of a river nymph

The river nymph is an extremely shy creature, which, according to rumors in alchemical circles, no mortal being in Tirakan has ever truly seen. The only tangible proof of its existence are its scales.

They are occasionally found on muddy riverbanks, on rocks washed by spray, or in the darkness of underground lakes.

At dusk, these scales often appear simply greenish-brown, almost like ordinary horn or dried leaves. But as soon as the sun of Tirakan kisses the surface, they come to life and shimmer in all the colors of mother-of-pearl. They often reach the size of a proud palm and resemble the scales of a large fish in texture.

Fortunately, this magical ingredient is not a rare sight in the markets of the empire, especially on the trade routes between Toran and Yavon down to Meridian. Since they are found regularly, their value remains manageable, making them an honest ingredient. They are so common that it is hardly worthwhile for counterfeiters to produce inferior copies. But a word of warning from me: always look for the characteristic shimmer!

According to an old legend, on lonely nights, river nymphs sit enthroned on mossy rocks and comb their endless, water-colored hair with combs made of bone and old driftwood. Their faces are said to be marked by a peaceful melancholy as they hum quiet songs whose deeper meaning is known only to the flowing water.

Weight: 0.10
Price: 25
Rarity: Uncommon
Concealment: 0

Eyebright

Eyebright is a delicate but highly prized herb that grows primarily in sunny clearings and along dusty

roadsides.

In alchemy, the plant is primarily used fresh, as its delicate flowers quickly lose their potency when exposed to adverse conditions.

The herb is considered an excellent potency enhancer for elixirs that promote sharpness, perception, and mental clarity, which is why it is often used to make eye ointments to combat glare or potions to sharpen the senses.

Weight: 0.50
Price: 0
Rarity: Common
Concealment: 0

Musical Instruments

Lute

A lute (/ljʊ:t/[1] or /lu:t/) is any plucked string instrument with a neck and a deep round back enclosing a hollow cavity, usually with a sound hole or opening in the body. It may be either fretted or unfretted.

Weight: 1.50
Price: 25
Rarity: Common
Concealment: 3

Bagpipes

Dwarf bagpipe. There is enough air in the container to sing while dwarf plays.

Weight: 5.00
Price: 250
Rarity: Common
Concealment: 0

F



Spells

Wizardry

Bogus

Spell points:	1
Arcana cost:	1
Range:	0
Actions:	1
Duration:	4d6 minutes
Needs concentration:	Nein
Type:	Illusion
Variant:	Arcana

The caster creates an illusion that replaces any object. The illusion must be approximately the same shape as the object. The object, like the illusion, must not exceed a size of meters corresponding to the **power of the spell**. The duration of the effect is **magic level+1** W6 minutes.

Unmask

Spell points:	3
Arcana cost:	1
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Abjuration
Variant:	Arcana

Within a radius of **power+magic level** meters, the spell instantly cancels all illusions.

Glitter

Spell points:	3
Arcana cost:	1
Range:	200
Actions:	1
Duration:	Power d6 minutes
Needs concentration:	Nein
Type:	Illusion
Variant:	Light

In the magician's field of vision, a glitter is created anywhere on an area 10^{power} centimeters square.

The glitter can take any shape and color. The glitter remains for **magic level** W6 minutes.

Illusion

Spell points:	5
Arcana cost:	2
Range:	0
Actions:	1
Duration:	Power*2 d6 minutes
Needs concentration:	Ja
Type:	Illusion
Variant:	Arcana

The great illusion! Within a radius of **power*20** steps around the wizard, everything begins to deform. Familiar objects become strange artifacts, walls bend to impossible angles, and living creatures transform into other-like creatures. The zone of illusion remains in the place where it was created. The spell lasts (**magic level+1**)W6 minutes.

Ogre's breath

Spell points:	3
Arcana cost:	1
Range:	2
Actions:	1
Duration:	Power d6 minutes
Needs concentration:	Nein
Type:	Illusion
Variant:	Nature

The magician creates a cloud of any odor, which spreads over an area of **power*10** steps. The smell remains even after the spell is finished, but the spell is active for **Magic level** W6 minutes. The cloud can only be controlled within the spell duration and is driven by the wind afterwards.

Magic level 5+: The smell is so intense that anyone who smells it is significantly affected by it. A foul smell will make them sick, while a sweet smell will enchant them.

Perfect shape

Spell points:	3
Arcana cost:	1
Range:	0
Actions:	1
Duration:	Magic Level minutes
Needs concentration:	Nein
Type:	Illusion
Variant:	Arcana

The caster appears in a perfect form. All good features are highlighted. The caster receives the **power of the spell** as a bonus to attractiveness for **magic level** minutes.

Simulacrum

Spell points:	5
Arcana cost:	2
Range:	10
Actions:	1
Duration:	Magic Level rounds
Needs concentration:	Nein
Type:	Illusion
Variant:	Light

The caster conjures a simulacrum of a creature that appears deceptively real. The illusion remains for **magic level** rounds. A successful roll on Perception against the **power** of the spell allows it to be recognised as an illusion.

Doppelganger

Spell points:	5
Arcana cost:	2
Range:	10
Actions:	1
Duration:	Magic Level rounds
Needs concentration:	Nein
Type:	Illusion
Variant:	Light

The caster summons an exact replica of himself that moves in his vicinity for **magic level** combat rounds, confusing attackers. For the duration of

the spell's effect, the caster's *Evasion* is increased by **power**.

Water to wine

Spell points:	1
Arcana cost:	1
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Transmutation
Variant:	Water

The sorcerer turns water, which he holds in front of him in a vessel, into wine.

Flatulentio

Spell points:	2
Arcana cost:	1
Range:	50
Actions:	1
Needs concentration:	Nein
Type:	Illusion
Variant:	Nature

Auch das menschliche Hinterteil verliert dann und wann den Status der rückwärtigen Dienste und wird zur Offensivwaffe.

– Martin Gerhard Reisenberg

The magician creates the illusion that a creature no more than 50 paces away is farting loudly enough to be heard from afar. In addition to the obvious noise, a distinctive odour also spreads away from the person.

The greater the **power** of the spell and the **magic level**, the more noticeable the flatulence.

Omniglossia (Der universelle Philologe)

Spell points:	5
Arcana cost:	4
Range:	0
Actions:	2
Needs concentration:	Nein
Type:	Enchantment
Variant:	Arcana

Wirkungsweise Dieser Zauber legt ein komplexes Netz aus magischer Energie über das Sprachzentrum des Wirkenden. Anstatt jede Sprache einzeln zu lernen, zapft der Magier das Konzept der Sprache an sich an.

Verständnis: Jede gehörte Sprache wird in Echtzeit im Bewusstsein in die Muttersprache übersetzt.

Artikulation: Der Zaubernde kann jede Sprache akzentfrei und fließend sprechen, als wäre er damit aufgewachsen.

Skriptorium: Unbekannte Schriftzeichen (sogar Hieroglyphen oder Runen) werden visuell so interpretiert, dass ihr Sinn klar vor dem geistigen Auge erscheint. Der Magier kann diese Zeichen ebenso flüssig verfassen.

White Magic

Defenseless figure

Spell points:	5
Arcana cost:	1
Range:	0
Actions:	1
Duration:	5*Power minutes
Needs concentration:	Nein
Type:	Illusion
Variant:	Arcana

The caster appears absolutely harmless for 5*Power minutes. Depending on the appearance, he appears like a frail old, sick man, a defenseless woman or similar.

The caster receives a bonus of **magic level** points to his *stealth* skill.

Overlight

Spell points:	5
Arcana cost:	2
Range:	15
Actions:	1
Needs concentration:	Nein
Type:	Control
Variant:	Light

The caster is able to get ahead of effects that have taken place in a range of **magic level** 5 *steps in approx.* **power** 2 seconds. It is possible for him to catch a glass even though it shatters on the ground.

Detect magician

Spell points:	3
Arcana cost:	1
Range:	200
Actions:	1
Needs concentration:	Nein
Type:	Divination
Variant:	Arcana

The caster can detect the magical talent and alignment of a person in his field of vision. The observed person rolls a WillPower roll. If he achieves success according to the **power of the spell + magic level**, his magical talent remains hidden.

Protection wall

Spell points:	5
Arcana cost:	1
Range:	0
Actions:	1
Duration:	Power rounds
Needs concentration:	Nein
Type:	Conjuration
Variant:	Earth

The caster creates a protective wall around himself that offers protection to the caster.

The wall can withstand **power***2 wounds. The protective wall can only be damaged by magical weapons or spells, in this way it can be worn down to 0 prematurely.

The wall remains **Magic level**+1 combat rounds.

Banish lower undead

Spell points: 9
Arcana cost: 3
Range: 10
Actions: 1
Needs concentration: Nein
Type: Abjuration
Variant: Light

The caster's hand releases a flash of bright white light that strikes up to **Power** undead. These immediately shatter, leaving nothing but a smoking pile of bones. The spell only works on lower undead like zombies, skeletons, or lower vampires. To higher undead, such as higher vampires or were-creatures, it inflicts significant damage (**magic level***3 wounds).

Banish magic

Spell points: 3
Arcana cost: 1
Range: 0
Actions: 1
Duration: 5 minutes
Needs concentration: Nein
Type: Abjuration
Variant: Arcana

The caster creates a **power***2 meter magic spell circle. No magic or magical action can be cast within this circle. Existing spells expire immediately, with the exception of the spell Banish Magic.

The circle remains in place for **_magic level**+1 minutes.

Detect lie

Spell points: 5
Arcana cost: 1
Range: 3
Actions: 1
Needs concentration: Nein
Type: Divination
Variant: Mind

The caster recognizes whether his counterpart is lying or not. Up to **magic level** statements of the observed can be checked.

The target of the spell may roll against its willpower. If the roll with **power** successes, it remains hidden whether it is lying or not.

Circle of light

Spell points: 3
Arcana cost: 1
Range: 0
Actions: 1
Duration: 15 minutes
Needs concentration: Nein
Type: Conjuraction
Variant: Light

The caster creates a bright circle of light of **Power***2 meters radius around him. The circle remains for 15 minutes.

Fast as light

Spell points: 11
Arcana cost: 3
Range: 0
Actions: 1
Needs concentration: Nein
Type: Transmutation
Variant: Light

The caster begins to run at a speed equal to that of light. To bystanders, he seems to vanish into thin air, but in reality he sprints at incredible speed, perceiving his surroundings as if he were merely running fast. It is possible for the caster to run over

any walkable terrain, for example, he can cross an entire continent in the time of a blink of an eye. It is not possible for him to perform any other action while running.

The spell lasts for one second.

Light attack

Spell points:	5
Arcana cost:	1
Range:	0
Actions:	1
Duration:	Power rounds
Needs concentration:	Nein
Type:	Damage
Variant:	Light

The victim is blinded by glaring light and is completely disoriented and unable to act for **power** rounds of combat. The victim takes **magic level** hits.

Candle

Spell points:	3
Arcana cost:	1
Range:	50
Actions:	1
Needs concentration:	Nein
Type:	Conjuration
Variant:	Fire

The caster lights up to **Power*3** candles.

Banish higher undead

Spell points:	13
Arcana cost:	5
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Abjuration
Variant:	Light

From the hands of the caster a glaring white wall of light emerges, which glides towards an undead.

The undead flares up in flames and suffers unimaginable agonies (it is said that he goes through all the agonies of his victims at once). Apart from a pile of ashes, nothing remains of the higher undead. The wall of light has a width of about **power3** meters, it is also possible to destroy several lower undead that are hit by the wall, but only one higher undead. Other higher undead that are next to the victim suffer **magic level2** wounds.

The wall moves at a speed of **magic level+1** steps per combat round.

Good friend

Spell points:	7
Arcana cost:	2
Range:	0
Actions:	1
Duration:	Magic level d6 minutes
Needs concentration:	Nein
Type:	Control
Variant:	Mind

The caster makes the victim believe that he is a good friend of his, even one of his best. He willingly tells him everything he would tell his best friend. After the spell is finished, the victim cannot explain why he did it.

The victim of the spell rolls on his willpower. If he achieves successes equal to the **power of the spell**, the spell has failed and the victim has knowledge of the enchantment attempt.

The friendship lasts for **magic level** minutes.

Banish ghosts

Spell points:	5
Arcana cost:	3
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Abjuration
Variant:	Arcana

The caster banishes up to **magic level** ghostly creatures that are in a defined area (house/temple/forest). He must at least mentally fix the ghosts.

The ghosts roll dice according to their remaining wounds. If they achieve as many successes as the **power of the spell**, they remain unaffected by the spell.

Terrifying figure

Spell points:	3
Arcana cost:	1
Range:	0
Actions:	1
Duration:	Magic Level+1 d6 minutes
Needs concentration:	Ja
Type:	Illusion
Variant:	Mind

The caster appears before the bystanders as a fearsome magician. Lightning flashes around him and wind swells his clothes. Anyone intending to approach the caster must pass a *Courage* roll with **power** successes.

Blur

Spell points:	5
Arcana cost:	1
Range:	1
Actions:	1
Duration:	Power rounds
Needs concentration:	Nein
Type:	Transmutation
Variant:	Light

The spell refracts the light around him and blurs his form. For *Power* rounds, attacks against him are difficult rolls (minimum roll + **magic level**).

Banish curses

Spell points:	4
Arcana cost:	1
Range:	10
Actions:	1
Needs concentration:	Nein
Type:	Abjuration
Variant:	Mind

The caster banishes a curse. The minimum roll of the check is raised by the power of the curse spell, and lowered by the **magic level**.

Healing

Spell points:	10
Arcana cost:	2
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Healing
Variant:	Blood

The caster heals the target for **power*magic level** wounds.

Neron Statue

Spell points:	3
Arcana cost:	1
Range:	0
Actions:	1
Duration:	Magic Level hours
Needs concentration:	Nein
Type:	Illusion
Variant:	Light

The spellcaster makes a transparent statue appear, shaped after the model - a statue of the young Neron in the center of the Neronite settlement. Due to the fact that no Neronite has ever seen the living Neron, the statue appears static and lifeless. Depending on the will of the caster, the statue has a size from 10cm to life-size.

Detect black mage

Spell points:	3
Arcana cost:	1
Range:	0
Actions:	1
Duration:	Magic Level d6 days
Needs concentration:	Nein
Type:	Divination
Variant:	Mind

The magus can detect the disposition and alignment of any mage he sees for up to **magic level** d6 days. If a mage obstructs this examination by his Magic Lore, the White Mage still examines his spirit value. The spell is designed primarily against its black magic counterpart, White Mage; it neutralizes that spell completely.

End transformation

Spell points:	5
Arcana cost:	1
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Transmutation
Variant:	Blood

The caster banishes a transformation taking place in front of him. The transformer may roll his Magic Lore value against the caster's spell, increasing the minimum roll of the spell by the **power** of the End Transmutation spell. If the roll shows a success, the transformation remains.

Black Magic

Summon nightmare

Spell points:	5
Arcana cost:	2
Range:	0
Actions:	1
Duration:	1 nights
Needs concentration:	Nein
Type:	Conjuration
Variant:	Mind

The caster summons an alp, a spirit creature that haunts its victims in their sleep. The alp has no shape, and can change places at will and without loss of time. The spirit is not under the control of the caster. If the alp is to perform a service, a successful charm roll is required. If this fails, the alp will disappear as soon as possible.

The minimum roll of the charm roll is 7-**magic level**. The caster can give **power** orders to the alp.

Domination

Spell points:	7
Arcana cost:	2
Range:	10
Actions:	1
Duration:	Power*5 minutes
Needs concentration:	Ja
Type:	Control
Variant:	Mind

The caster can make the victim carry out a command of the caster.

The command transmitted by the caster manifests itself as a strange idea in the mind of the controlled. During the duration of the spell, this idea keeps entering the mind of the victim, as long as the victim does not give in to it, and sometimes it can even disturb his concentration on other things.

The caster can make the controlled do things that are not immediately life-threatening to him or go against his innermost principles. For example, a

mage cannot be made to burn valuable books, but a paid henchman can be made to betray his master, or a mercenary to change sides in battle.

The spell lasts for **power** minutes. Once a minute, the victim casts on his will **Power**. If it achieves less than the **power of the spell + magic level**, it is convinced of the strange idea and performs it.

Blood thorns

Spell points:	7
Arcana cost:	2
Range:	20
Actions:	1
Duration:	Magic Level+1 rounds
Needs concentration:	Nein
Type:	Conjuration
Variant:	Blood

The caster causes dark thorns to sprout from the ground within a predetermined **Strength***2 metre radius. Anyone standing in the area at the end of their own combat round takes **Strength** hits.

The blood thorns remain for **_magic level+1** combat rounds before turning into a black, stinking pulp.

Blood flow

Spell points:	7
Arcana cost:	2
Range:	0
Actions:	1
Duration:	Power rounds
Needs concentration:	Ja
Type:	Transmutation
Variant:	Blood

The victim rears up while a torrent of blood seeps out of his body through all pores at lightning speed. The victim takes **magic level** wounds per combat round, and the spell lasts for **power** combat rounds.

At the end of the combat round, the victim rolls on his strength. If it reaches as many successes as

the spell has **power**, the spell ends immediately.

Dark paths

Spell points:	7
Arcana cost:	1
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Control
Variant:	Mind

The mage can translocate at will within a radius of **(power+magic level)*3** meters. During translocation, a dark shadow appears to glide across the ground.

One with the shadows

Spell points:	5
Arcana cost:	2
Range:	0
Actions:	1
Duration:	Power minutes
Needs concentration:	Nein
Type:	Enchantment
Variant:	Light

As long as the enchanted person remains in the shadow, he is difficult to make out. He can then only be recognized as a deeper shadow within the shadow itself.

When he stands still, he will only be spotted by those who specifically look for him and look directly at him. For this, **Power** successes must be achieved on a Perception roll.

If the enchanted person moves slowly, the number of successes to be achieved is halved, while fast movements can be seen without difficulty.

The spell lasts for **Power** minutes.

Night creature

Spell points:	5
Arcana cost:	2
Range:	0
Actions:	2
Duration:	1 nights
Needs concentration:	Nein
Type:	Enchantment
Variant:	Light

Once the sun has set, the enchanted person barely makes a sound when walking (the Stealth skill is increased by **power+magic level**) and can see in the dark as if it were daytime.

The spell lasts for one night.

Vision of fear

Spell points:	7
Arcana cost:	1
Range:	0
Actions:	1
Duration:	Power minutes
Needs concentration:	Nein
Type:	Enchantment
Variant:	Mind

The victim feels cruel images of distorted worlds, which he perceives as a vision. More and more, however, it seems to him as reality. If a Willpower roll with a minimum roll of **magic level+2** fails, the victim is in danger of going insane for a short time.

The spell lasts for **Power** minutes.

Voice of hate

Spell points:	11
Arcana cost:	3
Range:	0
Actions:	1
Duration:	Magic Level days
Needs concentration:	Nein
Type:	Control
Variant:	Mind

The caster whispers something in the ear of the first victim.

The victim is infused with hatred and feels the desire to carry the spell further by targeting more victims up to **Power**. Thus, the hatred builds up more and more.

The effect lasts for **magic level** days.

Tongues of Seth'Nra

Spell points:	5
Arcana cost:	2
Range:	10
Actions:	1
Needs concentration:	Nein
Type:	Conjuration
Variant:	Demonic

In a circle of **Power** meters in diameter, **Power** tentacle-like black tongues grow out of the ground, holding creatures of any kind. Touching the tentacles decreases the held's arcana value by **magic level** points per combat round. Physical damage does not occur. The tentacles have 3 possible wounds. If they are not destroyed, they remain indefinitely.

Elemental Magic

Energy Bolt

Spell points:	5
Arcana cost:	1
Range:	5
Actions:	1
Needs concentration:	Nein
Type:	Damage
Variant:	Energy

The caster summons a bolt of pure energy that flies toward a target, causing hits equal to the **spell power+magic level** on impact.

Flaming death

Spell points:	7
Arcana cost:	2
Range:	10
Actions:	1
Duration:	Power rounds
Needs concentration:	Nein
Type:	Damage
Variant:	Fire

At a distance of no more than 10 meters a blazing fire is created that causes **magic level** wounds per combat round on an area of **Power** meters squared. The fire is not magical and burns until it consumes its food, without combustible material **Power** combat rounds.

Ice shard

Spell points:	5
Arcana cost:	2
Range:	0
Actions:	1
Duration:	Power*2 minutes
Needs concentration:	Nein
Type:	Transmutation
Variant:	Water

The caster creates a small ice shard in his hand, which flies towards the victim at a fast speed, hitting him in a place of free skin. The shard penetrates deep into the skin, but then melts immediately, leaving not even a wound.

After a minute, the hit part of the body cools down so much that the victim can hardly use it. There is also no feeling left in the corresponding body part. The victim does not take any damage, all actions with the body part reduce the skill/attribute values by **magic level*2**.

The effect lasts **Power*2** minutes.

Wild Growth

Spell points:	3
Arcana cost:	2
Range:	0
Actions:	1
Duration:	Magic Level days
Needs concentration:	Nein
Type:	Conjuration
Variant:	Nature

The caster creates unnaturally fast growth of plants. Within a radius of max **Power** meters, natural and unnatural plants are created that can burrow through the ground, penetrate walls, and burst steel. The plant growth persists for **magic level** days, after which the plants decay into a stinking something.

The caster cannot control the growth of the plants.

Shard Storm

Spell points:	9
Arcana cost:	3
Range:	10
Actions:	1
Needs concentration:	Nein
Type:	Damage
Variant:	Earth

Splinters form in the caster's palm and fly towards the target at high speed. At an angle of **magic**

level 15°, the splinters cause a total of **Strength** 3 hits and cause major structural damage to solid objects.

If living creatures are hit, the game master distributes the damage among the victims.

Screen

Spell points:	5
Arcana cost:	2
Range:	0
Actions:	1
Duration:	Magic Level rounds
Needs concentration:	Nein
Type:	Conjuration
Variant:	Air

The caster blurs against the background. Only a slight flicker in the air reveals the presence of an object at the spot. If the caster moves, the visual shield moves as well. Detecting the unusual glimmer requires a Perception roll, which achieves successes according to the **Power** of the spell.

Melting

Spell points:	7
Arcana cost:	3
Range:	2
Actions:	1
Duration:	Magic Level minutes
Needs concentration:	Nein
Type:	Transmutation
Variant:	Nature

On an area of **Power** W6 square meters at a distance of 2 steps, the ground liquefies. After **magic level** minutes, the ground solidifies again within three seconds.

Odem

Spell points:	5
Arcana cost:	1
Range:	2
Actions:	1
Duration:	Power rounds
Needs concentration:	Nein
Type:	Conjuration
Variant:	Demonic

For **Power** combat rounds, the caster's breath is a foul, demonic surge which has a range of 2 meters and inflicts **magic level** wounds per combat round to anyone within the cloud.

Veil of mist

Spell points:	5
Arcana cost:	1
Range:	0
Actions:	1
Duration:	Power minutes
Needs concentration:	Nein
Type:	Conjuration
Variant:	Water

From the ground around the caster, as he raises his arms, a dense fog rises, obstructing vision and muffling sounds. The cloud of mist has a diameter of **Power***3 meters and a height of about 3 meters. The higher the **Power** of the spell, the denser the fog cloud. The cloud is stationary and forms around the caster as the center.

The fog acts as an extension of the caster's senses through the magical connection to him. As long as he remains in the fog himself, he can instinctively perceive all movements within the cloud and better hear all sounds within it (Perception + **magic level**).

Rumor has it that loud, manic laughter while summoning the fog increases its later, threatening effect. However, this can almost certainly be dismissed to the realm of myths and legends.

The fog cloud persists for **Power** minutes.

Arcane storm

Spell points:	7
Arcana cost:	2
Range:	0
Actions:	1
Duration:	Power rounds
Needs concentration:	Nein
Type:	Conjuration
Variant:	Energy

Shortly after the invocation, a magical mist manifests directly above the caster, emitting lightning and creating a magical tension. The storm grows at a rate of one meter per combat round to a size of **Power***5 meters, and can be controlled by the caster.

In the magical storm, each magic adept suffers one wound per combat round. In addition, no spell-caster is able to perform a magical action in the storm. Those not skilled in magic do not suffer any limitations.

The storm can be controlled at a speed of two meters per action. This control requires the caster to remain focused on the spell, which is not otherwise necessary.

Life Stream

Spell points:	5
Arcana cost:	2
Range:	0
Actions:	5
Needs concentration:	Nein
Type:	Healing
Variant:	Water

The caster completely undresses and lies face down in flowing water, which is so large that the caster is completely submerged in it. There he lets himself drift.

During the whole time of floating, the caster draws life energy from the river, and heals **power+magic level** wounds in an hour. During this time he can not and does not have to breathe, and not perceive his environment.

Charcoal stone

Spell points:	3
Arcana cost:	1
Range:	0
Actions:	1
Duration:	Magic Level hours
Needs concentration:	Nein
Type:	Transmutation
Variant:	Energy

The caster can turn a diamond or gemstone of any size into a glowing piece of coal. The piece is equal to the size of the diamond and remains glowing for **magic level** hours. In the process, it is so hot that it ignites combustible materials. The purer the gemstone is, the hotter the piece of coal glows. An amber is not enough to ignite anything with the coal.

A fresh breeze

Spell points:	3
Arcana cost:	1
Range:	0
Actions:	1
Duration:	2 hours
Needs concentration:	Nein
Type:	Conjuration
Variant:	Air

A fresh breeze makes an encouraging and fresh breeze appear. In moments of hopelessness, the spell is the right thing to increase the enterprise of companions.

The wind sweeps across the land for about a minute within a radius of 100 meters, filling everyone it touches with new courage and freshness. Anyone within the radius heals **power** wounds and receives a bonus of **magic level** points to their bravery for the next two hours.

Rot

Spell points:	9
Arcana cost:	3
Range:	3
Actions:	3
Needs concentration:	Nein
Type:	Damage
Variant:	Demonic

The adept must spit on a plant or creature.

As long as the saliva touches the victim, the flesh or plant continues to rot. As long as the flesh is rotting, the spell will cause a cumulative wound every third round of combat. When the spell ends, the victim will no longer rot, but the corrupted flesh will be lost forever.

The spell ends when the saliva is washed off or after wounds of **power+magic level**.

Leech tendrils

Spell points:	5
Arcana cost:	1
Range:	15
Actions:	1
Duration:	Power rounds
Needs concentration:	Nein
Type:	Conjuration
Variant:	Demonic

The caster kneels on the ground, fixes the target with his gaze and slams the fingers of one hand into the ground.

Tendrils sprout from the fingers of the caster with breathtaking speed, growing under the surface of the earth towards the opponent. Under the ground, the tendrils move at a speed of **magic level** meters per combat round. As soon as the tendrils are under the opponent, they grow to the surface and entwine his legs, so that he can neither run nor fight without restrictions. His combat skills (hand to hand combat, shooting, throwing) are reduced by **Power**.

Ivy coat

Spell points:	5
Arcana cost:	1
Range:	0
Actions:	1
Duration:	1 hours
Needs concentration:	Nein
Type:	Conjuration
Variant:	Nature

The caster causes ivy tendrils to grow from the ground and entwine themselves around the caster's entire body, detaching them from the ground after growth so that the caster can move freely.

The tendrils provide the caster with **magic level** protection for **power** combat rounds in combat.

They decay into a withered heap after one hour. Until then, the tendrils also give a bonus of **power** to Stealth outside of combat depending on the environment.

Amber path

Spell points:	9
Arcana cost:	2
Range:	0
Actions:	20
Duration:	Magic Level hours
Needs concentration:	Nein
Type:	Transmutation
Variant:	Nature

The caster places five amber crystals in the shape of a pentagram at the place where the amber portal is to be created and concentrates on the destination. Then, for one minute, he imagines a tunnel that will take him to this place.

The portal remains **magic level** hours and can transport **power*2** people or animals.

At the location of the amber pentagram, an ivy plant begins to grow in a circle and form a vortex. The vortex forms a maw in the center which leads through a portal to a location known to the caster

at a distance of 20 miles. When the caster enters the portal, he immediately appears on the other side at the destination.

Eye of Seth'Nra

Spell points:	7
Arcana cost:	2
Range:	0
Actions:	1
Duration:	Magic level*5 minutes
Needs concentration:	Nein
Type:	Transmutation
Variant:	Demonic

The caster takes one of his eyes out of the eye socket with two fingers and holds it on the flat of his hand.

The eye gets black outgrowths in the form of tentacles and wings and starts to fly by itself. It moves with the speed of 10 meters per second and has **power** maximum wounds. If the eye is not back when the spell expires, it falls to the ground. In this case, the caster can retrieve and use it within half an hour.

If the eye is destroyed or lost, it withers and grows back only after 2D6 days. In this case, it causes 2 wounds to the caster once.

The spell lasts for **magic level***5 minutes.

Elemental Weapon

Spell points:	5
Arcana cost:	2
Range:	0
Actions:	1
Duration:	Magic Level rounds
Needs concentration:	Nein
Type:	Transmutation
Variant:	Energy

The character channels the magic of their favoured element into their melee weapon to strengthen it.

For the next **magic level** combat rounds, the weapon ignores the opponent's protection. In addition, attacks with the weapon have **strength** in-

creased damage potential for the next two combat rounds.

Arrow of wind

Spell points:	5
Arcana cost:	1
Range:	15
Actions:	1
Needs concentration:	Nein
Type:	Transmutation
Variant:	Air

The caster enchants up to **magic level** arrows with the element of wind. On a successful cast the weapon ignores armor. The arrow hits the victim with such force that they have to throw their resistance. If it scores less than the strength of the spell, the victim is thrown to the ground.

Chain lightning

Spell points:	5
Arcana cost:	3
Range:	15
Actions:	1
Needs concentration:	Nein
Type:	Damage
Variant:	Air

The caster summons the essence of a thunderstorm in his hand and hurls it as lightning at a creature. The creature struck suffers *Strength* hits.

The lightning bounces off it and moves to the creature closest to the one hit. This receives *strength*-1 hit.

This process is repeated **magic level**+2 times.

The spell does not differentiate between friend and foe and only hits each victim once.

Wings of wind

Spell points:	5
Arcana cost:	2
Range:	1
Actions:	2
Duration:	Power+Magic level minutes
Needs concentration:	Nein
Type:	Transmutation
Variant:	Air

The enchanted creature grows wind wings that carry it or another creature through the air.

The enchanted creature can fly for **power+magic level** minutes.

Call elemental spirit

Spell points:	8
Arcana cost:	4
Range:	0
Actions:	10
Duration:	(Power+Magic level)*2 minutes
Needs concentration:	Nein
Type:	Conjuration
Variant:	Mind

The caster places a little of the element whose elemental spirit is to be invoked in a bowl or on a surface of the opposite element. Then he kneels down in front of the bowl and invokes the powers of the element.

After about 30 minutes, the face of an elemental spirit appears in the element used. This can vary greatly depending on the element, so that anything from a face to a non-material appearance is possible. The elemental spirit has no feelings and no alignment, but it can only be controlled by the caster if the latter binds it (Bind Elemental Spirit).

The elemental spirit remains for **(power+magic level)*2** minutes.

Bind elemental spirit

Spell points:	5
Arcana cost:	2
Range:	0
Actions:	1
Duration:	(Power+Magic level)*2 minutes
Needs concentration:	Nein
Type:	Control
Variant:	Mind

The caster points to the elemental spirit.

The caster can bind an elemental spirit (which must have already materialised) to him. If this is done, the elemental spirit follows any command of the caster. If the elemental spirit is already bound, the caster can only take over the elemental spirit with a magic duel by taking over the foreign spell. The caster binds the elemental spirit for **(power+magic level)*2** minutes.

Elemental form

Spell points:	5
Arcana cost:	1
Range:	0
Actions:	1
Duration:	(Power+Magic level)*2 minutes
Needs concentration:	Nein
Type:	Transmutation
Variant:	Nature

The caster touches the corresponding element, concentrates and murmurs (element) become my body.

The caster's body transforms into the corresponding element, with all its advantages and disadvantages. It should be noted that clothing and equipment are not transformed and may be damaged. The spell can be dropped at any time. While the spell is being maintained, the caster cannot cast an elemental spell based on an element other than that of his body.

The spell lasts **(power+magic level)*2** minutes.

Summon element

Spell points:	3
Arcana cost:	1
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Conjuration
Variant:	Nature

The caster closes his left hand into a fist.

In the fist of the caster a small occurrence of the element he wants to summon is created. This spell is mainly used in combination with the calling of an elemental spirit.

Elemental object

Spell points:	5
Arcana cost:	2
Range:	0
Actions:	4
Duration:	(Power+Magic level)*10 minutes
Needs concentration:	Nein
Type:	Transmutation
Variant:	Nature

The caster focuses on the desired object in his mental eye, reaches into an object from a certain element (it is possible for him to simply slide his hand into the object during the spell) and pulls out the desired object.

The caster pulls an object of his choice from another object. Swords made of ice, drinking vessels made of wood, shields made of rock or water, etc. are possible. There are no limits to the caster's creativity, but he can only pull out one object at a time, which makes the creation of chains, for example, very time-consuming.

The item has its typical properties, plus the elemental component, so a sword made of fire inflicts fire damage on the victim, a sword made of wood receives no damage bonus. Only the caster does not receive this possible elemental damage. A drinking goblet of ice is very pleasant if one likes to enjoy very strongly chilled drinks, but it could freeze to

the fingers and or lips of everyone else except the creator.

The spell can be dropped by the caster at any time. If the caster does not return the item to its place of origin when dropping the spell (e.g. does not put the wooden shield back into the tree) he receives a wound on the hand, possibly a few burn or frost blisters and the item dissolves.

The object remains (**power+magic level**)*10 minutes.

Ginae's Call

Spell points:	2
Arcana cost:	1
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Healing
Variant:	Water

The caster instructs the person to be treated to remove their clothes and lie down in a flowing body of water. There the caster stands next to the person to be treated and places his hand on his head.

During the whole time of the drifting, the person to be treated draws life energy corresponding to **power+magic level** wounds per minute from the river. During this time he cannot and does not have to breathe. He is not aware of his surroundings. The caster must stand beside him during the entire time.

Cold

Spell points:	5
Arcana cost:	1
Range:	0
Actions:	1
Duration:	Power+Magic level minutes
Needs concentration:	Nein
Type:	Transmutation
Variant:	Ice

The caster points his hand at the victim of the spell. Then he spreads his fingers and calls upon Jogran.

The caster creates a small shard of ice in his hand, which flies towards the victim with rapid speed, hitting him in a spot of free skin. The shard penetrates deep into the skin, but then melts immediately, leaving not even a wound.

In the next 5 minutes, the part of the body that was hit cools down so much that the victim can hardly use it. There is also no feeling left in the corresponding part of the body. The victim does not take damage, all actions with the body part reduce the skill/attribute values by half.

The cold remains **power+magic level** minutes.

Fireball

Spell points: 5
Arcana cost: 1
Range: 15
Actions: 1
Needs concentration: Nein
Type: Damage
Variant: Fire

The caster hurls a skull-sized flaming fireball at the target. On impact, the spell deals **Power** hits and sets anything flammable to **Burning magic level** status.

Grass ring

Spell points: 5
Arcana cost: 1
Range: 0
Actions: 1
Duration: Power rounds
Needs concentration: Nein
Type: Healing
Variant: Earth

The spell caster creates a ring of grass that grows in the specified location within sight and is **power** metres in diameter. The grass emits a magical vapour, anyone who passes through the ring regenerates **magic level** wounds once and is *Shocked 1*.

The spell lasts for **power** combat rounds.

Shock

Spell points: 5
Arcana cost: 1
Range: 10
Actions: 1
Needs concentration: Nein
Type: Transmutation
Variant: Energy

Fires a bolt of pure energy at an enemy. The bolt deals **Power-3** hits and has a penetration 2. The victim gets *Shocked* **magic level** even if the spell does not cause any wounds.

Shamanism

Simple healing

Spell points: 5
Arcana cost: 1
Range: 5
Actions: 1
Needs concentration: Nein
Type: Healing
Variant: Nature

The caster heals a person or animal for **power+magic level** wounds.

Weather forecast

Spell points: 2
Arcana cost: 1
Range: 0
Actions: 3
Needs concentration: Nein
Type: Divination
Variant: Nature

The caster is able to predict the weather for the next **magic level** days. If the **Power** of the spell is above 3, he can always predict the weather changes with exact time, otherwise he only knows how the weather will develop.

Call birds

Spell points:	3
Arcana cost:	1
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Conjuration
Variant:	Nature

The caster summons all birds within a radius of **Power***100 meters, who believe that there is a large amount of their favorite food at the desired location. The caster cannot control the birds, but a trained observer is able to recognize the individual bird species.

Magic level 4+: The caster can suggest that the birds do a task for him. If the caster rolls charm roll with **magic level** successes, the birds may heed their call.

Locate animal

Spell points:	3
Arcana cost:	1
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Divination
Variant:	Nature

The caster goes to the natural habitat of an animal (e.g. a stream or a tree) and stays there for 5 minutes. During this time he directs his thoughts to the animal he is looking for.

The caster tracks down the exact location of the animal. He knows at that moment where the animal is.

Trust

Spell points:	5
Arcana cost:	1
Range:	5
Actions:	1
Duration:	Power*5 minutes
Needs concentration:	Nein
Type:	Control
Variant:	Nature

The animal fully trusts the caster. For **Power***5 minutes, the animal is considered a familiar. The animal may be a natural creature the size of a wolf. The animal must not be hostile to the caster for this spell.

Magic level 4+: The animal may be the size of an elephant.

Salamander feet

Spell points:	5
Arcana cost:	1
Range:	0
Actions:	1
Duration:	Magic Level minutes
Needs concentration:	Nein
Type:	Transmutation
Variant:	Nature

The caster is able to walk on hands and feet on smooth walls and even ceilings or overhangs.

In addition, he can safely jump down from heights up to **Power***3 meters and land on his feet unharmed. However, he needs free hands to catch himself with. He can keep his shoes and gloves on for this.

The effect lasts for **magic level** minutes.

Call of the wild

Spell points:	3
Arcana cost:	3
Range:	0
Actions:	3
Duration:	Magic Level minutes
Needs concentration:	Nein
Type:	Conjuration
Variant:	Nature

The caster summons a group of a desired animal species from up to **Power** kilometers around. The animals behave like the caster's familiars for the duration of the spell.

When the spell expires, the caster casts on Charm. If the roll fails, the animals turn on the caster or his companions.

The caster can call up to **Power** animals the size of a wolf.

Clear water

Spell points:	2
Arcana cost:	1
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Transmutation
Variant:	Nature

The water that the caster touches, starting from the caster's hand, becomes so pure that it can be drunk. The final cost depends on the purity of the water before the spell is cast. The game master decides on this. The caster can purify up to **Power** buckets of water.

Magic level 4+: The water has a healing power. Drinking it heals **magic level** wounds.

Smoke

Spell points:	5
Arcana cost:	1
Range:	0
Actions:	1
Duration:	Magic Level minutes
Needs concentration:	Nein
Type:	Conjuration
Variant:	Fire

The caster throws a burning piece of cloth on the ground.

A dense smoke emanates from the burning piece of cloth as soon as it hits the ground. The smoke is driven by the wind and cannot be controlled. Enough eye-burning smoke is created to form a cloud of **Power***10 meters around the caster.

Mark animal

Spell points:	2
Arcana cost:	1
Range:	0
Actions:	1
Duration:	Power days
Needs concentration:	Nein
Type:	Divination
Variant:	Nature

The caster marks the animal so that he knows the direction in which the animal is for the entire period of the spell. The spell lasts **Power** days. The caster is able to determine the distance of the animal.

Living Hideaway

Spell points:	5
Arcana cost:	3
Range:	0
Actions:	1
Duration:	Power months
Needs concentration:	Nein
Type:	Transmutation
Variant:	Nature

The caster slides an object he wants to hide into a plant.

The object enters the plant without damaging it. To release the item from the plant, the caster must cast the spell again. The item can remain in the plant for **Power** moons, after which it will be ejected from it.

Healing hands

Spell points: 5
Arcana cost: 1
Range: 0
Actions: 1
Needs concentration: Nein
Type: Healing
Variant: Nature

The caster heals **power+magic level** wounds on the wounded. It also heals broken bones and closes wounds.

Hawk Eyes

Spell points: 5
Arcana cost: 1
Range: 0
Actions: 1
Duration: 1 hours
Needs concentration: Nein
Type: Enchantment
Variant: Nature

The caster can clearly and accurately see everything up to a distance of **Power** kilometers for one hour, unless fog or smoke obstruct his vision. Attacks with ranged weapons gain **magic level** additional hit dice.

Nature play

Spell points: 3
Arcana cost: 1
Range: 0
Actions: 1
Duration: Power+Magic level minutes
Needs concentration: Nein
Type: Enchantment
Variant: Nature

To the enchanter and the other spectators, nature shows itself in all its grace, beauty and perfection. A perfect landscape reveals itself to them: The trees shine in their most beautiful colors and sway rhythmically to the pleasant whisper of the wind. Water casts magnificent plays of waves, over which fish leap symmetrically. The nature play is different in its expression every time and of course also dependent on the attitude of the spellcaster.

The spell lasts **power+magic level** minutes.

Animal Companion

Spell points: 5
Arcana cost: 1
Range: 50
Actions: 1
Duration: 8 hours
Needs concentration: Nein
Type: Enchantment
Variant: Nature

The caster connects his mind to an animals mind in range to compell it to be his ally. The animal needs successes on its willpower equal to the **Power** of the spell or be his companion for the next **magic level** hours.

If the animal is hostile to the caster the spell casting roll is a difficult roll (+1).

Foxfire

Spell points:	5
Arcana cost:	1
Range:	0
Actions:	1
Duration:	Magic Level d6 rounds
Needs concentration:	Nein
Type:	Conjuration
Variant:	Earth

The caster creates **power** living bioluminescent beings within 10 paces. These beings are made of living plant matter. They magically illuminate their surroundings and can move very slowly (speed 1).

The creatures follow the caster and provide a pleasant light around the caster for the duration of their existence. They have no combat abilities, they are plants that crawl on the ground.

They last for **magic level** D6 hours and then disintegrate.

Sanguine Magic

Transfusion

Spell points:	7
Arcana cost:	3
Range:	2
Actions:	1
Needs concentration:	Nein
Type:	Damage
Variant:	Blood

The caster taps into the life energy of a being, using a blood crystal to establish a connection with his victim. The victim must have a wound through which the caster can make the connection. He spins a thread of blood from his blood crystal to the wound of the victim.

The target suffers **Power** wounds and the caster is healed by the same number + **magic level**.

Rite of life

Spell points:	3
Arcana cost:	2
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Healing
Variant:	Blood

The caster takes **Power** wounds. The target is healed twice as much and gains **magic level** health.

Rite of purification

Spell points:	5
Arcana cost:	1
Range:	0
Actions:	2
Needs concentration:	Nein
Type:	Healing
Variant:	Blood

The caster enters a meditative state and focuses on harmful substances in his blood, such as diseases and poisons. He collects these in a certain place of his body and then lets them out through a cut.

For each disease and poison he wishes to cure, the caster takes a wound. This number is reduced by the **Power** of the spell.

Blood Arrow

Spell points:	5
Arcana cost:	1
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Damage
Variant:	Blood

The caster summons an arrow-like projectile from his blood, which he hurls at the opponent at high speed.

The caster takes **magic level** wounds. The victim suffers **Power** wounds.

Blood Ban

Spell points:	7
Arcana cost:	1
Range:	0
Actions:	1
Duration:	Power rounds
Needs concentration:	Nein
Type:	Control
Variant:	Blood

The caster affects the blood circulation of his victim and can cause numbness and paralysis of certain parts of the body. Skills that require the affected body part are reduced by **magic level**.

After **Power** combat rounds, the caster must spend one arcana or wound to maintain the effect.

Rite of the blood crystal

Spell points:	8
Arcana cost:	4
Range:	0
Actions:	10
Needs concentration:	Nein
Type:	Transmutation
Variant:	Blood

The caster enters a meditative state and concentrates on the flow of magic and blood. After a day, the caster opens his veins and lets almost all of his blood flow into a clay bowl.

After adding ruby dust, he reduces it to the absolute essence and forms a crystal shard from it. He then inserts this into an incision on his body. The caster then uses this crystal to cast his Sanguine magic without having to inflict a separate wound each time.

Necrology

Awaken zombie

Spell points:	11
Arcana cost:	3
Range:	0
Actions:	1
Duration:	Power minutes
Needs concentration:	Nein
Type:	Conjuration
Variant:	Arcana

The caster awakens up to **magic level** corpses within a radius of 10 meters. The zombies follow his command and stay alive for up to **Power** minutes.

Path of bones

Spell points:	3
Arcana cost:	2
Range:	0
Actions:	1
Duration:	Power hours
Needs concentration:	Nein
Type:	Transmutation
Variant:	Blood

The caster decays to fine dust and can travel at 10 kilometers / hour in this form. Maximum he can keep in this form **Power** hours.

The caster has **magic level** wounds in this form, but can only be wounded by things that can harm a pile of bones.

Dead signpost

Spell points:	5
Arcana cost:	1
Range:	10
Actions:	1
Needs concentration:	Nein
Type:	Divination
Variant:	Blood

If a corpse (animal corpses also count, as long as they are at least the size of a mouse) is buried in the ground within a **Power*10** meter radius, the caster is allowed to ask **magic level** directional questions: Which way is Meridian? The last rider to pass this ground, where did he ride?

Dead gaze

Spell points: 7
Arcana cost: 1
Range: 0
Actions: 1
Needs concentration: Nein
Type: Divination
Variant: Blood

The caster places his thumb and forefinger in the eyes of the dead person and closes his eyes.

The caster looks backward from the time of death into the dead person's past. In doing so, he sees everything that the dead person saw out of his eyes. The images appear more blurred the further the gaze goes into the dead person's past. The caster sees at most the last **Power** days before death. The higher the **magic level**, the clearer the impressions.

Creature of the Dead

Spell points: 7
Arcana cost: 2
Range: 0
Actions: 3
Duration: Magic Level*2 rounds
Needs concentration: Nein
Type: Transmutation
Variant: Blood

The caster creates an undead hybrid being from different skeletons. The creature is capable of performing uncontrolled actions. It can wield weapons with a skill value of **Power*2**. The creature gains all the ability of the former creatures.

The creature remains **magic level*2** combat rounds.

Death sword

Spell points: 5
Arcana cost: 2
Range: 0
Actions: 1
Needs concentration: Nein
Type: Conjunction
Variant: Blood

The caster creates a death sword out of thin air. The sword has piercing 1 and a damage potential of **magic level** dice in melee combat.

Each wound caused, the sword absorbs. For each wound absorbed, the sword gets one die of damage potential. If the absorbed wounds reach **Power+1**, the sword disintegrates and the spell ends.

Death Scream

Spell points: 6
Arcana cost: 3
Range: 0
Actions: 1
Needs concentration: Nein
Type: Illusion
Variant: Blood

The caster lets out a cruel death cry, which makes all those present within a radius of 10 meters, who did not cover their ears, become incapacitated for **magic level** combat rounds.

Each victim makes a roll on his willPower. If it does not succeed according to the **Power of the spell**, the victim flees in panic.

Dance of Death

Spell points: 9
Arcana cost: 3
Range: 0
Actions: 1
Duration: Power hours
Needs concentration: Nein
Type: Conjunction
Variant: Blood

Within **power***3 meters of the caster, all dead rise from the ground, and are under the control of the caster. The dead are able to perform uncontrolled actions and remain alive for **magic level** hours.

Summon skeletons

Spell points: 9
Arcana cost: 3
Range: 0
Actions: 1
Duration: Power*3 rounds
Needs concentration: Nein
Type: Conjunction
Variant: Blood

Power Skeletons rise from the ground, armed with bone swords (penetration 0). They can fight with the caster's skill. They have **magic level** possible wounds and stay for **Power***3 combat rounds.

Torment of the bones

Spell points: 5
Arcana cost: 1
Range: 0
Actions: 1
Duration: Power rounds
Needs concentration: Nein
Type: Control
Variant: Blood

The victim suffers incredible pain, believing his bones would burst.

If the victim fails a Willpower roll, the effect causes the victim to collapse on the ground, unable to act, for **Power** combat rounds. The minimum roll for this throw is increased by **magic level**.

Breath of transience

Spell points: 3
Arcana cost: 1
Range: 0
Actions: 1
Needs concentration: Nein
Type: Transmutation
Variant: Blood

All living plants within **Power***3 meters perish under the caster's breath and weather into a dead, black mass. This also affects magically created plants.

Bone whip

Spell points: 5
Arcana cost: 2
Range: 0
Actions: 1
Duration: Power*3 rounds
Needs concentration: Nein
Type: Conjunction
Variant: Blood

A bone whip about 3 meters long forms from the caster's arm, which can be wielded by the caster as a weapon. The range of the whip is 3 meters, it has a penetration of 0 and a damage potential of **magic level** dice.

The whip lasts up to **Power***3 combat rounds.

The wrath of bones

Spell points: 5
Arcana cost: 1
Range: 20
Actions: 1
Needs concentration: Nein
Type: Damage
Variant: Blood

The caster throws bone splinters at enemies, summoning the wrath of the bones. The splinters deal

Power+1 hits to all enemies in the cone, evenly distributed among **magic level** opponents.

Secrets of the Dead

Spell points: 4
Arcana cost: 1
Range: 0
Actions: 10
Duration: Power hours
Needs concentration: Nein
Type: Divination
Variant: Mind

The caster kneels over a corpse or skeleton and begins to slowly cut it apart.

The caster learns a part of the dead person's knowledge with each piece he cuts. At the end of the ritual he has an impression of all the memories of the dead person. The process is an ordeal in the realm of the dead for the soul of the dead. The necrologist receives +**magic level** in the attribute corresponding to the highest of the dead for **power** hours.

Bone shield

Spell points: 5
Arcana cost: 2
Range: 0
Actions: 1
Duration: Power rounds
Needs concentration: Nein
Type: Transmutation
Variant: Mind

The necrologist throws a bone splinter to the ground and shouts Protect me!.

Pieces of bone shoot out of the ground and surround the necrologist. Practically, they are equivalent to a protection of **magic level**+2 on the whole body. The bone shield is equivalent to an encumbrance of 2.

The bone shield lasts **power** combat rounds.

Bone growth

Spell points: 4
Arcana cost: 1
Range: 0
Actions: 10
Duration: Magic Level hours
Needs concentration: Nein
Type: Conjuraton
Variant: Mind

The caster must kneel in the centre of the area to be enchanted and drill a bone splinter into the ground.

The caster creates an unnatural growth of bone that grows to full size within 25 minutes. Within a radius of max. **power** steps, a large growth of bones is created. The necrologist can climb walls with the help of the bone growth, or make it break open gaps in doors. The bone growth remains for **magic level** hours, after which it disintegrates into dust. The caster only gives the growth an approximate direction, he cannot control it.

Mysticism

Translocation

Spell points: 2
Arcana cost: 3
Range: 0
Actions: 10
Needs concentration: Nein
Type: Control
Variant: Mind

The caster begins to slowly blur and become more indistinct after the preparation time of 30 seconds. This process lasts another 30 seconds, but during this time the caster is no longer vulnerable. If someone tries to touch the caster during this time, his hand will penetrate a cold, dense mass.

The caster can be transported a maximum of **Power** kilometers. His body appears at the destination without actually traveling the distance. At the des-

mination, again, it takes 30 seconds for the body to appear completely.

Protection aura

Spell points:	5
Arcana cost:	1
Range:	0
Actions:	1
Duration:	Magic Level rounds
Needs concentration:	Nein
Type:	Conjuration
Variant:	Arcana

The caster creates a magical protective aura around him. The aura radiates from him and can be seen through magical actions. It is impenetrable to all forms of magic, which includes magical attacks or transformations. The protective aura can absorb **Power***2 wounds before it collapses. The spell can be maintained for a maximum of **magic level** rounds.

False feeling

Spell points:	7
Arcana cost:	1
Range:	0
Actions:	1
Duration:	Power minutes
Needs concentration:	Nein
Type:	Control
Variant:	Mind

The victim feels a feeling chosen by the caster. This is a concrete feeling, such as pride in something. The feeling lasts for **Power** minutes.

Swiftiness

Spell points:	3
Arcana cost:	1
Range:	0
Actions:	1
Duration:	Magic Level d6 rounds
Needs concentration:	Nein
Type:	Enchantment
Variant:	Air

The caster accelerates. His speed and range for *Running* and *Walking* are increased by **Power for magic level**_ d6 rounds.

Hermeticism

Unseen, unnoticed

Spell points:	7
Arcana cost:	2
Range:	0
Actions:	1
Duration:	Power hours
Needs concentration:	Ja
Type:	Control
Variant:	Mind

The magician appears to his surroundings as nothing in the truest sense of the word. No attention is paid to him, people bump into him on the street, but do not care. Even if he addresses someone, he is ignored. If he manages to attract someone's attention, they immediately forget about him as soon as he withdraws from them.

This spell is not a transformation of the caster, but a mass hypnosis. As a result, the caster cannot be detected even by clairvoyance spells like *Recognize Life*. His aura is just as visible as ever, but no attention is paid to it.

Someone who specifically searches for the caster is entitled to a Perception check in order to discover him nevertheless. If this is done with **Power** successes, the hypnosis effect falls off the seeker and he can perceive the caster normally again.

The caster must succeed in a test of willpower against the minimum roll **magic level***2 after the spell to avoid falling into a deep depression.

Veil of oblivion

Spell points:	5
Arcana cost:	2
Range:	0
Actions:	1
Duration:	Magic Level*10 minutes
Needs concentration:	Nein
Type:	Control
Variant:	Mind

This spell allows the caster to manipulate his victim's memories of an event that occurred in the last **Power** hours. For **magic level***10 minutes, the victim forgets to perform a task specified by the caster and related to the event in question (for example, alerting the guards). If he is reminded of the task by anything or anyone, the spell immediately falls off him.

The victim may make a WillPower roll. If he succeeds according to the **Power** of the spell, it is not manipulated.

Open

Spell points:	3
Arcana cost:	1
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Transmutation
Variant:	Energy

The caster is able to open locked, non-magical objects such as doors, chests or other locks.

In addition to normally locked locks, the caster is able to open magically locked locks with a seal of the **Power** of the spell.

Magic level 5+: The spell opens all locks.

Magic analysis

Spell points:	5
Arcana cost:	1
Range:	40
Actions:	2
Needs concentration:	Nein
Type:	Divination
Variant:	Arcana

The caster is able to perform an analysis of a spell that has been cast or is in the process of being cast. The caster recognizes the school of magic, essence of the spell (whether healing, damage, type of element, duration, etc.) and a rough estimate of the strength of the spell.

Spirit of wine

Spell points:	7
Arcana cost:	3
Range:	0
Actions:	1
Duration:	Power*10 minutes
Needs concentration:	Nein
Type:	Control
Variant:	Mind

The caster gestures to drink a glass of wine. As he does so, he murmurs the name of the spell.

Up to **magic level** victims of the spell instantly experience a drunken stupor that causes them to stagger and makes any normal action difficult. the minimum roll for all rolls is increased by 2. The spell's effect lasts a maximum of **Power***10 minutes.

Each victim of the spell may make a WillPower roll. If the roll reaches successes equal to the **Power** of the spell, it resists the spell.

Extreme performance

Spell points:	7
Arcana cost:	2
Range:	0
Actions:	1
Duration:	Power minutes
Needs concentration:	Nein
Type:	Control
Variant:	Blood

The caster can temporarily increase a Persona Attribute, Combat Skill (Shooting, Hand to Hand Combat, or Throwing), or Evasion to extreme levels for a difficult task. The chosen value increases by **magic level***2 points for a period of **Power** minutes.

Freeze

Spell points:	5
Arcana cost:	2
Range:	0
Actions:	1
Duration:	Power actions
Needs concentration:	Nein
Type:	Transmutation
Variant:	Water

The victim freezes in place for **Strength** actions. It is fully conscious and all senses function normally. However, physical actions or attacks are not possible.

At the start of each action, the victim rolls for willpower, increasing the minimum roll by the **magic level**. If the roll is successful, the stun is lifted and the action is available to the victim. The difficulty of the minimum roll decreases by 1 after each roll.

Dilatio

Spell points:	7
Arcana cost:	2
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Transmutation
Variant:	Air

The caster creates a momentary spontaneous portal under himself, into which he is immediately sucked. He creates another portal at a location that is at most **Power***10 steps away from his current position.

Without any delay he appears at the desired destination.

Bloodlust

Spell points:	7
Arcana cost:	1
Range:	0
Actions:	1
Duration:	Power rounds
Needs concentration:	Nein
Type:	Control
Variant:	Blood

The enchanted man falls into an uncontrollable bloodlust. His mental abilities have atrophied to the point that he can barely tell friend from foe. His combat stats (shooting, hand to hand combat, and throwing) each increase by **Power** points.

Education, Logic, and Deftness decrease by **magic level** points. The enchanted feels no pain or exhaustion, only an uncontrollable desire to fight. After the spell falls from him, he collapses unconscious.

Arrest

Spell points:	5
Arcana cost:	2
Range:	0
Actions:	1
Duration:	Power rounds
Needs concentration:	Nein
Type:	Enchantment
Variant:	Arcana

The victim of the enchantment is trapped in the place where it is for **power+magic level** combat rounds. It is able to act normally and can also attack, but cannot move from the spot.

Invisibility

Spell points:	5
Arcana cost:	1
Range:	1
Actions:	1
Duration:	Magic Level minutes
Needs concentration:	Nein
Type:	Transmutation
Variant:	Light

The caster shrouds himself or another being in an arcane cloak of reflecting light, rendering their form unrecognisable.

For the duration of the spell, the target gains **Strength** to the Stealth skill.

Aevum

Spell points:	80
Arcana cost:	1000
Range:	0
Actions:	1000
Needs concentration:	Nein
Type:	Transmutation
Variant:	Mind

The ritual requires extensive preparation. Thus, the most precise preparation of the hermeticist as well as that of the target person is required.

The hermeticist activates the spell at the very beginning of the ritual. Over the whole time he has to maintain this spell, which devours a considerable amount of magic. Every single day he has to spend two hours of meditation, working on the painting. The painting must be created solely by the Hermeticist.

The target needs no preparation other than the realisation to become fleshless. For this purpose, he should torture himself with all kinds of burning, poisoning and the like to facilitate the completion of the ritual.

At the time of performance, the hermeticist only has to maintain the sphere with his concentration and control the arms. Scenery as well as atmosphere are irrelevant, as in most hermetic acts.

During the time of the creation of the image, the hermeticist binds the spirit and soul of the target person to it. At the time of execution, a sphere of pure magic is created not far from the painting, which mostly floats in the air in a semi-transparent matt white. This sphere forms arms which glide like hoses over the heads of the victims to be provided. With a continuous humming sound, the sphere collects the innards of the victims and then condenses them into the image.

The hermeticist thus creates a firm bond between the spirit and soul of the target person and the painting. The spirit in the painting is able to enter any person in the immediate vicinity of the painting at any time within one second. The target person then lives on in this person until his or her death or an exorcism, and then enters the painting again. It completely dominates the person, feels their feelings and lives completely in them. This process of dominating and regressing only comes to an end once the image is destroyed or the target person has returned to the image four times. After that, he remains in the image.

The created image is itself almost indestructible. It is considered an artefact of the Hermeticist level and requires the same effort to destroy as any other artefact of that level. Only immense magical influence or divine work can destroy the object.

The target can enter the image **power+magic level** times before being trapped inside.

Expolitio

Spell points:	3
Arcana cost:	1
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Transmutation
Variant:	Water

The caster can cleanse an area of *spellpower* square steps in size of any contamination. The cleaning is instantaneous and removes dirt and odours.

Arcane Protection

Spell points:	5
Arcana cost:	1
Range:	0
Actions:	1
Duration:	Magic level rounds
Needs concentration:	Nein
Type:	Transmutation
Variant:	Arcana

For the duration of the spell, the caster may spend Arcana as if it were Protection. Each Arcana spent in accordance with the Protection rule counts as one “protection against critical hits.”

Necromancy

Death Vision

Spell points:	9
Arcana cost:	2
Range:	0
Actions:	1
Duration:	Special rounds
Needs concentration:	Nein
Type:	Divination
Variant:	Blood

To die proudly when it is no longer possible to live proudly. Death of one's own free choice, death at the proper time, with a clear head and with joyfulness, consummated in the midst of children and witnesses: so that an actual leave-taking is possible while he who is leaving is still there.

– Friedrich Nietzsche

The victim is tormented by a very realistic vision of his death, the manner of death can be determined by the caster. The vision includes dying, the rotting of the flesh and the decay of the bones to dust. The victim does not take any physical harm from the spell, though there is a possibility that he may be traumatized by the death vision. For the duration of the spell, the victim is barely capable of any meaningful action.

The victim can attempt to abort the spell with a willPower check. This requires as many successes as the spell has **Power**.

The spell lasts until the willPower check is successful.

Call animal spirit

Spell points:	7
Arcana cost:	2
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Conjuration
Variant:	Nature

The caster draws a pentagram in the ground and concentrates on the animal spirit.

At the moment the ritual is finished, the animal spirit appears in the place of the pentagram. The animal spirit performs **Power** simple services for its master. The services must be simple and involve only one action, e.g. a ride that begins with mounting and ends with dismounting, or help in a fight against an opponent. The values of the animal spirit correspond to those of the normal animal, raised by **magic level** points.

Voice of the dead

Spell points:	7
Arcana cost:	2
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Divination
Variant:	Blood

The caster places an object of the dead in front of him, closes his eyes and concentrates on the object and the realm of the dead.

The caster goes into a light trance, his voice changes and resembles that of the dead, the more personal the object is and the more the caster knows about the dead. The caster can ask **power+magic level** questions to the dead, which will be answered with yes/no to. The dead the must answer also before his death could have given.

Spirit protection

Spell points:	5
Arcana cost:	2
Range:	0
Actions:	1
Duration:	Magic Level rounds
Needs concentration:	Nein
Type:	Abjuration
Variant:	Blood

The caster invokes the protection of the spirits. The protection of **Power** people increases by 3 normal protection for **magic level** combat rounds, the Resistance value increases by 3.

Spirits advice

Spell points:	5
Arcana cost:	1
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Divination
Variant:	Blood

The caster can ask **Power** questions to the spirit world, which will be answered if the spirits are willing. The questions must allow a simple yes/no answer.

Magic level ghosts appear to answer possible questions.

Living armor

Spell points:	9
Arcana cost:	2
Range:	0
Actions:	1
Duration:	Power rounds
Needs concentration:	Nein
Type:	Conjuration
Variant:	Mind

The caster creates **Power** living armors. The armors can perform simple defense and attack missions. They have 4 possible wounds and wield swords with a penetration of 0 and 3+**magic level** dice.

Animate body

Spell points:	7
Arcana cost:	3
Range:	0
Actions:	15
Duration:	Magic Level hours
Needs concentration:	Nein
Type:	Conjuration
Variant:	Mind

The moment the ritual is finished, the caster binds a simple spirit into a dead body, which controls the body and performs simple commands. The movements are slow, and since only normal movements are available to it, the body should be chosen prudently beforehand. A doll or corpse can walk, a ball can roll but cannot climb stairs, for example.

The caster can take direct control of the body as if he were inside it. However, this costs 1 arcana per **Power*5** minutes, and any damage the body suffers, the caster's body suffers as well.

The spell ends after **magic level** hours.

Deathly Cold

Spell points:	9
Arcana cost:	2
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Damage
Variant:	Blood

The moment the caster touches his target, a terrible cold spreads from the place of the touch, causing **magic level**) wounds per combat round. The caster can cancel the spell at any time, but if it is not canceled, it ends when the target is completely cooled and dead.

The victim rolls a Resistance roll at the beginning of each combat round before taking damage. If the roll succeeds with at least **Power**, the spell ends and no more damage is done.

Exorcise spirit

Spell points:	5
Arcana cost:	3
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Abjuration
Variant:	Mind

The caster chooses up to **Power** spirits or beings ruled by spirits. The spirits are banished and leave their earthly existence.

Animate object

Spell points:	5
Arcana cost:	5
Range:	0
Actions:	15
Duration:	Power+Magic level hours
Needs concentration:	Nein
Type:	Conjuration
Variant:	Mind

The moment the ritual is completed, the caster binds a simple spirit into the chosen object, which performs a simple action on the object.

Unlike the Animate Weapon ritual, the basic idea of this ritual is rather peaceful, so the most common uses of this ritual are to make crystal balls swirl glowing mist, or to make candlesticks light the candles as soon as the room is entered.

In the ritual, the caster must determine who and how the trigger is. For some things, like the mentioned crystal balls, it makes sense if this is only a certain touch of the user, for the mentioned candlestick rather everyone who comes within a certain range around the candlestick.

The object remains animated up to **power+magic level** hours.

Simple service spirit

Spell points:	7
Arcana cost:	1
Range:	0
Actions:	15
Needs concentration:	Nein
Type:	Conjuration
Variant:	Nature

The caster rubs his hand with bone dust, draws a pentagram in the air and concentrates on the spirit.

At the moment the ritual is finished, the service spirit appears in the place of the pentagram. The service spirit performs a simple service for its master, the service can consist of max **Power** things. The service spirit is not able to directly harm a liv-

ing being or object. Examples of services include delivering very short messages (max **Power** words to one person, or 1 word to a total of **Power** people), notifying the caster when one of **Power** certain events occurs, or even gathering **Power** apples.

Magic level 4+: The ghost can also harm people.

Possession

Spell points:	11
Arcana cost:	3
Range:	0
Actions:	15
Duration:	(Power+Magic level)*10 minutes
Needs concentration:	Nein
Type:	Control
Variant:	Mind

The caster draws a pentagram on the target's forehead and concentrates on the spirit and the target.

In this ritual, the caster allows a spirit to enter the target's body. The spirit can be a service spirit, a free spirit or the spirit of the caster. In the latter case, the caster's body slumps, does not react, breathes slowly and stares into the void when his eyes are opened. The target is (**power+magic level**)*10 minutes under the control of the spirit driven into it, which can control the entire body (run, punch, fight, speak, etc.).

Should the target's body die during the possession, the spirit abruptly disappears from the body and returns to its sphere. If the target's body dies while the caster is in it, the caster's spirit returns to its original body and the caster is unconscious for 3W6 minutes.

Animate Weapon

Spell points:	15
Arcana cost:	5
Range:	0
Actions:	15
Duration:	Magic Level*5 actions
Needs concentration:	Nein
Type:	Conjuration
Variant:	Nature

The caster forms an incantation circle around the weapon to be animated.

At the moment the ritual is finished, the caster binds a spirit to the anointed weapon. This spirit inflicts additional **Power** wounds on the victim, in addition to the weapon's usual wounds. The weapon is considered a magical weapon, but can only be used by the caster. Anyone else who attempts to use the weapon will themselves be attacked by the spirit. The appearance of the ghost can be freely determined by the caster.

The weapon can be used to attack **magic level***5 times before the ghosts leaves the weapon.

Ghostly body

Spell points:	4
Arcana cost:	1
Range:	0
Actions:	2
Duration:	Power+Magic level minutes
Needs concentration:	Nein
Type:	Transmutation
Variant:	Mind

The caster closes his eyes, thinks the verse My body, a spirit and then opens his eyes again.

The caster is able to perform all the actions of a spirit, e.g. see, touch things, cast spells unless ingredients are needed or within reach, fly, move through inanimate objects, etc. The spell can be dropped at any time, causing the caster to take on their normal physical form, but without clothing.

The spell can be dropped at any time, causing

the caster to take on their normal physical form, but without clothing as this is not transformed with them. Objects strongly familiar to the caster should probably also be carried in ghost form. As spirits are immune to non-magical weapons and attacks, so is the caster.

The caster can also be banished in spirit form. When exorcised, the caster ends up unconscious in his body for 2W6 minutes at the point where he started the spell.

The spell lasts for **power+magic level** minutes.

Demonology

Black call

Spell points:	15
Arcana cost:	5
Range:	0
Actions:	5
Duration:	Power*10 minutes
Needs concentration:	Nein
Type:	Conjuration
Variant:	Demonic

The caster summons the appearance of a lesser demon into the world. The servant appears within the next 3d6 minutes. No binding takes place, the creature has its own will. For **Power*10** minutes the demon remains in the world.

The minimum roll for this spell is 7-**magic level**. Modifiers for character are applied after that.

Unnatural growth

Spell points:	9
Arcana cost:	2
Range:	0
Actions:	1
Duration:	Magic Level hours
Needs concentration:	Ja
Type:	Transmutation
Variant:	Demonic

The caster crouches down and cuts his flesh with a ritual dagger so that blood drips onto the floor. He closes his eyes and imagines the growth.

The form he imagines grows out of the caster's body. The surface and the appearance are based on the appearance of the archdemon or his servants who are attached to him. The caster can thus create a body part of almost any shape, which can be moved almost at will. The body part can have a length of **power** meters.

Deadly stone

Spell points:	7
Arcana cost:	2
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Damage
Variant:	Demonic

The caster leads an attack with a stone weapon. Usually a ritual dagger is used.

If the attack is successful, the weapon melts into two tentacle-like outgrowths of liquid stone in the victim's body. The damage potential of the weapon is **power+magic level** dice, but it also takes 2 actions to pull the weapon out again (the outgrowths are already gone when you pull them out).

Maw

Spell points:	11
Arcana cost:	3
Range:	10
Actions:	1
Duration:	5 minutes
Needs concentration:	Nein
Type:	Conjuration
Variant:	Demonic

At any point within range, a maw **magic level** meters in diameter and **power** meters deep opens up.

New flesh

Spell points:	11
Arcana cost:	3
Range:	0
Actions:	2
Needs concentration:	Nein
Type:	Healing
Variant:	Demonic

The caster touches the wound of the target. He strokes it and speaks the name of the patron.

The wound of the target closes completely. Any damage associated with the wound is erased. The wound closes with new flesh, and the wounded person immediately feels as if reborn. The new flesh that is created, however, is demonic in nature. It is an indefinable substance that naturally combines with human flesh. No one can say how the new flesh will behave in the future, whether it will be accepted by the body, or whether completely unexpected effects will occur.

The spell heals **(power+magic level)*2** wounds.

Globulus

Spell points:	7
Arcana cost:	2
Range:	0
Actions:	1
Duration:	Magic Level*5 minutes
Needs concentration:	Ja
Type:	Transmutation
Variant:	Demonic

The caster creates a hiding place by creating a bubble in the demon world into which he and **Power*2** other characters are translocated. The bubble is created somewhere in the demon world, is transparent, and allows odor but nothing else to pass through. After the spell is completed, the characters in the bubble are translocated back.

The globe persists for **magic level*5** minutes.

Demonic vision

Spell points:	5
Arcana cost:	2
Range:	0
Actions:	1
Duration:	Power+Magic level rounds
Needs concentration:	Nein
Type:	Divination
Variant:	Demonic

The vision of the caster changes, and he perceives the world with the vision of a demon. He recognizes all occurrences of demonic origin clearly and luminously even through walls, but is also limited to some extent by the distortion of the sight. In addition, the caster can accurately detect magical activity in his field of vision.

The spell lasts **power+magic level** rounds.

Breath of Wisgu

Spell points:	5
Arcana cost:	1
Range:	5
Actions:	1
Duration:	Power*2 rounds
Needs concentration:	Nein
Type:	Damage
Variant:	Demonic

Foul-smelling slime, blood, and filth are flung from the caster's mouth. Anyone who comes into contact with the substances is completely consumed by an unnatural disgust for a time of **Power*2** rounds and is given the condition Shocked **magic level**.

After the effect time, the slime remains.

Banning circle

Spell points:	5
Arcana cost:	3
Range:	0
Actions:	6
Duration:	Power+Magic level nights
Needs concentration:	Nein
Type:	Abjuration
Variant:	Demonic

The demonologist draws a pentagram in a border in the floor or ceiling with the dagger or another object. The pentagram may have a maximum diameter of **power** meters. The more powerful the demon, the more complex the drawing.

The outer border of the pentagram can be broken by a demonic being from the outside to the inside, but not in the opposite direction. Usually a spell circle is drawn around an incantation circle to hold the demon in place until it binds. However, places can also be protected by the spell circle independently of summons. Within the spell circle, the demon has no magical or demonic powers, but does have the abilities of its physical form.

The following paraphernalia have an effect on the minimum roll of the spell circle :

* Suitable environment, rest: -1 * Banishing circle is made of blood: -2 * 5 candles: -1 * Each additional demonologist: -1 * The stars are right: -10 * Animal Sacrifice (each): -2 * Human sacrifice (each): -5 * Temple nearby: 20 * day: 5 * Priest nearby: 10 * Consecration water nearby: 5 * Superior Demon: 10 * Arch Demon: 100

If the spell is reversed, the spell circle also applies in reverse. It will not let a demon in, but it will let it out. In this way, a demonologist can draw an additional circle around himself.

Brood

Spell points:	5
Arcana cost:	1
Range:	1
Actions:	1
Needs concentration:	Nein
Type:	Transmutation
Variant:	Demonic

The demonologist stabs the demon he has previously summoned with his ritual weapon.

The demonologist splits the being into **power** independent demons. The demons act independently and must also be bound independently (if the original demon was not already) and banished. Only lesser beings can be divided, not servants or even archdemons. A pactier is able to divide the direct servants of the archdemons.

Magic level 4+: Direct servants can be divided also.

Demonic Form

Spell points:	5
Arcana cost:	2
Range:	0
Actions:	4
Duration:	Power minutes
Needs concentration:	Nein
Type:	Transmutation
Variant:	Demonic

The demonologist crouches down, cuts his flesh with the Ritual Weapon and drips the blood onto the element attached to the Archdemon (For mist, water is enough, magic implies a Magical Artefact).

The demonologist transforms into the form of one of the servants of his bonded archdemon. In doing so, he partially assumes the demon's abilities, though the body is just as vulnerable as in his human form. In addition, the demonologist gains only the demon's physical abilities at its normal human size, and no magical abilities at all.

The transformation lasts **power** minutes. He receives a bonus of **magic level** points on an appro-

priate attribute.

Web

Spell points:	5
Arcana cost:	1
Range:	0
Actions:	2
Duration:	Magic Level nights
Needs concentration:	Nein
Type:	Conjuration
Variant:	Demonic

The caster throws a piece of demonic nature (artifact, demonic object or new flesh) at the place over which the sphere is to be created. Then he waits until he is heard.

Tentacles of demonic substance grow into a grid-like sphere of max **power** steps. The tentacles have a strength of 500 wounds and are therefore almost impossible to cut. The net can both lock in and lock out living creatures.

Call demon

Spell points:	10
Arcana cost:	4
Range:	0
Actions:	10
Needs concentration:	Nein
Type:	Conjuration
Variant:	Demonic

The rules for invoking a demon are as varied as they are controversial. It has been proven that the invocation benefits from the provision of various paraphernalia. There are also some peculiarities in the action that have a positive effect on its success. In general, it can be said that the invocation should take place in a suitable atmosphere and is a direct calling of the demon on the part of the demonologist. So it is also possible to make an invocation without any preparation only with the verse.

The following paraphernalia have an effect on the minimum roll of the Invocation :

* Magic level: -magic level * Suitable environment, silence: -1 * Heptagram drawn: -1 * Heptagram is made of blood: -2 * Sigil drawn: -1 * Player draws sigil from hand: -10 * 7 candles: -1 * Each additional demonologist: -1 * The stars are right: -10 * Animal Sacrifice (each): -4 * Human sacrifice (each): -10 * Ban circle drawn: obligatory * Temple nearby: 20 * day: 5 * Priest nearby: 10 * Holy water nearby: 5 * A sacrifice begins to pray: 2 (each). * Lesser demon is summoned: -1 * Higher demon is summoned: 5 * Servant of an Archdemon is summoned: 30 * Arch demon is summoned: 100

Calling a demonic being does not include binding the demon.

Bind demonic being

Spell points:	7
Arcana cost:	1
Range:	0
Actions:	1
Needs concentration:	Nein
Type:	Control
Variant:	Demonic

The demonologist has to look into the eyes (if any) of the being he wants to bind and has to face its will.

If the spell succeeds, the demonologist gains control over a demon. If the demon is unbound, the mere casting of the spell is enough to bind it. However, if the demon has already been controlled by another demonologist, it is necessary to first (before casting the spell) perform a magical comparison (comparison roll spell casting) against the controlling caster. If this fails, the demon remains under the dominion of its original master. If the spell fails after a won magic comparison, the demon is no longer subject to any master.

The minimum roll of the spell is modified according to the being to be bound:

* Lower Demon: -2 * Higher Demon: 2 * Servant of an Archdemon: 20 * Arch Demon: 100

The minimum roll is reduced by the **magic level**.

Pact

Spell points:	30
Arcana cost:	12
Range:	0
Actions:	100
Needs concentration:	Nein
Type:	Transmutation
Variant:	Demonic

Only a few who have made a pact with an archdemon have reported how the pact took place, but some facts are known, the demonologist must make contact through one of the servants. Demonologists have an easier time of it, as they are able to summon them. Other alignments must go to one of the demon's places of worship.

Once a caster has made contact, the demon takes control, usually for this purpose the demon opens a portal into its globe of the demon sphere, only those who can cross this threshold without perishing have any chance of a pact.

What exactly happens in the demon sphere is uncertain, but there are reports of cruel trials that the gifted have to endure, even the strongest usually return broken.

If the pact is successfully concluded, the demonologists return as other beings. Mostly only the appearance reminds of the one who entered the portal.

In any case, the pactors are now subordinates of the demon, disobedience is punished, immediately and from within, it does not matter where the pactor is. The pact binds demon and demonologist across all spheres and ailments.

At the beginning, some particularly powerful demonologists are still able to resist and even assert their own will against the demon, but sooner or later all pactors are subordinate to their master.

With the conclusion of a pact, not only is one's life committed to the demon, but also any existence after death. The demonologist only dies when the demon allows it, otherwise he is merely drawn into the demon sphere to be released again by the demon at will.

It is said that there are demons who withdraw the pact from pactors, which would be the only possibility for a pactor to return to a halfway normal life, but most of them prefer to kill the demonologist or make him a lowly subordinate if he resists.

Mephitic Cloud

Spell points:	8
Arcana cost:	2
Range:	15
Actions:	1
Duration:	Magic Level d6 rounds
Needs concentration:	Nein
Type:	Conjuration
Variant:	Demonic

Summons a cloud of poisonous gas that lasts for **magic level** d6 combat rounds. The cloud has a diameter of **Power** steps and can be summoned up to 15 paces away from the caster.

If a character ends his combat round inside the cloud, he receives Poisoned 2 and 2 wounds. If a character crosses the cloud without ending their combat round inside, they receive 'Poisoned 1'.

Shadow Split

Spell points:	5
Arcana cost:	2
Range:	10
Actions:	1
Needs concentration:	Nein
Type:	Damage
Variant:	Demonic

„Als wir in den Wald stürmten stand da nur diese junge Frau. Unser Hauptmann lachte. Das sollte alles sein, was uns diese Menschen hier entgegen werfen? Eine Hexe? Unser Hauptmann stürmte ihr entgegen, doch die Hexe erhob nur ihre Hände. Im gleichen Moment wurde der erhobene Schwertarm unseres Hauptmanns von dunklen nebligen Ten-

takeln zurück gerissen mit einem gräßlichen Geräusch. Er schrie. Als die Hexe erneut ihre dämonische Geste vollführte, kamen weitere Tentakel und rissen ihm den ganzen Arm am Gelenk aus! Wir konnten grade noch fliehen!”

– Totschläger-Arne, Räuber

The ‘Shadow Split’ is a powerful and cruel spell that summons the dark forces of the Demon Sphere to tear apart an opponent’s joints with unimaginable force. The caster summons dark, tentacle-like shadows that wrap themselves around the target’s limbs and pull the joints apart with an eerie crack. In the worst case, this can lead to the complete loss of the affected limb.

If the target is wearing special armour such as bracers or greaves on the affected joints, the number of protection points will be deducted from the successes.

Target: A single living creature within the caster’s line of sight.

Effect: The target suffers severe damage to the joints, resulting in considerable movement restrictions. With a particularly powerful cast, a limb can be completely severed. The damage is strength plus magic level.

Duration: Immediate effect, with continued movement restrictions until the target is healed.

Side effects: Using this spell may attract the attention of dark forces that may haunt the caster in the future.

Astral Magic

Crystal barrier

Spell points:	5
Arcana cost:	1
Range:	5
Actions:	1
Needs concentration:	Nein
Type:	Conjuration
Variant:	Earth

At a point within reach, a barrier of grown crystals is formed, which is quite hard and therefore difficult to overcome. The crystals look like rock crystals, which grow out of the ground like normal crystals. The crystal barrier can have a maximum depth of **power** cm and a width of **power** meters. It takes about **magic level***5 rounds to punch through the barrier.

Light of stars

Spell points:	5
Arcana cost:	1
Range:	0
Actions:	1
Duration:	Power+Magic level hours
Needs concentration:	Nein
Type:	Enchantment
Variant:	Light

After about 20 minutes the eyes of the caster begin to dull and he sees both day and night. Bright light does not blind the caster. However, in complete darkness, the caster cannot see. The spell lasts **power+magic level** hours.

Path of the stars

Spell points:	3
Arcana cost:	1
Range:	0
Actions:	1
Duration:	Power+Magic level nights
Needs concentration:	Nein
Type:	Divination
Variant:	Light

A bright star shows the caster the way to his intended destination.

Star message

Spell points:	3
Arcana cost:	1
Range:	0
Actions:	1
Duration:	Magic Level nights
Needs concentration:	Nein
Type:	Transmutation
Variant:	Light

The astrologer looks at the starry sky and murmurs repeatedly the message to be conveyed.

After about 35 minutes, individual stars of the celestial bodies begin to shine brighter than others. Skilled astrologers and astral magicians can read out of these constellations a message about one **power of the spell** sentence long, no matter where they are in the world.

Greater magic analysis

Spell points:	5
Arcana cost:	1
Range:	60
Actions:	1
Needs concentration:	Nein
Type:	Divination
Variant:	Arcana

The caster is able to perform an analysis of a spell that has been cast or is in the process of being cast. The caster recognizes the school of magic, essence

of the spell (whether healing, damage, type of element, duration, etc.) and a rough estimate of the strength of the spell.

Silence of the cosmos

Spell points:	8
Arcana cost:	2
Range:	0
Actions:	1
Duration:	Power minutes
Needs concentration:	Nein
Type:	Conjuration
Variant:	Light

The caster calls upon the silence of the cosmos. This silence silences both the magical actions and the sounds. The area of silence has a diameter of **magic level** steps and moves with the caster.

The minimum roll for spells and magic knowledge is increased by 4 within the circle, including the caster. All sound is swallowed by silence. The caster cannot hear anything for the duration of the spell.

The spell lasts **power** minutes.

Irradiate

Spell points:	5
Arcana cost:	1
Range:	0
Actions:	1
Duration:	Power rounds
Needs concentration:	Ja
Type:	Damage
Variant:	Light

The caster stares at the target and summons the light of the sun. Bright rays come out of his eyes and hit the target directly in the face.

The rays blind the target, who can barely see. All Perception rolls and attacks have a minimum roll increased by **magic level**.

The spell remains active for **power** combat rounds.

Lizard Folk Magick

Blood Sacrifice Ritual

Spell points:	10
Arcana cost:	3
Range:	0
Actions:	3
Duration:	Magic Level hours
Needs concentration:	Nein
Type:	Healing
Variant:	Blood

In a gruesome ritual, the caster sacrifices a small creature to temporarily increase any attribute by the amount of the caster's strength. The boost lasts for **magic level** hours.

Mind ban

Spell points:	12
Arcana cost:	3
Range:	10
Actions:	3
Duration:	Magic Level*5 hours
Needs concentration:	Nein
Type:	Control
Variant:	Mind

The target rolls with their logic value, the roll is made more difficult by the **spell power**.

If the roll fails, the target is forced to obey the caster's commands until the spell expires or is cancelled.

Whiff of acid

Spell points:	8
Arcana cost:	2
Range:	5
Actions:	2
Needs concentration:	Nein
Type:	Damage
Variant:	Demonic

The caster spits out a cloud of acid that causes damage to all targets in the area of effect equal to the spell's **power+magic level**.

Scale armour

Spell points:	6
Arcana cost:	3
Range:	0
Actions:	2
Needs concentration:	Nein
Type:	Transmutation
Variant:	Blood

The caster's body becomes covered in additional scales. He gains **spell power** normal protection and **magic level** bleed protection.

Venomous Bite

Spell points:	7
Arcana cost:	3
Range:	0
Actions:	2
Duration:	3 rounds
Needs concentration:	Nein
Type:	Damage
Variant:	Blood

The caster receives a poison bite for **magic level** rounds of combat, dealing additional poison damage equal to the spell's **power** when hits are scored.

Dark Vision

Spell points:	5
Arcana cost:	1
Range:	10
Actions:	1
Duration:	8 hours
Needs concentration:	Nein
Type:	Transmutation
Variant:	Blood

The caster can see up to **power × magic level** steps in total darkness.

Shadow Step

Spell points:	6
Arcana cost:	2
Range:	0
Actions:	2
Duration:	Magic Level minutes
Needs concentration:	Nein
Type:	Illusion
Variant:	Light

The caster fuses with the shadows, increasing their stealth by the **power** of the spell.

Swamp Fever

Spell points:	12
Arcana cost:	4
Range:	0
Actions:	3
Duration:	1 weeks
Needs concentration:	Nein
Type:	Enchantment
Variant:	Nature

The target takes damage equal to the spell's **power** each day the curse is active. In addition, all physical attributes are reduced by the amount of **magic level**.

Lizard Call

Spell points:	8
Arcana cost:	3
Range:	0
Actions:	3
Duration:	Magic Level hours
Needs concentration:	Nein
Type:	Conjuration
Variant:	Blood

Summon a number of small lizards that will obey simple commands. The number summoned is equal to the **power** of the spell.

Decomposition

Spell points:	10
Arcana cost:	4
Range:	15
Actions:	2
Needs concentration:	Nein
Type:	Damage
Variant:	Blood

Causes the target's flesh to rot, dealing direct damage and attribute loss based on the spell's **power+magic level**. The target of the spell chooses the attributes and distributes the penalty points among them.

The attribute penalties are not removed until the damage is fully healed.

Snake Eyes

Spell points:	9
Arcana cost:	3
Range:	10
Actions:	3
Duration:	Spell Power rounds
Needs concentration:	Ja
Type:	Control
Variant:	Light

The caster fixes the target with a hypnotic gaze, paralysing it for rounds equal to the spell's **power+magic level**.

Acid Thorn

Spell points:	6
Arcana cost:	2
Range:	15
Actions:	1
Needs concentration:	Nein
Type:	Damage
Variant:	Blood

A sharp acid thorn is hurled at the target, causing poison damage equal to the spell's **power**. The thorn has piercing **magic level**.

Crawling Fear

Spell points:	10
Arcana cost:	4
Range:	15
Actions:	4
Duration:	Magic Level minutes
Needs concentration:	Ja
Type:	Control
Variant:	Mind

All creatures within range of the spell make a Willpower roll, made harder by the **power** of the spell.

Those who fail the roll will flee from the lizard in panic.

Chimerology

Adapt ability

Spell points:	8
Arcana cost:	2
Range:	0
Actions:	1
Duration:	Power hours
Needs concentration:	Nein
Type:	Control
Variant:	Nature

The caster touches an animal and begins to murmur the verse repeatedly.

If the spell is successful, the gifted person receives the animal's ability for **power** hours. For example, he grows wings capable of flight or receives the nose of a dog. The associated transformation can take several minutes and can sometimes be extremely painful.

The caster gains a bonus of **magic level** to an attribute corresponding to the animal.

Leviathan creation

Spell points:	12
Arcana cost:	4
Range:	0
Actions:	10
Duration:	10-Power months
Needs concentration:	Ja
Type:	Transmutation
Variant:	Nature

The eggs of a crocodile are wrapped in black cloth beforehand.

The caster encloses one or more crocodile eggs with his hands and speaks the verses of the leviathan creation on them. The eggs are then kept in a dark and warm environment until they hatch.

Magic level small leviathans hatch from the eggs in 10-**power** months.

Unholy bond

Spell points:	12
Arcana cost:	3
Range:	0
Actions:	30
Needs concentration:	Nein
Type:	Transmutation
Variant:	Nature

The caster presses all the animals he wants to unite tightly together for the whole duration of the action and casts the spell.

The animals unite to form a chimera for **power***10 minutes as specified by the caster. When the spell expires or is cancelled, they separate again to their original form. The chimera is aggressive and not under the caster's control.

The chimera may consist of a maximum of **magic level** animals.

Curses

Aging

Spell points:	5
Arcana cost:	2
Range:	0
Actions:	2
Duration:	Power+Magic level years
Needs concentration:	Ja
Type:	Transmutation
Variant:	Blood

The caster must cast the curse while touching the victim.

Shortly after the cursing, the victim starts to feel the first effects. The cursed person feels weakened, which, in addition to the unpleasant feeling, is manifested in the reduction of the values for strength, willpower, reaction, speed and perception by 1.

As long as the curse is active, these values decrease every day by another point. If one of the attributes reaches the value 0, the victim becomes bedridden and can no longer get up by himself.

The curse can be broken by countermagic, divine work or a blessing. Likewise, the curse ends if the caster drops the spell or becomes unconscious.

Fear

Spell points:	5
Arcana cost:	2
Range:	0
Actions:	2
Duration:	Magic Level d6 minutes
Needs concentration:	Nein
Type:	Control
Variant:	Mind

The caster must cast the curse while touching the victim.

The victim panics and thinks only of escape for the next **magic level** d6 minutes. The victim escapes

the curse with a successful Courage roll. The minimum roll for this is increased by the spell's power.

The curse can be broken by countermagic, divine work or a blessing. Likewise, the curse ends if the caster drops the spell or becomes unconscious.

Drying out

Spell points:	5
Arcana cost:	3
Range:	0
Actions:	2
Duration:	Power years
Needs concentration:	Nein
Type:	Transmutation
Variant:	Blood

The caster must cast the curse while touching the victim.

The victim loses **magic level** + 5% of his body fluid every day. By ingesting fluid, he can slow down the effect to 3%, but not completely prevent it. After the cursed person has lost 20% of his body fluid, one can already see the first signs of the deficiency. The skin becomes drier, the first sores appear. At 40%, the cursed is already weakened to the point that all attribute values are halved. From a fluid loss of 70% (now the skin seems to resemble a dry piece of leather) it is hardly possible for the cursed to stand up. Everything around him becomes blurred, and he has no way to take care of himself. Only when all liquid has escaped from the body, the cursed dies. Until that time, the fox keeps him alive.

The curse can be broken by countermagic, divine work or a blessing. Likewise, the curse ends if the caster drops the spell or becomes unconscious.

Curse of the mind

Spell points:	5
Arcana cost:	3
Range:	40
Actions:	10
Duration:	Power months
Needs concentration:	Ja
Type:	Damage
Variant:	Blood

The caster must cast the curse while writing the victim's name on a piece of paper or parchment.

The caster enters a trance-like state in which he bleeds the preferably stunned victim. The curse is transferred to the one whose name is written on the paper and on whom the caster has focused his hatred. After that, the caster falls into a swoon that turns into a restless sleep.

The victim bleeds from all pores as long as the curse lasts. Blood leaks from his eyes and nose, and the victim takes **magic level** d6 wounds per day.

The curse can be broken by countermagic, divine work or a blessing. Likewise, the curse ends if the caster drops the spell or becomes unconscious.

Paralysis of self

Spell points:	5
Arcana cost:	2
Range:	0
Actions:	2
Duration:	Power+Magic level hours
Needs concentration:	Nein
Type:	Control
Variant:	Mind

The caster must speak the curse while touching the victim.

The victim's tongue and limbs feel heavy and do not want to do their job properly. All physical attributes except Resistance are reduced by 1 with all consequences. The curse lasts **power+magic level** hours.

The curse can be broken by countermagic, divine work or a blessing. Likewise, the curse ends if the caster drops the spell or becomes unconscious.

Madæus flu

Spell points:	5
Arcana cost:	1
Range:	0
Actions:	3
Needs concentration:	Nein
Type:	Transmutation
Variant:	Blood

The caster must speak the curse while touching the victim.

The victim falls ill with Madeus flu the next day. Throat and pharyngeal complaints, in addition to a slight fever and coughing irritations characterize the clinical picture. The victim remains sick until he is either magically cured or at least two other people are naturally infected. The flu is never fatal, but it is perceived as an annoying, unpleasant nuisance. The contagion rate is **magic level***10 % per day of stay in the company of a cursed person.

The curse can be broken by countermagic, divine work or a blessing. Likewise, the curse ends if the caster drops the spell or becomes unconscious.

Bad luck

Spell points:	5
Arcana cost:	1
Range:	0
Actions:	2
Duration:	Power+Magic level hours
Needs concentration:	Nein
Type:	Control
Variant:	Mind

The caster must speak the curse while touching the victim.

The victim of the curse receives a bad luck value equal to the strength of the spell for the duration of the curse.

The victim, after making a roll for their actions, must roll on the bad luck value. If the bad luck roll shows a success, the action fails.

The curse can be broken by countermagic, divine work or a blessing. Likewise, the curse ends if the caster drops the spell or becomes unconscious.

Self blame

Spell points: 5
Arcana cost: 1
Range: 0
Actions: 1
Needs concentration: Nein
Type: Control
Variant: Mind

The caster must speak the curse while touching the victim.

The victim does not feel the curse until he makes the first strike/shot against any target.

The damage caused to a target by a hit from the cursed one comes back to him 1 to 1, he suffers the same hits as the attacked one. The curse lasts **magic level** attacks from the cursed.

The curse can be broken by countermagic, divine work or a blessing. Likewise, the curse ends if the caster drops the spell or becomes unconscious.

Shvra's madness

Spell points: 5
Arcana cost: 1
Range: 0
Actions: 1
Duration: Magic Level d6 seconds
Needs concentration: Nein
Type: Control
Variant: Mind

The caster must speak the curse while touching the victim.

The victim is immediately seized by panic. The only thought that can be held for the next **magic level** d6 seconds is GET AWAY HERE. However, the fear can be shaken off by a test of willpower. The minimum roll of this trial is increased by the strength of the spell.

The curse can be broken by countermagic, divine work or a blessing. Likewise, the curse ends if the caster drops the spell or becomes unconscious.

G



Spell Modifications

Basic

Powerful Spell

Spell points: 3

Attribute: Power 1

Twinspell

The spell affects one additional target. The effect occurs for all targets.

Spell points: 5

Attribute: Arcana 1

Long Range

The range of the spell is increased by 20.

Spell points: 2

Attribute: Range 20

Easy to cast

The spell requires 1 arcana less, but at least 1.

Spell points: 5

Attribute: Arcana -1

Quick Cast

The spell requires 1 less action, but at least 1.

Spell points: 3

Attribute: Actions -1

Duration of effect

The effect duration of the spell is doubled.

Spell points: 3

Attribute: Arcana 1

Affinity

Fire affinity

Changes the spell's variant to fire.

Spell points: 1

Variant: Fire

Nature Affinity

The element of the spell is changed to Nature.

Spell points: 1

Variant: Nature

Energy Affinity

The element of the spell is changed to energy.

Spell points: 1

Variant: Energy

Arcana Affinity

The element of the spell is changed to arcana.

Spell points: 1

Variant: Arcana

Light Affinity

The element of the spell is changed to light.

Spell points: 1

Variant: Light

Earth Affinity

The element of the spell is changed to earth.

Spell points: 1

Variant: Earth

Mind Affinity

The element of the spell is changed to mind.

Spell points: 1

Variant: Mind

Demonic Affinity

The element of the spell is changed to demonic.

Spell points: 1

Variant: Demonic

Blood Affinity

The element of the spell is changed to blood.

Spell points: 1

Variant: Blood

Water Affinity

The element of the spell is changed to water.

Spell points: 1

Variant: Water

Air Affinity

The element of the spell is changed to air.

Spell points: 1

Variant: Air

Shape

Sphere

Changes the spell's form to a sphere.

Spell points: 3

Attribute: Arcana 1

Shape: Sphere

Cloud

The shape of the spell is a cloud.

Spell points: 3

Shape: Cloud

Circle

The shape of the spell is a circle.

Spell points: 3

Shape: Circle

Wall

The shape of the spell is a wall.

Spell points: 3

Shape: Wall

Cone

The shape of the spell is a cone.

Spell points: 3

Shape: Cone

School

Damage

The school of the spell is changed to damage.

Spell points: 7

Type: Damage

Control

The school of the spell is changes to control.

Spell points: 7

Type: Control

Transmutation

The school of the spell is changed to transmutation.

Spell points: 7

Type: Transmutation

Healing

The spell's school is changes to healing.

Spell points: 7

Type: Healing

Illusion

The spell's school is changed to illusion.

Spell points: 7

Type: Illusion

Divination

The spell's school is changed to divination.

Spell points: 7

Type: Divination

Abjuration

The spell's school is changes to abjuration.

Spell points: 7

Type: Abjuration

Conjuration

The spell's school is changed to conjuration.

Spell points: 7

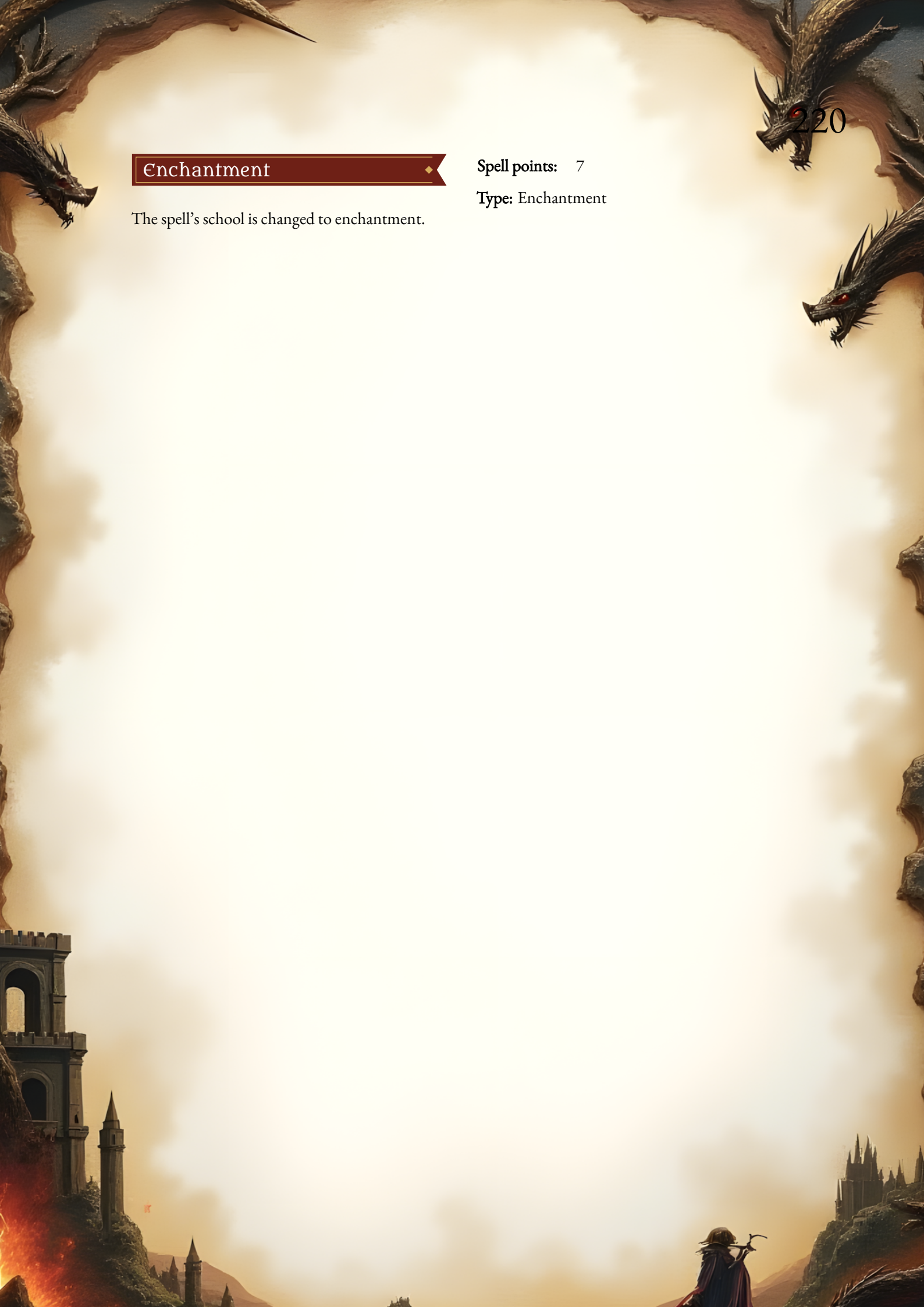
Type: Conjuration

Enchantment

The spell's school is changed to enchantment.

Spell points: 7

Type: Enchantment





H

Recipes

Potions and Tinctures

Strength Potion

Difficulty: medium
Yield: 2

Preparation: Use a heavy iron cauldron over hot coals. Grind the rock troll claw in a granite mortar into ash-gray dust (Caution: Do not inhale the dust!). Bring the water to a boil and stir in the claw powder steadily in a clockwise direction until the mixture thickens. Add the yarrow, followed by the crushed garlic.

Preparation time: 4 hours of active boiling, followed by a 12-hour resting period in the dying embers. **Yield:** 2 doses (2x150 Oth of liquid, total weight 300 Oth without the container).

Effect: Increases the Strength attribute by +2 points for a duration equal to the number of hours of Endurance.

Ingredients

- **Rock troll claws (*Lithocrinus tirakanis*)** (50 oth), *Components*. The claws of a rock troll are not claws in the biological sense, but mineralized growths made of hardened keratin and concentrated ores. They reflect the unbridled physical regenerative power of the trolls, whose skin has entered into a symbiosis with the rock of the Shadow Rocks. A single, intact claw is about the size of a short sword. Their color ranges from deep gray to obsidian black, often with layers reminiscent of slate. They are so hard that they spark when they hit metal. Ordinary blades usually dull immediately when used on them. In alchemy, the entire claw is almost never used, but rather a processed form. The claw must be laboriously worked with diamond files or hardened steel chisels. Finely grated shavings or dust are used as ingredients. This dust is heavy, ash-colored, and glitters when exposed to light. The dust must be extremely

fine. Chips that are too coarse will not dissolve in the potion and can seriously injure the user's esophagus when consumed. Alternatively, it is advisable to strain the liquid through a sieve after brewing.

- **Yarrows (*Achillea millefolium*)** (50 oth), *Components*. Yarrow is used for its hemostatic effect. The flowers and the leaves contain tannins, bitter and mineral substances. The essential oil of the plant has anti-inflammatory and antispasmodic effect.
- **Garlic (*Allium toranum*)** (2 Piece), *Food / Provisions*. A pungent-smelling bulblet that brings tears to the eyes of alchemists.

In alchemy, it serves as a cleansing agent. It clears mucus from the lungs, disinfects wounds, and—thanks to its stench—keeps vermin and sensitive elves at a safe distance.

It grows on every honest farm in Toran and Hade-wald and can be bought from any shopkeeper for a few Deut.

- **Water** (350 oth), *Components*. Cold, clear water.

Elixir of elven power

Difficulty: medium
Yield: 2

Preparation: The oil from the Schiller whale is slowly heated to body temperature together with the water in a glass bowl. It must never boil, otherwise the “shimmer” (the magical essence) will evaporate. The rock salt is sprinkled in until the liquid becomes milky. The silver orchid leaves are then placed in the warm oil (maceration). They must rest there for 11 hours and slowly release their juices into the oil. Finally, the elixir is filtered through a silk cloth. The remaining liquid should now have taken on the characteristic pearly glow of the whale.

Preparation time: 1 hour of active time (for precise temperature control) and 11 hours of resting time.

Quantity: 2 applications, 2x25 Oth liquid, 2x25 Oth weight

Effect: The player adds 2D6 to their dice pool for a duration of 2D6 minutes. After this time, the character suffers the “shocked” 2 condition and

is stunned for 2D6 minutes as their metabolism abruptly slows down after the highly potent oil wears off. Elven characters do not suffer this side effect.

Ingredients

- **Silberorchidee** (3 Petals), *Components*. The silver orchid is considered the undisputed and deceptive “queen of southern flora.” It is a botanical marvel that is as beautiful as it is deadly to those who are fooled by its splendor.

Its leaves are not green, but have a dark gray, almost metallic color that shines like polished silver in the moonlight. The veins pulsate faintly in a pale violet when magic is nearby. The flower itself is large and cup-shaped, with snow-white petals that are razor-sharp at the edges. But the most disturbing thing about it is not its beauty, but its mobility: the plant stretches upward on exposed, muscular roots, which enable it to crawl slowly across the ground.

The silver orchid is found almost exclusively in the deep south of Tirakan, beyond the Iron Mountains. It can be found in the vast green steppes and along riverbanks, often camouflaged in the shade of the local flora. It often grows in disturbing proximity to the giant stone creatures that dwell in the passes.

When you approach the plant, it emits a glittering cloud of fine, silver dust. This is not harmless pollen, but a deadly attack. Anyone who inhales the dust is seized by severe coughing and shortness of breath. Within moments, black pockmarks form on the skin, and the victim falls into a deep, death-like unconsciousness. Once the victim is defenseless, the plant secretes a corrosive substance from its roots to slowly decompose and absorb its prey.

Despite these dangers, it is hunted because it is a powerful potentiator. In alchemy, the extracted nectar is used to increase the effects of other potions to the extreme. But processing it is risky: a mistake in distillation causes the magical energy to overload the body (similar to “silver death”), which is often fatal.

Ancient legends say that silver orchids came into

being when the blood of a fallen star god dripped onto the earth in the First Age. The elves, on the other hand, call the flower “traitor’s jewelry” and believe that it grows where reality has cracked and chaos seeps into the world.

“It looks like jewelry, crawls like a spider, and is worth more than my house. But be careful, boy: when you see the glitter, hold your breath and run. Before you realize you’re getting sick, you’ll already be its fertilizer.” – Marginal note in the records of the herb collector ‘Three-Finger Hannes’

- **Schiller whale oil** (1 Vial), *Components*. The blubber, the fatty tissue under the skin, is the reason why these majestic animals are hunted. It is no ordinary fat, but a storehouse of magical energy. In its raw state, blubber is a tough, jelly-like mass that glows faintly blue. After refinement (melting and filtering), it becomes a clear, oily elixir that streaks like liquid mother-of-pearl. Unlike the rancid blubber of ordinary whales, the blubber of the Schiller whale smells fresh, salty, and slightly metallic (like the air before a thunderstorm).

It is the best known means of binding volatile magic in potions (see Elixir of the Elven Watch). When burned in lamps, it gives off a light that never produces soot and can make the invisible visible. Weapon oils made from this oil can injure spirits. Since hunting them is extremely dangerous (iridescent whales rarely defend themselves, but are often protected by sea elementals or mermaids) and the animals are rare, the price is enormous.

The Ancatir consider hunting iridescent whales a sacrilege. They only use oil that comes from whales that have washed ashore naturally (“gift of the tides”). Alchemists who use “bloody oil” are often expelled from the city in elven enclaves.

The Schiller whale is one of the most fascinating and peace-loving giants of the seas around Tirakan. It is not just an animal, but a living anomaly closely connected to the magical currents of the oceans.

The iridescent whale resembles an earthly blue whale in shape, but is slimmer and has longer, almost wing-like side fins. What makes it special is its skin: it is not gray, but has a pearlescent, semi-transparent surface. Depending on the incidence of light and the magical saturation of the environment, its skin refracts light into all colors of the

spectrum. Hence the name. When a iridescent whale breaks the surface, it looks like a living rainbow rising out of the water. Scholars believe that these whales not only feed on krill, but also absorb the light of the moon and stars when they come to the surface at night.

Iridescent whales avoid shallow coastal waters. They travel through the deep oceans, far away from the routes of merchant ships.

They are most often sighted in the Southern Ocean, in the cold currents far from the heat of the jungle, or in the mystical waters around abandoned island archives.

They travel in small family groups (pods). It is said that their song can calm storms or drive madness in those who listen to it for too long.

We saw it at new moon. It glowed beneath the keel like a sunken city. When we threw the harpoons, the beast did not scream. It began to sing. A sound so deep that the wood of my ship splintered and two of my men simply jumped into the water, smiling. We killed it, yes. But the oil... it burns in the lamps of my cabin, and I swear I see the faces of those who jumped in the shadows.*
From the logbook of the whaler 'Haken-Ulf'

Laughing Potion

Difficulty: simple

Yield: 1

Preparation: First, bring the spring water to a boil in a copper kettle until it bubbles gently. Add the crushed comfrey, which forms the physical basis and ensures that the laugh muscles remain supple.

Now comes the crucial moment: the "giggle pea" must be crushed in a mortar while telling a (really!) bad joke out loud. The flatter the joke, the more sparkling the potion! Stir the mixture three times counterclockwise while giggling quietly. Finally, stir in the honey to dispel the bitterness of the world.

Preparation time: 30 minutes of active stirring and joke telling, followed by 1 hour of resting time to "settle."

Quantity: 1 application, approx. 50 Oth liquid, weight: 50 Oth.

Effect: The consumer must laugh loudly at every little incident at the next opportunity (duration: 2D6 minutes). In terms of game mechanics, this grants a bonus die on all "Performance" or 'Communication' checks, but makes all "Stealth" checks +3 more difficult (SG Medium).

Exhaustion: After the effect expires, -1 point on all dice rolls for 30 minutes (laughing is exhausting!).

Ingredients

- **Water** (60 oth), *Components*. Cold, clear water.
- **Comfrey** (*Symphytum officinale*) (10 oth), *Components*. Comfrey stimulates blood circulation, bruises, hematomas and sprains disappear faster. Comfrey accelerates the regeneration of cells.
- **Chickpeas** (*Gigglepea*) (1 Piece), *Food / Provisions*. This small, yellow-green bean is a truly wonderful food.

Apart from its alchemical use as a base for laughing potions, it is an excellent food for weary travelers. It is often found in the rich markets in and around Al Bah Ji Ra. However, its popularity is slowly spreading throughout Tirakan.

Eating a handful of roasted chickpeas dispels gloomy thoughts and briefly lifts the "shadow" from the mind. This is especially true when seasoned with spices such as garlic, cumin, or pepper. Even on their own, they are rich in protein and complex fiber, making them a nutritious addition to any diet.

"If the stew tastes too bitter and life weighs too heavily, throw in a handful of chickpeas. Your stomach will thank you with a gurgle." — Master chef Alar al-Din of the "Tent of Seven Veils" in El Kurru

- **Honey** (5 oth), *Food / Provisions*. In cultivated regions, honey is produced by hard-working beekeepers, who often set up their hives near herb gardens.

This honey is clear, stable, and has a delicate taste of thyme or lavender. It usually costs about 2 guilders per 5 oth and is a reliable staple for any alchemist who wants to soften the bitterness of herbal ex-

tracts.

Those who are more adventurous search the forests for wild bee nests. This honey is darker, thicker, and often mixed with pollen or small pieces of wax. It has a strong, almost earthy flavor. It is said that wild honey from the primeval forests has a stronger regenerative power for the voice. Ideal for bards who need to lubricate their throats after a long night in the tavern.

Titanic Strength

Difficulty: difficult

Yield: 1

Preparation: Reduce the red wine until a dark paste forms. Be careful not to let it burn. Heat the wine reduction in a crucible. Then, while stirring, gradually add water (dripping it in carefully) to completely dissolve the finely ground amber until a reddish-golden haze forms.

Now add two portions of the finest Rock Troll Claw Powder and the Kinstarchel Bone Powder. Add arnica to mitigate the toxicity of the troll powder.

The reaction transforms the mixture into a thin, liquid broth. It is highly explosive and tends to foam. Stir exactly against the path of the Daymoon to contain the pressure. Not too fast, not too slow. Use a flask to collect the pale golden-yellow distillate until the broth has almost completely evaporated.

(If you mess up, you don't roll on the failure table. It just explodes. BOOM!)

Preparation time: 20 minutes of preparation, 2 hours of careful simmering, 12 hours of continuous distillation, followed by 3 days of aging in complete darkness.

Quantity: 1 dose (150 Oth of highly concentrated essence).

Effect: The Strength attribute is increased by +6 points for a duration of Resistance $\times$ 2 rounds in combat. Unarmed attacks (punches, kicks) automatically gain the Penetration 2 property. At the

same time, the user gains +4 units of Normal Protection (N) for their protection pool. Once the effect ends, the user suffers from Poison. For 10 minutes, they lose 1D3 Wounds each round. No antidote is effective.

Ingredients

- **Rock troll claws (*Lithocrinus tirakanis*)** (100 oth), *Components*. The claws of a rock troll are not claws in the biological sense, but mineralized growths made of hardened keratin and concentrated ores.

They reflect the unbridled physical regenerative power of the trolls, whose skin has entered into a symbiosis with the rock of the Shadow Rocks.

A single, intact claw is about the size of a short sword. Their color ranges from deep gray to obsidian black, often with layers reminiscent of slate.

They are so hard that they spark when they hit metal. Ordinary blades usually dull immediately when used on them.

In alchemy, the entire claw is almost never used, but rather a processed form. The claw must be laboriously worked with diamond files or hardened steel chisels.

Finely grated shavings or dust are used as ingredients. This dust is heavy, ash-colored, and glitters when exposed to light. The dust must be extremely fine. Chips that are too coarse will not dissolve in the potion and can seriously injure the user's esophagus when consumed. Alternatively, it is advisable to strain the liquid through a sieve after brewing.

- **Amber** (100 oth), *Components*. A smooth, oval-shaped amber with a warm golden hue. Its polished surface is slightly transparent and reflects light in a fascinating way. The hand-sized stone looks like a natural talisman due to its curved shape.

- **Water** (50 oth), *Components*. Cold, clear water.

- **Kinstarchel Bone** (10 oth), *Components*. Bones of a deceased Kinstarchel. An explosive secretion can be extracted from the marrow of the bones.

- **Wine (alchemical base)** (1 stone), *Components*. A fermented grape juice. Available in red or white. Due to its alcohol and acid content, it is often used as a reliable carrier liquid for alchemical raw mate-

rials.

It serves as a mild solvent. The alcohol extracts the active ingredients from dried herbs, berries, or roots, while the acid stabilizes the brew in the cauldron.

It is available by the barrel or in jugs at every tavern, winery, or general store throughout Tirakan.

Lachsunder Seemagen

Difficulty: simple

Yield: 3

Preparation: Take your small cauldron and fill it with clear spring water. Crush the dried mugwort and seaweed with a mortar and pestle until a coarse paste forms. Now add freshly grated ginger. Bring the mixture to a brief boil, then simmer over moderate heat until the liquid turns dark green. Strain the decoction through a linen cloth and pour it into a vial.

Preparation time: 20 minutes of active brewing time; no resting time required.

Quantity: 3 doses (liquid: 30 Oth, total weight 90 Oth).

Effect: Instantly heals all ailments caused by seasickness (can also be taken preventively up to 2 hours before a sea voyage) and heals a wound after 2 hours.

Ingredients

- **Mugwort (*Artemisia vulgaris*)** (1 Bunch), *Components.* A mugwort plant. The tops of the sprout are used to revive the digestion.
- **Seaweed from Lachsund (*Alga asgorania*)** (10 oth), *Components.* Eine zähe, dunkelgrüne bis bräunliche Meeresalge mit breiten, ledrigen Blättern, die an den Küsten von Lachsund im kalten Meerwasser gedeiht.

Sie schmeckt extrem salzig und verströmt einen intensiven Duft nach frischer Gischt und Jod.

In der alchemistischen Naturkunde dient er als Stabilisator für den Magen. Seine Inhaltsstoffe beruhigen den Gleichgewichtssinn und binden Giftstoffe

im Verdauungstrakt. Für den alltäglichen Verzehr ist er nicht geeignet.

Das Gewächs wird in großen Mengen an den felsigen Küsten von Asgoran angespült oder gezielt von den maritimen Sammlern der Siederei Falke aus dem Meer gefischt, getrocknet und verarbeitet. Auf den Fischmärkten von Lachsund ist er körbeweise erhältlich.

- **Lemon Ginger (*Zingiber meridionale*)** (5 oth), *Components.* A tuberous, fibrous root of light brown color, whose juicy, yellow flesh releases a burning pungency and an intensely fresh citrus aroma when cut open.

In alchemy, it is considered a fiery vitalizer that stimulates blood circulation. It is used to stimulate the body's vital fluids, alleviate stomach ailments, and drastically accelerate the absorption of healing elixirs into the bloodstream.

The plant thrives in warm, humid conditions and grows magnificently in the fertile, river-rich lands of O'grut, or is imported to Meridian from the southern oases via the humans' extensive trade networks.

- **Water** (90 oth), *Components.* Cold, clear water.

Elixir of Chronos

Difficulty: difficult

Yield: 1

Preparation: Bring the pure spring water to a boil in a heavy iron cauldron. Add the obsidian dust and stir continuously until the water takes on a cloudy, gray color. Now add the dried guild herb and the valerian. The dust binds the plant fibers and slowly settles to the bottom during the three-hour, vigorous boil, releasing the concentrated alkaloids into the liquid.

The mixture must be filtered through a triple layer of linen cloth. If obsidian dust remains in the potion, it weighs heavily on the consumer's gut, causing 1D6 hours of exhaustion. All checks are made with a +1 penalty during this time.

Preparation time: 3 hours of active, highly concentrated work. 12 hours of rest in absolute darkness and silence.

Quantity: 1 dose (approx. 15 Oth of pure essence, total weight 15 Oth).

Effect: For the next 6 hours, the consumer enters a state of absolute, supernatural hyper-focus. The character gains a permanent bonus of +2 dice on all checks requiring Logic, Diligence, Perception, or Knowledge.

Additionally, for the duration of the effect, the character becomes completely immune to the Dazed condition as well as to all attempts at mental influence or sleep spells (since the brain is simply working too fast).

As soon as the 6 hours elapse, the nervous system collapses abruptly. The character instantly falls into a comatose deep sleep for 1D6+2 hours, from which they cannot be awakened under any circumstances (not even damage will wake them). They awaken afterward somewhat confused and cannot remember what happened during the 6-hour duration.

However, the deep sleep allows the character to make a Rest roll.

Ingredients

- **Gildenkraut (*Vigilia mercatoris*)** (30 oth), *Components*. Gildherb is a tough, almost inconspicuous plant that only catches the trained eye of an expert.

It is characterized by jagged, leathery leaves of a deep green color, whose thick veins have a slight reddish sheen. Its flowers are tiny, pale yellow, and close immediately once the sun passes its zenith. The herb is entirely mundane and possesses not the slightest spark of the arcane. Its value lies rather in its extremely high, natural concentration of alkaloids, particularly pure caffeine. When the tough leaves are crushed between the fingers, they give off a sharp, earthy scent reminiscent of heavily roasted nuts.

Location and Habitat: This plant is relatively rare, as it requires very specific, adverse conditions to produce its stimulating sap. It thrives exclusively in barren, mineral-rich soils and avoids the damp moss of deep forests.

Gildherb is found primarily in the rocky crevices of ancient trade routes, in the crumbling stone mortar of abandoned guild outposts, or on the steep, sun-baked slopes of the Toran Highlands. It needs hard rock and plenty of wind to prevent it from withering away.

- **Valeriana (*Valeriana officinalis*)** (1 Bunch), *Components*. Valerian helps with insomnia and restlessness. Hops and lemon balm increase the effect of valerian and improve the taste.

- **Obsidian (Dust)** (5 oth), *Components*. Obsidianstaub ist ein mundaner, mineralischer alchemistischer Grundstoff, der aus vulkanischem Glas gewonnen wird.

Er besitzt keinerlei innewohnende magische Kraft, ist jedoch aufgrund seiner extremen Härte, seiner scharfen Kanten im mikroskopischen Bereich und seiner enormen Hitzebeständigkeit ein unschätzbare mechanischer Katalysator.

In der Alchemie wird er genutzt, um Unreinheiten und Bitterstoffe aus kochenden Suden zu binden und feine Pflanzenessenzen zu zwingen, sich abzusetzen.

Obsidian entsteht dort, wo feurige Magma rasch an der frischen Luft oder durch Wasser abkühlt. Man findet das vulkanische Glas in den tiefen, erstarrten Lavaseen der Unterwelt oder an den rauen, vulkanischen Bruchstellen des Hochlands. Er kann in schweren Mörsern zu einem mehlfeinen, grauen Staub zerstoßen werden.

Die unangefochtenen Hauptlieferanten für den besten Obsidianstaub in Tirakan sind die Zwerge der Xordai. Insbesondere die Kolonie Kor-Vamak, die direkt in einem erstarrten Lavasee errichtet wurde, hat sich auf den Abbau und die Verarbeitung dieses Materials spezialisiert.

Das dort ansässige Syndikat exportiert den Staub über ihre gut bewachten Handelskarawanen bis an die Oberfläche.

Felsenfeuer Distillate

Difficulty: simple

Yield: 1

Preparation: The preparation requires meridian-like precision. First, the marshmallow root is

steeped in cold water and left to steep for exactly two hours before the liquid is strained and heated. In the meantime, comfrey and chamomile are ground into a fine powder in a mortar. The heated marshmallow liquid is mixed with the powder and distilled several times until a clear essence is obtained.

Preparation time: 2 hours of steeping time for the cold extraction of the marshmallow root, followed by 1 hour of active time at the distillation apparatus.

Quantity: 1 application. Approx. 200 Oth of liquid, total weight 800 Oth (including ceramic bottle).

Effect: The concentrated active ingredients accelerate cell regeneration and heal 1W3 wounds.

Ingredients

- **Water** (200 oth), *Components*. Cold, clear water.
- **Camomile (*Matricaria recutita*)** (50 oth), *Components*. Chamomile is one of the oldest medicinal plants and was already used in the Middle Ages. The flowers have a healing and soothing effect. Externally, chamomile can be used for inflammation of the gums, skin or mucous membrane. Taken internally, it is effective for gastrointestinal disorders. Rinsing and inhalation are also widely used.
- **Comfrey (*Symphytum officinale*)** (50 oth), *Components*. Comfrey stimulates blood circulation, bruises, hematomas and sprains disappear faster. Comfrey accelerates the regeneration of cells.
- **Marshmallow (*Althaea officinalis*)** (100 oth), *Components*. The root of this medicinal plant is used. This is prepared cold and must infuse for about two hours. Only after infusion, the liquid is strained and then heated. The substances provide protection for the mucous membranes and have an anti-irritant effect. A helpful medicinal plant for gastrointestinal problems and a cough.

Genesis Elixir

Difficulty: difficult
Yield: 1

Preparation: Bring the ocean water to a boil in a cauldron made of pure silver. Add the ground amber and obsidian dust to condense the liquid's arcane matrix.

While stirring constantly against the sun's path, incorporate the Kinstarchel secretion. Beware of the fumes! When the solution bubbles up a deep blue, add the butterfly dragon secretion, which induces a state of primal sleep in the spirit.

Finally, you must toss in the ground claw of the Sethlarn, which serves as a temporal anchor. The brew must now simmer over a gentle ember for exactly three days, until the mixture has condensed into a viscous, shimmering essence.

Preparation time: 6 hours of active brewing time, 72 hours of resting and aging time over embers.

Quantity: 1 application (approx. 50 Oth of pure essence, total weight 50 Oth).

Effect: Restores the life of a deceased character, but entails a horrific transformation process lasting several days. As soon as the essence is administered to the deceased, the flesh liquefies completely and disintegrates within moments into a shimmering primordial soup. After a few minutes, the deceased reemerges from this organic mass as a helpless infant.

Over the following 7 days, the transformed individual undergoes an extremely accelerated, painful physical and emotional maturation process:

Primordial Slime > Infant > Toddler > Adolescent > Primordial Age

During this maturation phase, the character is extremely vulnerable—both physically and mentally—and completely incapable of acting on their own. **Physical Decay & Growth:** Their bones break and reform every day. Their muscles grow amid excruciating pain. **Mental Confusion:** At first, the Transformed One has almost no ability to speak. Their memories and emotions return only in fragmented, often frightening bursts. Companions are usually recognized only vaguely by their scent or voice. Whether they are friend or foe often triggers shifting waves of primal trust or panic-

stricken fear of loss in the maturing individual. During these 7 days, the player should embody a protégé who must be protected, fed, and carried by the group while gradually regaining his personality. Only after the 7 days have elapsed does the aging process stop exactly on the day of the original death. The character is now fully restored: all hit points are regenerated, all old ailments, scars, or curses are healed, and the character regains their full knowledge and all their memories without any gaps. They feel, in the truest sense of the word, as if they have been reborn.

Ingredients

- **Water** (50 oth), *Components*. Cold, clear water.
- **Butterfly dragon secretion** (10 oth), *Components*. If one is careful, butterfly dragons can be milked. They secrete a very strange secretion, which immediately makes the person who consumes it fall into a sleep with fascinating dreams. If the potion is administered or taken, the person consuming it will sleep soundly for at least eight hours. Double rest is applied for this time. The sleeper is at most to be awakened by real pain.
- **Kinstarchel Secretion** (10 oth), *Components*. A highly reactive liquid produced from the bones of the adorable Kinstarchel.
- **Talisman of a Sethlarn** (1 Piece), *Oddities*. Claw of a Sethlarn on a leather thong. It exudes an enormous magical power. It stops the aging process of the wearer. When it is removed, time catches up with the wearer.
- **Amber** (5 oth), *Components*. A smooth, oval-shaped amber with a warm golden hue. Its polished surface is slightly transparent and reflects light in a fascinating way. The hand-sized stone looks like a natural talisman due to its curved shape.
- **Obsidian (Dust)** (5 oth), *Components*. Obsidianstaub ist ein mundaner, mineralischer alchemistischer Grundstoff, der aus vulkanischem Glas gewonnen wird. Er besitzt keinerlei innewohnende magische Kraft, ist jedoch aufgrund seiner extremen Härte, seiner scharfen Kanten im mikroskopischen Bereich und seiner enormen Hitzebeständigkeit ein un-

schätzbarer mechanischer Katalysator.

In der Alchemie wird er genutzt, um Unreinheiten und Bitterstoffe aus kochenden Suden zu binden und feine Pflanzenessenzen zu zwingen, sich abzusetzen.

Obsidian entsteht dort, wo feurige Magma rasch an der frischen Luft oder durch Wasser abkühlt. Man findet das vulkanische Glas in den tiefen, erstarrten Lavaseen der Unterwelt oder an den rauen, vulkanischen Bruchstellen des Hochlands. Er kann in schweren Mörsern zu einem mehlfeinen, grauen Staub zerstoßen werden.

Die unangefochtenen Hauptlieferanten für den besten Obsidianstaub in Tirakan sind die Zwerge der Xordai. Insbesondere die Kolonie Kor-Vamak, die direkt in einem erstarrten Lavasee errichtet wurde, hat sich auf den Abbau und die Verarbeitung dieses Materials spezialisiert.

Das dort ansässige Syndikat exportiert den Staub über ihre gut bewachten Handelskarawanen bis an die Oberfläche.

Panthomeic Pick-Me-Up

Difficulty: medium

Yield: 2

Preparation: First, you must grind the hard Panthomean pine cones into a fine powder using a mortar. Bring this powder to a boil in clear water over a blue, extremely hot flame until the water turns emerald green. Now you must add fresh bloodwort to neutralize the bitter compounds in the cones. The chamomile, lightly crushed, gives the potion its energizing effect.

Preparation time: 2 hours of intense boiling, followed by half a night of steeping in a cool cellar.

Quantity: 2 doses. 200 Oth of liquid, total weight 200 Oth.

Effect: Temporarily eliminates sleep deprivation. The user ignores all penalties due to fatigue and also receives a substantial bonus of +2 dice to Perception and Alertness for 1W6 hours. However, as soon as the effect wears off, the body inevitably falls into a deep, dreamless sleep.

Ingredients

- **Panthomic pine cones** (2 Piece), *Components*. Panthomean pine cones are the woody, resin-rich fruit clusters of the rare Panthomean mountain pine.

These cones are covered by a hard, almost metallic-looking layer of scales that encloses a deep-purple, highly sticky balsam inside. They possess no inherent magical energy, but are known in alchemy for their powerful preservative, structure-strengthening, and heat-generating properties.

These cones grow exclusively in the icy, storm-lashed heights of the Panthomean peaks, far above the tree line in the rugged highlands.

Harvesting them is arduous, as the cones can only be harvested by hunters or the Hil-JabalJarh.

Occasionally, dwarven mountain caravans bring isolated specimens to markets throughout Tirakan.

- **Common Bloodweed** (20 oth), *Components*. Bloodweed is a ground-level plant that is particularly striking due to its fleshy, deep red leaves. The fine veins on the leaf surface glow in a rich scarlet red, almost as if real blood were pulsing through them. When a leaf is crushed, a sticky, sweet-smelling sap emerges that stains the fingers for days. It is not a magical plant in the classic sense. It draws its power from the iron-rich soil and the pale light of the dense forests.

You will usually find bloodweed in shady, damp places. It prefers the foot of old oak trees or the immediate vicinity of rotting undergrowth in deep forests. An inattentive traveler often mistakes it for common purple sorrel, but a trained alchemist will notice the small, pearl-like dewdrops that always collect at the edges of the leaves.

It is best harvested in the early morning hours, before the sun breaks through the canopy. Only the outer leaves are cut to preserve the root.

- **Camomile (*Matricaria recutita*)** (1 Bunch), *Components*. Chamomile is one of the oldest medicinal plants and was already used in the Middle Ages. The flowers have a healing and soothing effect. Externally, chamomile can be used for inflammation of the gums, skin or mucous membrane. Taken internally, it is effective for gastrointestinal disorders. Rinsing and inhalation are also widely used.

- **Water** (130 oth), *Components*. Cold, clear water.

Goblin Stomach-Strangler

Difficulty: medium

Preparation: Carefully grind the celandine in a mortar, then simmer it with the water over low heat until a clear, odorless decoction forms.

While stirring constantly (preferably in a counter-clockwise direction), add the lizard bile extract drop by drop. The steam will briefly smell like rotten eggs. That is the moment when you must add the finely ground amber dust.

Let the potion rest overnight. After straining, you'll obtain a clear, slightly bluish tincture that is completely tasteless and will blend seamlessly into any drink!

Preparation time: 3 hours of active brewing time, 12 hours of resting time.

Quantity: 3 doses (200 Oth of liquid, total 600 Oth).

Effect: Administered in food or drink (even when heavily diluted). The victim must immediately make a Resistance check (+1) and needs 2 successes.

Failure: The victim is immediately overcome by intense nausea and must vomit uncontrollably for the next 1D6 minutes (no actions possible; considered Crouching).

Success: The victim still suffers from severe stomach cramps and is considered Dazed for 10 minutes.

Ingredients

- **Greater celandine (*Chelidonium majus*)** (2 Bunch), *Components*. In the Middle Ages, celandine was used for skin rashes, impaired vision or jaundice. The alkaloids of the plant have an antispasmodic effect. They help with digestive problems and stimulate the flow of bile.

• **Marsh Lizard Bile** (10 oth), *Components*. A thick, dark green, and foul-smelling liquid extracted fresh from the gallbladder of the massive swamp lizard. It is corrosive and contains a paralyzing toxin.

Since the swamp lizard lives hidden in the warm, humid swamp areas and on the borders of the O'grut lands, obtaining it is a laborious process.

• **Amber** (10 oth), *Components*. A smooth, oval-shaped amber with a warm golden hue. Its polished surface is slightly transparent and reflects light in a fascinating way. The hand-sized stone looks like a natural talisman due to its curved shape.

• **Water** (600 oth), *Components*. Cold, clear water.

Snakeoil

Difficulty: simple

Yield: 1

Preparation: First, melt the fat (any kind, as long as it's fatty!) in a small iron pot over moderate heat. Make sure it doesn't burn. Once the fat is liquid, stir in the mint decoction. This serves solely to mask the pungent smell of the fat and give the tincture a "medicinal" green color. A dash of beet schnapps ensures that the mixture burns in your throat. But what burns also helps. Finally, shake the emulsion vigorously until it looks cloudy and mysterious.

Preparation time: 30 minutes of active stirring, 1 hour to cool and settle.

Quantity: 1 application (liquid: 5 Oth / weight: 6 Oth including bottle).

Effect: Immediately heals 1 wound when applied. The patient feels briefly invigorated but suffers from the terrible aftertaste.

Ingredients

• **Lard** (10 oth), *Components*. It is fat. Of plant or animal origin. It is used for frying, refining food, or lubricating.

• **Mint** (1 Bunch), *Components*. Mint is widespread in Tirakan, but among those who study herbal medicine, it is considered an indispensable staple for the mind and body.

Occurrence & growth: Mint is usually found in damp, semi-shaded locations. It grows rampantly on the banks of streams, in enchanted forest clearings, or in the herb gardens of wise healers.

It is considered to be soothing for the stomach, has a cooling effect, and relieves sore throats. It is used in ointments, tinctures, and teas. It is also often used to soften the strong taste of game meat or to give cheap thin beer a fresh note.

• **Water** (10 oth), *Components*. Cold, clear water.

Brew of Uncontrolled Zeal (Goblin Variant)

Difficulty: simple

Yield: 1

Preparation: Roughly tear the dried leaves of the guild herb with your fingers and toss them into an uncleaned iron cauldron along with cheap beet schnapps. While clapping loudly and rhythmically, bring the mixture to a brief, vigorous boil until a pungent, nutty steam rises. Immediately remove from the heat and pour the warm liquid into a leather wineskin.

Preparation time: 15 minutes of active work (no resting time).

Quantity: 1 dose (10 Oth of liquid, weight 12 Oth).

Effect: This brew affects only members of the goblin races. If another creature drinks this potion, it feels slightly more energetic and is full of drive.

The goblin, however, falls into a work frenzy for 1d6×10 minutes. It gains +2 dice on all craft or physical skill checks (e.g., Mechanics, Mining, Climbing). However, all dexterity or logic checks (Logic, Deception, and Cheating) are made +3 more difficult during this time, as their mind jumps back and forth completely uncoordinated. They cannot control themselves and can hardly be stopped, except by strong arms or restraints.

Ingredients

- **Gildenkraut (*Vigilia mercatoris*)** (5 oth), *Components*. Gildherb is a tough, almost inconspicuous plant that only catches the trained eye of an expert. It is characterized by jagged, leathery leaves of a deep green color, whose thick veins have a slight reddish sheen. Its flowers are tiny, pale yellow, and close immediately once the sun passes its zenith. The herb is entirely mundane and possesses not the slightest spark of the arcane. Its value lies rather in its extremely high, natural concentration of alkaloids, particularly pure caffeine. When the tough leaves are crushed between the fingers, they give off a sharp, earthy scent reminiscent of heavily roasted nuts.

Location and Habitat: This plant is relatively rare, as it requires very specific, adverse conditions to produce its stimulating sap. It thrives exclusively in barren, mineral-rich soils and avoids the damp moss of deep forests.

Gildherb is found primarily in the rocky crevices of ancient trade routes, in the crumbling stone mortar of abandoned guild outposts, or on the steep, sun-baked slopes of the Toran Highlands. It needs hard rock and plenty of wind to prevent it from withering away.

- **Beet schnapps** (10 oth), *Food / Provisions*. Beet schnapps is a typical product of human farmland in the more temperate zones of Tirakan, especially in the western and central kingdoms of the humans.

It is made from fermented and distilled sugar beets. It is a cheap but high-proof spirit. In alchemy, it is used solely as a solvent and heat source to extract the aggressive or volatile properties of other substances (such as the bile of the flying lizard). Due to its purity and lack of complex ingredients, it is ideal as a simple base for mass carriers.

Beet schnapps is usually clear or slightly yellowish-cloudy and has a pungent smell of ethanol and a subtle, earthy sweetness. It burns when drunk and leaves a strong, unpleasant aftertaste.

Beet schnapps symbolizes the endurance and pragmatism of the people of Tirakan. While the elves have their “living water” and the dwarves their deep salt, humans rely on simple, readily available solutions.

It is a mass-produced item and an important commodity in the border regions and mercenary camps. A large part of the price of simple potions is accounted for by distillation and transport, not the ingredient itself.

For the high-ranking alchemists in the academies, beet schnapps is a sign of amateurism; they prefer more refined, less aggressive solvents. Village alchemists, on the other hand, use it because of its efficiency and availability.

Kinstarchel Secretion

Difficulty: medium

Yield: 1

Preparation: First, the bones of a freshly deceased (or at least not too weathered) Kinstarchel must be carefully cleaned and crushed to extract the deep black marrow. This is heated over a low flame in pure alcohol. It must not be allowed to boil! As soon as an oily, slightly shimmering layer forms on the surface, it must be skimmed off with a silver pipette. The secretion is then mixed directly with a ready-made potion or poison. The mixture is highly unstable; a violent shock (such as the impact of a vial) is enough to suddenly release the energy it contains.

Preparation time: 1,5 hours of active extraction, after which the mixture must rest for 1 hour in a cool, dark container before it is stable enough for transport.

Quantity: 1 application (approx. 10 Oth secretion), sufficient to prepare one vial (50-100 Oth) of another potion.

Effect: The secretion gives a potion the property “Explosive.” When the container is broken (Dexterity check required), the mixture explodes within a radius of 1D3 meters. Every creature in this area is treated as if it had directly ingested the potion or poison.

Note: The secretion itself does not cause any damage; it merely serves as a rapid carrier for the effect of the mixed potion.

Ingredients

- **Alcohol** (300 oth), *Components*. In the laboratories of alchemists and the huts of herbalists, alcohol is rarely stored for pleasure. It is considered a solvent capable of unleashing the essence of plants and minerals.

It is obtained from fermented grain or fruit through multiple distillations. It is a distillate with a pungent, sharp smell that is so strong that it tickles the nose when inhaled and evaporates immediately on the skin, leaving a cooling sensation.

- **Kinstarchel Bone** (2 stone), *Components*. Bones of a deceased Kinstarchel. An explosive secretion can be extracted from the marrow of the bones.

Vespera's Flawlessness

Difficulty: medium

Yield: 2

Preparation: Add the silver shavings and the crushed moonlight lily blossoms to the pure spring water and bring the mixture to a boil over low heat. Stir with a silver spatula in a precise clockwise motion until a uniform, silvery-shimmering liquid forms. Now add the opium poppy. The elixir must then rest overnight in complete darkness. If the resting period is interrupted or the mixture is exposed to sunlight, the delicate active ingredients will break down and the essence will resinify, rendering it ineffective.

Preparation time: 4 hours of active, highly concentrated brewing time. 12 hours of resting time in absolute darkness.

Quantity: 2 doses (approx. 15 Oth of pure essence, total weight 15 Oth; 7.5 Oth per dose).

Effect: For the next 4 hours, the user receives a bonus of +3 dice on all checks for Charm, Attractiveness, and Persuasion. However, as soon as the character fails a check for Communication, Politics, Etiquette, or Rhetoric (i.e., does not roll a success) during the duration of the effect, the effect immediately reverses: The bonus to Charm and Persuasion expires instantly and turns into a -3 die penalty for the remainder of the duration,

as the character appears extremely arrogant, conceited, and vain.

Translated with DeepL.com (free version)

Ingredients

- **silver shavings** (10 oth), *Components*. In Tiraka, silver shavings are usually obtained as a by-product in forges or during the manufacture of jewelry.

For alchemical purposes, they are often purified in fire to stabilize the magical currents in potions as purified silver. Silver shavings serve as an energetic anchor. They prevent the unstable components from “tearing apart” the potion during the brewing process.

- **Moonlight Lily (*Lilium lunaris*)** (2 Piece), *Components*. The moonlight lily is a rare, night-blooming plant of wondrous beauty. Its flawless, narrow petals have a silvery-white hue and seem to emit a soft, cool glow even in the deepest darkness. While it remains tightly closed during the day and looks like an inconspicuous, withered bud, it only fully opens its flower after dusk. A fine, silvery pollen gathers around the central stigma, leaving glittering trails in the air at the slightest touch. The plant exudes a slightly sweet, cool fragrance reminiscent of fresh evening dew and delicate mint.

It thrives exclusively in shady, damp places. It is found primarily on the mossy shores of abandoned forest lakes, near the mist from mountain waterfalls, or in clearings deep within the thickets of the gorge mountains. The Moonlight Lily never grows in large clusters, but always as a rare solitary bloom sheltered by old tree roots.

Translated with DeepL.com (free version)

- **Opium Poppy (*Papaver somniferum*)** (15 oth), *Components*. The opium poppy (*Papaver somniferum*) belongs to the poppy family and has a long history as one of our oldest medicinal plants. However, it is not only of interest for medicinal purposes: its seeds are valued in cooking as a foodstuff or pressed to produce high-quality edible oil. What is special about the opium poppy is that almost all parts of the plant contain alkaloids such as morphine. These active ingredients are concentrated mainly in the white milky sap that runs through the entire plant via a fine channel system

– this network is particularly dense in the wall of the capsule fruit. To obtain these substances, the unripe capsules are lightly scored so that the sap can escape. When this milky sap dries in the air, it produces the well-known narcotic opium. Incidentally, the name is derived from Greek and simply means “little sap.”

- **Water** (20 oth), *Components*. Cold, clear water.

Cheer-me-up

Difficulty: simple

Yield: 3

Preparation: Take a small cast-iron pot and bring the water to a boil. Coarsely crush the wild berries. As soon as the lemon balm is added, the characteristic sweet scent will emerge. Then slowly drizzle in the honey. Remove from the heat, then stir the liquid clockwise while stirring constantly until it has cooled almost completely.

Preparation time: 5 minutes boiling, 20 minutes active stirring time

Quantity: 3 applications of liquid: 90 Oth

Effect: Instantly dispels all worries and sadness. Immediately clears the mind of acute stress (and its effects on Dice-Mali).

Ingredients

- **Lemon balm** (*Melissa officinalis*) (1 Bunch), *Components*. Lemon balm has always been used as a medicinal herb in medicine. It is effective against headaches, nervousness, insomnia and gastrointestinal complaints. In addition, an infusion with lemon balm brings relaxation.

- **Wild berries** (20 oth), *Food / Provisions*. Wild berries are the sweet-and-tart, deep red to bluish fruits that thrive in the dense undergrowth of Tirakan’s untamed forests. They are particularly common in shady forests or on the outskirts of the rugged wilderness. They grow in the moist humus beneath old ferns and in the shade of mighty oaks.

- **Honey** (20 oth), *Food / Provisions*. In cultivated regions, honey is produced by hard-working bee-

keepers, who often set up their hives near herb gardens.

This honey is clear, stable, and has a delicate taste of thyme or lavender. It usually costs about 2 guilders per 5 oth and is a reliable staple for any alchemist who wants to soften the bitterness of herbal extracts.

Those who are more adventurous search the forests for wild bee nests. This honey is darker, thicker, and often mixed with pollen or small pieces of wax. It has a strong, almost earthy flavor. It is said that wild honey from the primeval forests has a stronger regenerative power for the voice. Ideal for bards who need to lubricate their throats after a long night in the tavern.

- **Water** (60 oth), *Components*. Cold, clear water.

Farnauge’s gaze

Difficulty: medium

Preparation: Use clear, boiled spring water as a base and bring it to a gentle boil in a fine glass flask apparatus. First, add the finely ground, dried ribwort plantain, which binds the essence and forms the basis for absorption by the mucous membranes. Next, stir in the powdered amber; melted over gentle heat without solvents, the amber binds the light within the potion. In a separate mortar, crush fresh eyebright flowers with three drops of cold-pressed lemon balm oil into a deep-green paste-like essence. Carefully drip this paste into the boiling flask while stirring constantly in a clockwise direction. The liquid changes from a murky brown to a luminous emerald green. After cooling, the brew must be filtered through a double layer of velvet cloth to remove any hard resin and amber residues.

Preparation time: 2 hours of active brewing time; 4 hours of resting time in dim light.

Quantity: 2 doses (approx. 150 Oth of pure essence total; 75 Oth per dose).

Effect: The user gains sharp, crystal-clear vision for the next 4 hours. The character gains a bonus of +2 dice on all Perception, Search, and Orientation checks.

Additionally, penalties due to natural darkness or light fog are reduced by 1.

Furthermore, drinking the elixir immediately removes the “Shocked” condition, as mental clarity returns instantly.

Ingredients

- **Water** (50 oth), *Components*. Cold, clear water.
- **Ribwort plantain (*Plantago lanceolata*)** (15 oth), *Components*. The pointed, narrow leaves of ribwort plantain are used as a syrup or also as a tea for colds. Ribwort can also be crushed and ground and applied to wounds or insect bites, where it has a cooling effect. The plant is also used for diarrhea.
- **Amber** (10 oth), *Components*. A smooth, oval-shaped amber with a warm golden hue. Its polished surface is slightly transparent and reflects light in a fascinating way. The hand-sized stone looks like a natural talisman due to its curved shape.
- **Eyebright** (1 Bunch), *Components*. Eyebright is a delicate but highly prized herb that grows primarily in sunny clearings and along dusty roadsides. In alchemy, the plant is primarily used fresh, as its delicate flowers quickly lose their potency when exposed to adverse conditions. The herb is considered an excellent potency enhancer for elixirs that promote sharpness, perception, and mental clarity, which is why it is often used to make eye ointments to combat glare or potions to sharpen the senses.
- **Oil (Base)** (5 oth), *Components*. In Tirakan, oil serves as the fundamental binder, solvent, and fuel for alchemical potions, ointments, and incendiary agents. Made from plants: Pressed from seeds, nuts, or bark. Thin in consistency and quickly absorbed; ideal as a base for healing elixirs, medicine, and fine mechanical lubricants. From animal sources: Extracted from boiled wild animals or fish. Thick, has a rancid odor, and is highly adhesive; perfect for long-lasting weapon poisons and incendiary weapons that are difficult to extinguish.

Falk's Tran Ointment

Difficulty: medium

Yield: 2

Preparation: Take a small iron cauldron and heat the Schillerwal oil over moderate heat until it becomes completely liquid and clear.

While stirring constantly and rhythmically, add the dried and finely ground ribwort plantain to give the ointment its wound-healing and skin-tightening properties. As soon as the mixture takes on a slight bluish sheen, remove the cauldron from the coals and stir in the purified fat while slowly pouring the mixture into earthenware pots, where it will solidify into a thick paste.

Preparation time: 1 hour of active simmering and stirring, 3 hours of resting time to allow it to solidify.

Quantity: 2 applications, 70 Oth of pure ointment mixture.

Effect: Application takes 1 minute. Grants the user 1 point of wound healing (heals any wound) for the next 2 hours, as well as the protection units N (Normal Protection) and B (Bleeding Protection) for the next battle. Additionally, the user is immune to the effects of natural cold during this time.

Ingredients

- **Schiller whale oil** (50 oth), *Components*. The blubber, the fatty tissue under the skin, is the reason why these majestic animals are hunted. It is no ordinary fat, but a storehouse of magical energy. In its raw state, blubber is a tough, jelly-like mass that glows faintly blue. After refinement (melting and filtering), it becomes a clear, oily elixir that streaks like liquid mother-of-pearl. Unlike the rancid blubber of ordinary whales, the blubber of the Schiller whale smells fresh, salty, and slightly metallic (like the air before a thunderstorm). It is the best known means of binding volatile magic in potions (see Elixir of the Elven Watch). When burned in lamps, it gives off a light that never produces soot and can make the invisible visible.

Weapon oils made from this oil can injure spirits. Since hunting them is extremely dangerous (iridescent whales rarely defend themselves, but are often protected by sea elementals or mermaids) and the animals are rare, the price is enormous.

The Ancatir consider hunting iridescent whales a sacrilege. They only use oil that comes from whales that have washed ashore naturally ("gift of the tides"). Alchemists who use "bloody oil" are often expelled from the city in elven enclaves.

The Schiller whale is one of the most fascinating and peace-loving giants of the seas around Tirakan. It is not just an animal, but a living anomaly closely connected to the magical currents of the oceans.

The iridescent whale resembles an earthly blue whale in shape, but is slimmer and has longer, almost wing-like side fins. What makes it special is its skin: it is not gray, but has a pearlescent, semi-transparent surface. Depending on the incidence of light and the magical saturation of the environment, its skin refracts light into all colors of the spectrum. Hence the name. When a iridescent whale breaks the surface, it looks like a living rainbow rising out of the water. Scholars believe that these whales not only feed on krill, but also absorb the light of the moon and stars when they come to the surface at night.

Irdescent whales avoid shallow coastal waters. They travel through the deep oceans, far away from the routes of merchant ships.

They are most often sighted in the Southern Ocean, in the cold currents far from the heat of the jungle, or in the mystical waters around abandoned island archives.

They travel in small family groups (pods). It is said that their song can calm storms or drive madness in those who listen to it for too long.

We saw it at new moon. It glowed beneath the keel like a sunken city. When we threw the harpoons, the beast did not scream. It began to sing. A sound so deep that the wood of my ship splintered and two of my men simply jumped into the water, smiling. We killed it, yes. But the oil... it burns in the lamps of my cabin, and I swear I see the faces of those who jumped in the shadows.*

From the logbook of the whaler 'Haken-Ulf'

- **Ribwort plantain** (*Plantago lanceolata*) (1

Bunch), *Components*. The pointed, narrow leaves of ribwort plantain are used as a syrup or also as a tea for colds. Ribwort can also be crushed and ground and applied to wounds or insect bites, where it has a cooling effect. The plant is also used for diarrhea.

- **Lard** (20 oth), *Components*. It is fat. Of plant or animal origin. It is used for frying, refining food, or lubricating.

Fly Repellent

Difficulty: medium

Yield: 3

Preparation: Place the fresh chamomile blossoms from the House of Eternal Blossom, along with the lavender, into a container with the finest nut oil. Extract the mixture over low heat for two hours, taking care not to overcook the blossoms. Finally, finely ground resin is added to permanently bind the volatile aromatic compounds. After straining, a thick, golden-yellow oil is obtained.

Preparation time: 2 hours of active cooking time, 4 hours of cooling time.

Yield: 3 applications (approx. 150 Oth of aromatic oil, total weight 150 Oth).

Effect: One application is sufficient to keep a person or a small resting place completely free of biting insects for 6 hours. If hunters or beasts attempt to pick up the scent trail of the person or place treated with this oil, their tracking check is made +3 more difficult.

Ingredients

- **Camomile** (*Matricaria recutita*) (50 oth), *Components*. Chamomile is one of the oldest medicinal plants and was already used in the Middle Ages. The flowers have a healing and soothing effect. Externally, chamomile can be used for inflammation of the gums, skin or mucous membrane. Taken internally, it is effective for gastrointestinal disorders. Rinsing and inhalation are also widely used.

• **Lavender (*Lavandula officinalis*)** (2 Bunch), *Components*. In the eleventh century, lavender was settled by monks in central europe. In medicine, lavender was said to be effective for insect bites and burns. A lavender tea helps with colds and headaches.

• **Pine Resin** (10), *Components*. The protective blood of the tree. When the rough bark of a pine tree is damaged, whether by the bite of a wild animal or the clumsy axe of a lumberjack, this tough, golden-yellow liquid oozes out.

It flows slowly, almost sluggishly, filling the air with its distinctive, tart scent.

It is used to seal brittle corks, give torches a strong flame, or thicken simple wound ointments.

Once it dries in the air, it becomes rock hard and closes the tree's wound like a natural plug.

Once you get this stuff on your hands, the only way to get rid of the glue is with a lot of grease or a lot of patience.

• **Oil (Base)** (130), *Components*. In Tirakan, oil serves as the fundamental binder, solvent, and fuel for alchemical potions, ointments, and incendiary agents.

Made from plants: Pressed from seeds, nuts, or bark. Thin in consistency and quickly absorbed; ideal as a base for healing elixirs, medicine, and fine mechanical lubricants.

From animal sources: Extracted from boiled wild animals or fish. Thick, has a rancid odor, and is highly adhesive; perfect for long-lasting weapon poisons and incendiary weapons that are difficult to extinguish.

Potion of Protection

Difficulty: simple

Yield: 1

Preparation: First, bring the spring water to a boil in a copper kettle until the steam fogs up the windows. Add the dried mugwort leaves. As soon as the water turns a deep green color, stir in the pine resin. Be careful here: stir slowly and always in a clockwise direction, otherwise the resin will clump and you will end up with sticky slime instead of liquid protection! Finally, finely crush the elecam-

pane root and add it to bind the vitality. Filter the mixture through a fine linen cloth into a vial.

Preparation time: 45 minutes of active brewing time, followed by 1 hours of resting time to cool and bind the essences.

Quantity: 1 application (approx. 8 Oth liquid, weight of vial including contents: 10 Oth).

Effect: When applied, the character receives a 1D3 boost to their armor. Each of these boosts can be used as Normal Protection (N). This means that a boost can be used to completely prevent a normal hit.

Ingredients

• **Water** (50 oth), *Components*. Cold, clear water.

• **Mugwort (*Artemisia vulgaris*)** (1 Bunch), *Components*. A mugwort plant. The tops of the sprout are used to revive the digestion.

• **Inula (*Inula helenium*)** (1 Bunch), *Components*. This medicinal plant from the Middle Ages is no longer widely used in modern times. Its application improves digestion, and it is believed to have a preventive effect against colon cancer.

• **Pine Resin** (10 oth), *Components*. The protective blood of the tree. When the rough bark of a pine tree is damaged, whether by the bite of a wild animal or the clumsy axe of a lumberjack, this tough, golden-yellow liquid oozes out.

It flows slowly, almost sluggishly, filling the air with its distinctive, tart scent.

It is used to seal brittle corks, give torches a strong flame, or thicken simple wound ointments.

Once it dries in the air, it becomes rock hard and closes the tree's wound like a natural plug.

Once you get this stuff on your hands, the only way to get rid of the glue is with a lot of grease or a lot of patience.

Jesbechea's Magical Garden

Difficulty: medium

Yield: 3

Preparation: Bring the pure spring water to a gen-

tle simmer in a small brass kettle over moderate heat. First, add the finely ground amber, which slowly dissolves in the water as you stir constantly, giving the liquid a warm, golden hue. Next, add the crushed ribwort plantain and the dried lemon balm leaves to infuse the brew with the revitalizing life force of the plants. Crush the cowslip blossoms in a mortar and stir them in as the final step, as soon as the kettle is removed from the heat. Add the Tanium Spähe to the pot and let everything cool. The mixture must then be carefully filtered through a fine linen cloth to remove plant residues, as these would impair its shelf life.

Preparation time: 1 hour of active preparation and cooling, 2 hours of resting time.

Quantity: 3 applications (approx. 100 Oth of pure essence, total weight 100 Oth; approx. 33 Oth per application).

Effect: If a charge (approx. 33 Oth) is poured or sprayed onto the ground, a blooming, densely overgrown oasis of berry bushes, wildflowers, and edible roots sprouts up within 1D6 minutes over an area of up to 10 square meters—even on bare rock or dry desert sand. The plants immediately bear ripe fruits and berries, which provide provisions for up to 4 people for an entire day (and also heal \$1W3\$ wounds when consumed as fresh food). If the environment is extremely hostile (e.g., freezing cold or toxic soil), the plants will survive for at least 24 hours before slowly withering away.

Ingredients

- **Taniumdust** (5 oth), *Components*. Tanium is a dark, crystalline element of exceptional hardness. In its raw state, it is often found as deep black veins in ancient rock, mostly in areas with high concentrations of natural magic. It is so hard that conventional mortars break when used on it; only tools made of hardened diamond or magically reinforced grinding mechanisms can grind it into fine dust. Tanium acts as a perfect storage medium for arcane energy. But beware: it has no saturation point! If it becomes saturated with too much magic or unstable due to impure alchemy, it will discharge in a

magical explosion.

- **Cowslip** (*Primula veris*) (15 oth), *Components*. Cowslip was known in the as a fertility and protective medicine. Today, the root tea helps against colds. Sage and fennel enhance the effect.
- **Lemon balm** (*Melissa officinalis*) (15 oth), *Components*. Lemon balm has always been used as a medicinal herb in medicine. It is effective against headaches, nervousness, insomnia and gastrointestinal complaints. In addition, an infusion with lemon balm brings relaxation.
- **Ribwort plantain** (*Plantago lanceolata*) (10 oth), *Components*. The pointed, narrow leaves of ribwort plantain are used as a syrup or also as a tea for colds. Ribwort can also be crushed and ground and applied to wounds or insect bites, where it has a cooling effect. The plant is also used for diarrhea.
- **Amber** (10 oth), *Components*. A smooth, oval-shaped amber with a warm golden hue. Its polished surface is slightly transparent and reflects light in a fascinating way. The hand-sized stone looks like a natural talisman due to its curved shape.
- **Water** (100 oth), *Components*. Cold, clear water.

Guild Elixir

Difficulty: simple

Yield: 3

Preparation: First, heat the pure spring water—do not bring it to a boil, just let it simmer! Finely chop the waxwort and add it to the hot water along with the honey.

Let the mixture steep until the honey has completely dissolved and the water takes on the golden color of the herbs. Then strain the mixture through a fine linen cloth into the vial.

Preparation time: 1 hour of active brewing at the cauldron, followed by half an hour of cooling time.

Quantity: 3 doses. 200 Oth of liquid, total weight 250 Oth (including glass vial).

Effect: Taking one dose immediately alleviates existing exhaustion. Additionally, the user gains a

+1 die bonus for the next 1W6 hours on all checks that require concentration or alertness.

Ingredients

- **Honey** (20 oth), *Food / Provisions*. In cultivated regions, honey is produced by hard-working beekeepers, who often set up their hives near herb gardens.

This honey is clear, stable, and has a delicate taste of thyme or lavender. It usually costs about 2 guilders per 5 oth and is a reliable staple for any alchemist who wants to soften the bitterness of herbal extracts.

Those who are more adventurous search the forests for wild bee nests. This honey is darker, thicker, and often mixed with pollen or small pieces of wax. It has a strong, almost earthy flavor. It is said that wild honey from the primeval forests has a stronger regenerative power for the voice. Ideal for bards who need to lubricate their throats after a long night in the tavern.

- **Water** (130 oth), *Components*. Cold, clear water.
- **Gildenkraut** (*Vigilia mercatoris*) (1 Bunch), *Components*. Gildherb is a tough, almost inconspicuous plant that only catches the trained eye of an expert.

It is characterized by jagged, leathery leaves of a deep green color, whose thick veins have a slight reddish sheen. Its flowers are tiny, pale yellow, and close immediately once the sun passes its zenith. The herb is entirely mundane and possesses not the slightest spark of the arcane. Its value lies rather in its extremely high, natural concentration of alkaloids, particularly pure caffeine. When the tough leaves are crushed between the fingers, they give off a sharp, earthy scent reminiscent of heavily roasted nuts.

Location and Habitat: This plant is relatively rare, as it requires very specific, adverse conditions to produce its stimulating sap. It thrives exclusively in barren, mineral-rich soils and avoids the damp moss of deep forests.

Gildherb is found primarily in the rocky crevices of ancient trade routes, in the crumbling stone mortar of abandoned guild outposts, or on the steep, sun-baked slopes of the Toran Highlands. It needs

hard rock and plenty of wind to prevent it from withering away.

- **Wachkraut** (*Meridian Sharp-Leaf*) (1 Bunch), *Components*. The Meridian Sharpleaf (often called “Wachkraut” for short) grows in the parched rock crevices of southern regions.

Its lance-shaped, red-veined leaves give off a sharp scent of resin and pepper. When eaten raw, it tastes sharply bitter and leaves a fiery tingling sensation on the tongue.

In alchemy, the plant is valued above all for its fiery, stimulating nature.

White Essence

Difficulty: difficult

Yield: 2

Preparation: Slowly bring the pure spring water to a boil in a deep silver or enameled kettle. First, add the sage leaves and dried chamomile flowers to create the spirit-warming base. Stir clockwise until the steam smells sweet. Now add the powdered angelica root, which binds the purifying properties. As soon as the liquid takes on a golden-yellow hue, the most difficult step follows: incorporating the finely ground silver, gold, and ruby dust. The cauldron must be removed from the direct flame; the dust (all three types) must be kept in suspension by constantly and evenly stirring with an ash wood spatula until the essence takes on its characteristic color. Filter the brew while hot through a triple layer of muslin into a glass phiole. If dust particles clump together or sink to the bottom, the cauldron was too hot—the potion then loses its magical protective effect and causes painful stomach cramps when consumed (Shocked 1 status).

Preparation time: 4 hours of active, highly concentrated brewing work. 8 hours of resting time in moonlight (any moon).

Yield: 2 doses (approx. 80 Oth of pure essence, total weight 80 Oth).

Effect: The user gains a Mental Shield for the next 4 hours. All Willpower checks and saving throws to resist mental influence, control, illusions, or fear

effects receive a +2 bonus die. Against direct magical attacks and spell effects (such as energy bolts, curses, or necromantic shocks), the essence acts as a barrier: For each magical hit, the user may ignore 2 successes of the spell's effect or suffer 2 fewer wounds from the spell. The Shocked condition is immediately and completely removed upon ingestion, and the user becomes immune to the Shocked condition for the duration of the effect.

Ingredients

- **Water** (100 oth), *Components*. Cold, clear water.
- **Ruby Powder (Pulvis rubinus)** (5 oth), *Components*. Finely ground fragments of the finest blood rubies, usually stored in polished wooden or horn containers. In the alchemical academies of Meridian and in the polished laboratories of the Duigoshz, this bright red powder is prized as a powerful arcane binder. The dust carries the unbridled heat of the earth and is used to weave defensive barriers against hostile magic, to bind thermal energy in fire oils, or to impart a fiery impulse to life essences.
- **Goldnugget** (5 oth), *Components*. A small piece of unprocessed gold, about 5 grams.
- **silver shavings** (5 oth), *Components*. In Tiraka, silver shavings are usually obtained as a by-product in forges or during the manufacture of jewelry. For alchemical purposes, they are often purified in fire to stabilize the magical currents in potions as purified silver. Silver shavings serve as an energetic anchor. They prevent the unstable components from "tearing apart" the potion during the brewing process.
- **Angelica (Angelica archangelica)** (15 oth), *Components*. The plant is used for indigestion, loss of appetite and digestive weakness, and is said to protect against the plague.
- **Camomile (Matricaria recutita)** (15 oth), *Components*. Chamomile is one of the oldest medicinal plants and was already used in the Middle Ages. The flowers have a healing and soothing effect. Externally, chamomile can be used for inflammation of the gums, skin or mucous membrane. Taken internally, it is effective for gastrointestinal disorders. Rinsing and inhalation are also widely used.

- **Salvia (Salvia officinalis)** (40 oth), *Components*. The leaves of salvia have an anti-inflammatory, antiperspirant and astringent effect. A tea or rinses are recommended for sore throats or even sweating.

Potion of Deep Calm

Difficulty: medium

Yield: 2

Preparation: To brew this potion, first bring the water to a boil, then add the valerian and crushed moonthorn berries and boil for five minutes. Remove the mixture from the heat and let it steep for thirty minutes before bottling.

Preparation Time: 50 minutes, 6 hours resting time

Quantity: 2 Applications, 2x250 oth liquid, 2x250 oth weight

Effect: The essence causes the character to fall into a deep, ten-hour sleep within five minutes, during which time D6 wounds are regenerated. To awaken from this deep slumber, the character must make two successful rolls of Resistance in a row when disturbed or attempts are made to wake them. Only direct physical force (shaking/attack) or extremely loud noises will cause immediate awakening.

Ingredients

- **Moonthorn Berry** (5 Berries), *Components*. The moonthorn berry is a gift from the deepest night. It grows as a ground-covering shrub whose delicate tendrils and deep green leaves are protected by striking, short thorns. It is found exclusively in places that rarely see the light of the sun, usually deep in ancient forests or near damp grotto and cave entrances. It only reveals its true splendor under the light of the full moon, when its small, berry-like fruits glow in a mysterious, dull blue, almost as if they had swallowed the light of the celestial sphere itself.

The berry is notorious for its strong sedative effect. In small doses, it has a calming effect, but when concentrated in a potion, its essence can numb the mind and put the body into a state of deep, dreamless stillness. Gathering them is risky, as their thorns can cause temporary itching when touched.

- **Valeriana** (*Valeriana officinalis*) (1 Bunch), *Components*. Valerian helps with insomnia and restlessness. Hops and lemon balm increase the effect of valerian and improve the taste.
- **Water** (500 oth), *Components*. Cold, clear water.

Grammis Elixir

Difficulty: medium

Yield: 3

Preparation: Bring the spring water to a boil in a small iron kettle. Add the wild berries, which have been thoroughly crushed in a mortar, until the liquid takes on a deep red, vibrant color. Now stir in the finely grated marshmallow root powder while stirring constantly. The starch in the root binds the essence and gives the brew its characteristic, slightly viscous consistency. Finally, melt in the beeswax to seal the magical vapors within the solution. Remove the pot from the heat and do not let it cool! Take a bulbous wooden spoon, stir slowly once to the left, then immediately once to the right. Now give the cauldron a firm tap. Done!

Preparation time: 2 hours of active preparation. 1 hour of resting time to cool.

Yield: 3 applications (approx. 30 Oth of pure liquid, total weight 30 Oth)

Effect: The user's muscles and joints become as elastic as rubber for 10 minutes. Jumping power literally explodes: the user can perform massive leaps from a standing position (up to 5 meters high and 8 meters wide). Additionally, speed increases by +3 for 1D6+2 rounds, and the "Run" action covers double the distance. The body cushions falls and landings like a rubber ball. Absolutely no fall damage is incurred.

Every landing after a jump or fall requires a successful Acrobatics check. If the check fails, the

character cannot control their landing, bounces 1D6 meters further in a random direction, and crashes uncontrollably into the nearest obstacle (which can cause 1 minor wound from the impact and send them straight into the nearest mess).

Ingredients

- **Marshmallow** (*Althaea officinalis*) (5 oth), *Components*. The root of this medicinal plant is used. This is prepared cold and must infuse for about two hours. Only after infusion, the liquid is strained and then heated. The substances provide protection for the mucous membranes and have an anti-irritant effect. A helpful medicinal plant for gastrointestinal problems and a cough.
- **Wild berries** (23 oth), *Food / Provisions*. Wild berries are the sweet-and-tart, deep red to bluish fruits that thrive in the dense undergrowth of Tirakan's untamed forests. They are particularly common in shady forests or on the outskirts of the rugged wilderness. They grow in the moist humus beneath old ferns and in the shade of mighty oaks.
- **Beeswax** (*Cera apis*) (2 oth), *Components*. Extracted from the honeycombs of the Feldmärk honeybees or the aggressive giant marsh bees of O'Grut. The golden-yellow, firmly pressed wax exudes a warm, honey-sweet scent.

In Tirakan alchemy, it is rarely used as an active ingredient but serves primarily as an indispensable binding agent: it captures volatile, vaporizing, or flammable essences, holds them in the mixture, and seals vials and jars.

Magic potion (a full carafe)

Difficulty: simple

Yield: 3

Preparation: First, prepare the brew from elecampane, comfrey, and yarrow. When the steam begins to burn heavily and herbaceously in your nose, add the scales of a river dragonfly. Stir seven times against the sun's course while thinking of cold, deep water. The potion will not glow like a cheap fairground trick, but will take on a deep, earthy blue that shimmers at the right angle.

Preparation time: Active time: 30 minutes (scraping and cleaning the scales takes time) Resting time: 2 hours

Quantity: 5 applications, 500 Oth liquid, weight: 500 Oth

Effect: Restores 2 Arcana per application.

Ingredients

- **Inula (*Inula helenium*)** (10 oth), *Components*. This medicinal plant from the Middle Ages is no longer widely used in modern times. Its application improves digestion, and it is believed to have a preventive effect against colon cancer.

- **Comfrey (*Symphytum officinale*)** (15 oth), *Components*. Comfrey stimulates blood circulation, bruises, hematomas and sprains disappear faster. Comfrey accelerates the regeneration of cells.

- **Yarrows (*Achillea millefolium*)** (5 oth), *Components*. Yarrow is used for its hemostatic effect. The flowers and the leaves contain tannins, bitter and mineral substances. The essential oil of the plant has anti-inflammatory and antispasmodic effect.

- **Scale of a river nymph** (1 Piece), *Components*. The river nymph is an extremely shy creature, which, according to rumors in alchemical circles, no mortal being in Tirakan has ever truly seen. The only tangible proof of its existence are its scales. They are occasionally found on muddy riverbanks, on rocks washed by spray, or in the darkness of underground lakes.

At dusk, these scales often appear simply greenish-brown, almost like ordinary horn or dried leaves. But as soon as the sun of Tirakan kisses the surface, they come to life and shimmer in all the colors of mother-of-pearl. They often reach the size of a proud palm and resemble the scales of a large fish in texture.

Fortunately, this magical ingredient is not a rare sight in the markets of the empire, especially on the trade routes between Toran and Yavon down to Meridian. Since they are found regularly, their value remains manageable, making them an honest ingredient. They are so common that it is hardly worthwhile for counterfeiters to produce inferior copies. But a word of warning from me: always

look for the characteristic shimmer!

According to an old legend, on lonely nights, river nymphs sit enthroned on mossy rocks and comb their endless, water-colored hair with combs made of bone and old driftwood. Their faces are said to be marked by a peaceful melancholy as they hum quiet songs whose deeper meaning is known only to the flowing water.

- **Water** (500 oth), *Components*. Cold, clear water.

Viltmaars Hardness

Difficulty: difficult

Preparation: Grind the slate in a mortar together with the finely ground obsidian dust until a powder-fine, homogeneous mixture forms. The poppy seeds must first be gently roasted in a shallow ceramic bowl until their essential oils evaporate and only the dried, brittle husks remain. Add the poppy husks to the mortar and grind them while steadily pouring in triple-filtered vinegar. The acid breaks down the mineral bonds in the obsidian dust. The mixture must then be thickened over low heat in an iron cauldron until a dry, soot-black powder forms.

Preparation time: 4 hours of active, precision-demanding mortar and cooking work.

Quantity: 2 applications (50 Oth of pure powder total, approx. 25 Oth per application).

Effect: Applying this to a blade requires mixing it with a small amount of grease or oil and takes 2 actions in combat.

Grants a bladed weapon +1 damage potential, +1 penetration, and immunity to structural damage to the blade for 1 combat duration (or a maximum of 1 hour).

Ingredients

- **Nightslate dust** (10 oth), *Components*. Nightslate is no ordinary mineral, but the finely ground essence of ancient, jet-black rock veins.

This material is not mined, but must be extracted from the heart of mines that have not seen sunlight

for eons, often accessible only through narrow tunnels in the coldest, most remote mountain ranges. It is found exclusively in deep, abandoned mines or underground crypts, where the rock has been compacted over millennia by the constant pressure and absolute cold of the earth's interior. The veins shimmer slightly when caught in the glow of a torch, a sign of their almost unnatural purity.

• **Obsidian (Dust)** (15 oth), *Components*. Obsidianstaub ist ein mundaner, mineralischer alchemistischer Grundstoff, der aus vulkanischem Glas gewonnen wird.

Er besitzt keinerlei innewohnende magische Kraft, ist jedoch aufgrund seiner extremen Härte, seiner scharfen Kanten im mikroskopischen Bereich und seiner enormen Hitzebeständigkeit ein unschätzbarer mechanischer Katalysator.

In der Alchemie wird er genutzt, um Unreinheiten und Bitterstoffe aus kochenden Suden zu binden und feine Pflanzenessenzen zu zwingen, sich abzusetzen.

Obsidian entsteht dort, wo feurige Magma rasch an der frischen Luft oder durch Wasser abkühlt. Man findet das vulkanische Glas in den tiefen, erstarrten Lavaseen der Unterwelt oder an den rauen, vulkanischen Bruchstellen des Hochlands. Er kann in schweren Mörsern zu einem mehlfeinen, grauen Staub zerstoßen werden.

Die unangefochtenen Hauptlieferanten für den besten Obsidianstaub in Tirakan sind die Zwerge der Xordai. Insbesondere die Kolonie Kor-Vamak, die direkt in einem erstarrten Lavasee errichtet wurde, hat sich auf den Abbau und die Verarbeitung dieses Materials spezialisiert.

Das dort ansässige Syndikat exportiert den Staub über ihre gut bewachten Handelskarawanen bis an die Oberfläche.

• **Death Poppy** (10 oth), *Components*. The poppy of the dead is cultivated exclusively on the asgoran island of Linya, the plant can be cultivated nowhere else. The plant is a poppy-like flower about twenty fingers high, which is partially colored black.

The poppy of the dead is used for all kinds of rituals and potions, which makes the plant a real export of Asgoran.

• **Vinegar (base)** (100 oth), *Components*. A sour

liquid produced through double fermentation, which, due to its pungent acidity, serves as an excellent alchemical solvent and extractant.

It is used to dissolve mineral substances (such as lime or fine powders), emulsify fatty or oily components, and effectively preserve organic ingredients. It is available for very little money in every household, on farms, in taverns, and at markets throughout Tirakan.

Major healing potion

Difficulty: difficult

Yield: 3

Preparation: First, the pure spring water must be slowly brought to a boil over a fire made from dried oak wood. The dried sunblossom petals are finely ground in a mortar until they form a fine powder, which is then carefully stirred in. Next, the crushed bloodwort is added, which gives the potion its characteristic deep red color. The most critical moment is the addition of the tanium dust. The magical component must be added in a figure-eight motion while stirring constantly to bind the healing energies. Finally, the distillate is filtered through a fine silk cloth and poured into a vial.

Preparation time: Active time: 3 hours (constant stirring and temperature control).

Resting time: 12 hours in complete darkness.

Quantity: 3 applications (enough for 3 separate healings).

Liquid quantity: 15 oth per application (total 45 oth).

Weight: approx. 50 oth.

Effect: Healing: When applied, 1W3+3 wounds are healed.

Ingredients

• **Common Bloodweed** (10 oth), *Components*. Bloodweed is a ground-level plant that is particularly striking due to its fleshy, deep red leaves.

The fine veins on the leaf surface glow in a rich scarlet red, almost as if real blood were pulsing through them. When a leaf is crushed, a sticky, sweet-smelling sap emerges that stains the fingers for days. It is not a magical plant in the classic sense. It draws its power from the iron-rich soil and the pale light of the dense forests.

You will usually find bloodweed in shady, damp places. It prefers the foot of old oak trees or the immediate vicinity of rotting undergrowth in deep forests. An inattentive traveler often mistakes it for common purple sorrel, but a trained alchemist will notice the small, pearl-like dewdrops that always collect at the edges of the leaves.

It is best harvested in the early morning hours, before the sun breaks through the canopy. Only the outer leaves are cut to preserve the root.

- **Taniumdust** (1 oth), *Components*. Tanium is a dark, crystalline element of exceptional hardness. In its raw state, it is often found as deep black veins in ancient rock, mostly in areas with high concentrations of natural magic.

It is so hard that conventional mortars break when used on it; only tools made of hardened diamond or magically reinforced grinding mechanisms can grind it into fine dust.

Tanium acts as a perfect storage medium for arcane energy. But beware: it has no saturation point! If it becomes saturated with too much magic or unstable due to impure alchemy, it will discharge in a magical explosion.

- **Sunblossom** (5 oth), *Components*. The sunblossom is the epitome of constancy. With its strong, rough stem and proud, golden-yellow crown of petals, it tirelessly follows the course of the sun's chariot across the firmament of Tiraka.

Its core is filled with nutritious, oil-rich seeds, but for alchemists, it is the bright outer petals that are most valuable. They store the pure, gentle warmth of the day without carrying the dangerous heat of fire or the unpredictability of magic.

It can be found almost everywhere in the fertile plains of Tiraka, especially on the sun-drenched hills around Asgoran or in the gardens of farmers in the hinterland. It loves open spaces and deep, black soil. It is not a rare plant, no, but one that needs care. The wild varieties in the heaths are of-

ten smaller, but their essence is more concentrated than that of the cultivated specimens.

The leaves should be picked at midday, when the sun is at its highest and the flower is in full bloom. They should be dried flat on linen cloths in an airy place, never in direct oven heat!

- **Water** (45 oth), *Components*. Cold, clear water.

Gronar's Blessing

Difficulty: simple

Yield: 2

Preparation: Heat pure spring water in a copper kettle until it simmers gently. Crush the angelica roots with a mortar and pestle into a coarse paste and stir it into the water in a clockwise direction. Do not let the heat get too high, or the protective juices will boil away! Let the mixture rest until it takes on an earthy color. Then add the chamomile flowers, remove the pot from the heat, and cover it. After the resting period, strain the brew through a fine linen cloth to remove the bitter compounds.

Preparation time: 1 hour of active brewing and stirring. 4 hours of resting time over low heat to allow the chamomile to infuse.

Quantity: 2 doses (approx. 100 Oth of pure liquid, total weight 100 Oth; each dose weighs 50 Oth)

Effect: When consumed, the liquid cures minor to moderate illnesses and purifies the blood. For 24 hours, the character receives a bonus of +2 dice on any resistance checks related to pathogens, infected wounds, or fever. A blessing for every adventurer!

Translated with DeepL.com (free version)

Ingredients

- **Angelica** (*Angelica archangelica*) (10 oth), *Components*. The plant is used for indigestion, loss of appetite and digestive weakness, and is said to protect against the plague.

- **Camomile** (*Matricaria recutita*) (5 oth), *Components*. Chamomile is one of the oldest medicinal plants and was already used in the Middle Ages.

The flowers have a healing and soothing effect. Externally, chamomile can be used for inflammation of the gums, skin or mucous membrane. Taken internally, it is effective for gastrointestinal disorders. Rinsing and inhalation are also widely used.

- **Water** (100 oth), *Components*. Cold, clear water.

Mist of Thenon

Difficulty: medium

Yield: 1

Preparation: Take a clean glass vial and drip the secretion from the Kinstarchel bone extract onto the bottom to ensure an explosive release upon impact.

Meanwhile, boil the dried ribwort plantain leaves in pure spring water until the liquid takes on a creamy, slimy consistency. While stirring constantly in a counterclockwise direction, add the ground amber. Add the resin; it will bind the vapors. Immediately seal the vial with liquid wax while the vapor is still hot.

Preparation time: 3 hours of active alchemy, followed by 1 hour of cooling in the dark.

Quantity: 1 use (vial holds approx. 50 Oth of liquid)

Effect: When broken, instantly creates a stationary cloud of mist within a 3-meter radius that lasts for 5 rounds. All creatures within it are afflicted with the Blind condition, and all vision is severely restricted (attacks and perception checks from outside to inside and vice versa are considered difficult checks with a +2 DC).

Ingredients

- **Kinstarchel Secretion** (10 oth), *Components*. A highly reactive liquid produced from the bones of the adorable Kinstarchel.
- **Ribwort plantain** (*Plantago lanceolata*) (1 Bunch), *Components*. The pointed, narrow leaves of ribwort plantain are used as a syrup or also as a tea for colds. Ribwort can also be crushed and ground and applied to wounds or insect bites,

where it has a cooling effect. The plant is also used for diarrhea.

- **Amber** (20 oth), *Components*. A smooth, oval-shaped amber with a warm golden hue. Its polished surface is slightly transparent and reflects light in a fascinating way. The hand-sized stone looks like a natural talisman due to its curved shape.

- **Pine Resin** (10 oth), *Components*. The protective blood of the tree. When the rough bark of a pine tree is damaged, whether by the bite of a wild animal or the clumsy axe of a lumberjack, this tough, golden-yellow liquid oozes out.

It flows slowly, almost sluggishly, filling the air with its distinctive, tart scent.

It is used to seal brittle corks, give torches a strong flame, or thicken simple wound ointments.

Once it dries in the air, it becomes rock hard and closes the tree's wound like a natural plug.

Once you get this stuff on your hands, the only way to get rid of the glue is with a lot of grease or a lot of patience.

Potion of Might

Difficulty: difficult

Yield: 1

Preparation: First, the bile of a mountain wyvern must be slowly heated in a crucible made of hardened steel until the corrosive vapors have evaporated and a golden-yellow base substance remains. The grated claw pieces of the rock troll are added to this base, which bind the raw physical power. While stirring constantly, the dried Tirakan moss must now be added, which serves as a catalytic conductor. As soon as the mixture begins to pulsate slightly, the silver shavings are sprinkled in. The potion must now simmer over a fire for exactly one hour until it becomes thick and takes on a metallic sheen. After resting for one hour, it is ready for use.

Preparation time: 3 hours (active brewing), 12 hour resting time

Quantity: 1 application, 200 Oth liquid, 250 Oth weight

Effect: After ingestion, the character feels their muscles harden and their senses sharpen. The number of dice rolled by the player is doubled. The potion lasts for 2D6 minutes. The user also ignores all penalties due to exhaustion or wounds and receives temporary armor protection of 2 against normal damage (2xR) physical damage (this is added to existing armor).

As soon as the effect wears off, the magic takes its toll: the character immediately suffers 2D6+6 rounds of exhaustion and is “dazed” during this period (+2 penalty on all minimum rolls).

Ingredients

- **Mountain Wyvern Bile** (200 oth), *Components*. Bile is a highly viscous, bright golden yellow to poison green liquid stored in the gallbladder of mountain wyverns.

It has a pungent, sulfurous odor with a hint of burnt copper. Even inhaling the pure vapors can burn the nasal mucous membranes.

In Tiraka, it is believed that bile contains the “essence of unquenched hunger.” In alchemy, it is used as a catalyst to forcibly fuse other ingredients that would normally repel each other.

Extracting bile is a difficult undertaking for an alchemist, as it requires the utmost precision under adverse conditions.

The bile must be extracted within 1D6 hours after the creature’s death. After that, the gallbladder begins to decompose and the liquid loses its alchemical potency.

Surgical instruments made of hardened steel or special ceramic knives are required. Simple iron would be corroded by the acid within seconds.

The procedure is as follows: The carcass must be secured on its back. A deep cut below the sternum exposes the liver. The gallbladder is a bulging, pulsating sac. It must be clamped at the top before being carefully cut out. A successful Dexterity (or Medicine) roll against DC 8 is required.

If the sac bursts, the harvester immediately suffers 1D6 damage from chemical burns, and the ingredient is irretrievably lost.

Wyvern bile cannot be stored in normal glass vials, as it will eventually “blind” the glass and cause it

to become brittle. Experienced adventurers use lead-lined clay jugs or pure quartz vessels to safely transport the substance home.

- **Rock Moss** (2 Bunch), *Components*. Tirakan moss, often called “shadow flora” or “shadow velvet” by mountain peoples, usually grows near mountain wyvern colonies. It can be found in rock crevices and small caves. It is said that it may purify air in narrow caves.

The moss grows in dense, sponge-like cushions. Its color is a deep, almost unnatural dark purple that glows in a soft, pulsating indigo when touched or exposed to air currents (bioluminescence). When touched, it leaves a slightly sticky, metallic-smelling film on the skin.

Its main function in potions is grounding. It prevents energies or raw forces from dissipating.

When chewed raw, it has a strong pain-relieving and fever-reducing effect, but an overdose can lead to a dangerous slowing of the heartbeat.

The elders claim that the moss absorbs the whispers of the mountains. If you press your ear against a moss cushion long enough, you can hear the voices of your ancestors or the mountain growling with hunger.

- **Rock troll claws** (*Lithocrinus tirakanis*) (40 oth), *Components*. The claws of a rock troll are not claws in the biological sense, but mineralized growths made of hardened keratin and concentrated ores. They reflect the unbridled physical regenerative power of the trolls, whose skin has entered into a symbiosis with the rock of the Shadow Rocks.

A single, intact claw is about the size of a short sword. Their color ranges from deep gray to obsidian black, often with layers reminiscent of slate.

They are so hard that they spark when they hit metal. Ordinary blades usually dull immediately when used on them.

In alchemy, the entire claw is almost never used, but rather a processed form. The claw must be laboriously worked with diamond files or hardened steel chisels.

Finely grated shavings or dust are used as ingredients. This dust is heavy, ash-colored, and glitters when exposed to light. The dust must be extremely fine. Chips that are too coarse will not dissolve in the potion and can seriously injure the user’s esoph-

agus when consumed. Alternatively, it is advisable to strain the liquid through a sieve after brewing.

- **silver shavings** (10 oth), *Components*. In Tiraka, silver shavings are usually obtained as a by-product in forges or during the manufacture of jewelry. For alchemical purposes, they are often purified in fire to stabilize the magical currents in potions as purified silver. Silver shavings serve as an energetic anchor. They prevent the unstable components from “tearing apart” the potion during the brewing process.

Simple wound tincture

Difficulty: simple

Yield: 1

Preparation: First, carefully clean the elecampane and comfrey. Finely slice the elecampane roots and crush them into a paste in a mortar, while the comfrey leaves should only be lightly rubbed between your fingers to release their juices. Place both in a ceramic bottle and fill it with clear spring water (or, if you want it to be particularly pure, with distilled spirit). Simmer the mixture over a gentle heat until the liquid takes on a deep green, almost oily consistency. Be careful! If you stoke the fire too hot, you will burn the healing spirits of the plants!

Preparation time: Active time: 30 minutes (chopping and simmering). **Resting time:** 2 hours in a cool, dark place so that the active ingredients can be transferred to the tincture.

Quantity: 1 application, approx. 10 Oth liquid in a bottle. **Total weight:** 10 Oth (including container).

Effect: When used successfully with First Aid and a bandage, the bandage heals an additional 1W3 wounds.

Ingredients

- **Water** (100 oth), *Components*. Cold, clear water.
- **Inula (*Inula helenium*)** (10 oth), *Components*. This medicinal plant from the Middle Ages is no

longer widely used in modern times. Its application improves digestion, and it is believed to have a preventive effect against colon cancer.

- **Comfrey (*Symphytum officinale*)** (10 oth), *Components*. Comfrey stimulates blood circulation, bruises, hematomas and sprains disappear faster. Comfrey accelerates the regeneration of cells.

Oak Bark Tincture

Difficulty: medium

Yield: 2

Preparation: Crush the dried oak bark in a stone mortar until it forms a fine, brown powder. Pour the purest spring water into the cauldron and bring it to a gentle simmer. Add the spruce resin and stir slowly clockwise with an oak spatula until the resin has completely dissolved and the brew takes on a golden-yellow, sticky consistency. Only now should you add the bark flour along with the chopped yarrow. The brew must now simmer over low heat for exactly two hours, while the essential oils of the yarrow combine with the sticky resin. Be careful not to let the mixture burn—burnt resin makes the potion undrinkable and ineffective! Strain the thick liquid through a coarse linen cloth to remove any wood splinters, and pour it into clay or glass bottles while it's still warm.

Preparation time: 2 hours of active brewing time; 4 hours of cooling time in a shaded place.

Yield: 2 doses (approx. 200 Oth of pure tincture, total weight 200 Oth / 0.20 Stein).

Effect: Grants the user the protection pool N N K for 1W6+2 combat rounds. During this time, the user suffers from the stiffness of bark-like skin (+1 MW on Acrobatics).

Ingredients

- **Oak bark** (60 oth), *Components*. Oak bark is a time-tested ingredient that is particularly valued for its firming and protective properties. The bitter-smelling bark of old oak trees is easy to store and unfolds its effects in a crucible, especially

when heated to high temperatures.

- **Pine Resin** (40 oth), *Components*. The protective blood of the tree. When the rough bark of a pine tree is damaged, whether by the bite of a wild animal or the clumsy axe of a lumberjack, this tough, golden-yellow liquid oozes out.

It flows slowly, almost sluggishly, filling the air with its distinctive, tart scent.

It is used to seal brittle corks, give torches a strong flame, or thicken simple wound ointments.

Once it dries in the air, it becomes rock hard and closes the tree's wound like a natural plug.

Once you get this stuff on your hands, the only way to get rid of the glue is with a lot of grease or a lot of patience.

- **Yarrows** (*Achillea millefolium*) (1 Bunch), *Components*. Yarrow is used for its hemostatic effect. The flowers and the leaves contain tannins, bitter and mineral substances. The essential oil of the plant has anti-inflammatory and antispasmodic effect.

- **Water** (100 oth), *Components*. Cold, clear water.

Meridian Clarity

Difficulty: medium

Yield: 2

Preparation: First, the silver thistle must be boiled in pure water and strained through the finest charcoal powder to activate the active ingredients and retain only those that are needed.

Next, the moonberries are carefully stirred in. Caution: The moonberries must not be crushed; they should simply steep for 12 hours.

Preparation time: 4 hours of active distillation and filtration using the apparatus, after which the brew must rest for exactly 12 hours.

Quantity: 2 applications. 400 Oth of liquid, total weight 600 Oth (including thick-walled glass vial).

Effect: Neutralizes toxins in the bloodstream and sharpens the senses to protect the mind from hallucinations. Consuming one dose instantly neutralizes the "Poisoned" status. Additionally, the user gains a bonus of +1 die to any resistance checks

against mind-altering effects or hallucinations for the next 1W6 hours.

Ingredients

- **Charcoal** (100 oth), *Components*. A substance of pure, deep black color, obtained through the controlled carbonization of hard wood in the absence of air. Charcoal.

In alchemy, it serves as a universal filtering medium. Whether incorporated into recipes or ground into the finest powder, it absorbs impurities, cloudiness, and unwanted bitter substances from boiling liquids like a sponge.

It is widely available throughout Tirakan from charcoal burners, blacksmiths, and ordinary shopkeepers in large quantities for just a few deut or guilders at the city markets.

- **Silver Thistle** (*Carlina acaulis*) (2 Bunch), *Components*. A hardy plant that grows close to the ground, with a silvery, shiny, spiky flower head that did not wither even in freezing temperatures. In alchemy, it is considered a purifying catalyst whose essence binds toxins in the blood, inhibits inflammation, and strengthens the body's natural defenses.

It thrives primarily in the barren, sun-drenched mountain meadows and rocky slopes of the Toran Highlands. However, it can also be found in more temperate regions throughout Tirakan.

- **Moonthorn Berry** (50 oth), *Components*. The moonthorn berry is a gift from the deepest night. It grows as a ground-covering shrub whose delicate tendrils and deep green leaves are protected by striking, short thorns.

It is found exclusively in places that rarely see the light of the sun, usually deep in ancient forests or near damp grotto and cave entrances. It only reveals its true splendor under the light of the full moon, when its small, berry-like fruits glow in a mysterious, dull blue, almost as if they had swallowed the light of the celestial sphere itself.

The berry is notorious for its strong sedative effect. In small doses, it has a calming effect, but when concentrated in a potion, its essence can numb the mind and put the body into a state of deep, dreamless stillness. Gathering them is risky, as their

thorns can cause temporary itching when touched.

- **Water** (350 oth), *Components*. Cold, clear water.

Sud of shallow empowerment ♦

Difficulty: simple

Yield: 2

Preparation: The schnapps is mixed with the frost lichen until it takes on a bluish color. The blood of the flying lizard is only stirred in after the discoloration. The mixture must steep for at least 5 hours in a cool place (cellar, cave). Then pour it into the vial of flying lizard blood for the best effect!

Preparation time: 2 hours

Quantity: 2 applications, 2x200 Oth liquid, 2x200 Oth weight

Effect: The player adds a D6 to their dice pool for a duration of 1D6 minutes. This applies to all attribute, skill, combat, magic, knowledge rolls, etc. After the effect has expired, the player is easily irritable and prone to arguments.

Ingredients

- **Vial of flying lizard blood** (2 Vial), *Components*. Mostly extracted from the veins of flying lizards domesticated by the O'Gru. It is no different from the blood of specimens living in the wild.

One vial contains 50 units of flying lizard blood.

- **Frost Lichen** (100 oth), *Components*. A tough plant that thrives exclusively in the northern steppes and the coldest regions of the Tirakan Mountains.

It prefers to grow at the tree line and on barren, windswept rocky outcrops, where temperatures rarely rise above freezing even in summer. It is well known to dwarf prospectors from the north.

The lichen itself has no magic of its own, but it has an extreme cold-binding property. It absorbs the arctic cold of its surroundings and stores it for up to 3 days if the ambient temperature does not rise above 30°C. Within this period, the temperature of the plant remains that of its last location.

In alchemy, it therefore serves as a catalyst for stabilization, putting strong, volatile substances (such as blood or high-proof alcohol) into a state of “cold shock.”

Frost lichen appears as an inconspicuous, dense network in deep blue or white-gray. It lies like a crusted carpet on the stones and, at first glance, is hardly distinguishable from ice-covered rocks or frozen moss. It has no leaves and no flowers.

It is often traded in the southern kingdoms of men, as it does not grow there but is essential for simple healing and strengthening potions.

- **Beet schnapps** (400 oth), *Food / Provisions*. Beet schnapps is a typical product of human farmland in the more temperate zones of Tirakan, especially in the western and central kingdoms of the humans.

It is made from fermented and distilled sugar beets. It is a cheap but high-proof spirit. In alchemy, it is used solely as a solvent and heat source to extract the aggressive or volatile properties of other substances (such as the bile of the flying lizard). Due to its purity and lack of complex ingredients, it is ideal as a simple base for mass carriers.

Beet schnapps is usually clear or slightly yellowish-cloudy and has a pungent smell of ethanol and a subtle, earthy sweetness. It burns when drunk and leaves a strong, unpleasant aftertaste.

Beet schnapps symbolizes the endurance and pragmatism of the people of Tirakan. While the elves have their “living water” and the dwarves their deep salt, humans rely on simple, readily available solutions.

It is a mass-produced item and an important commodity in the border regions and mercenary camps. A large part of the price of simple potions is accounted for by distillation and transport, not the ingredient itself.

For the high-ranking alchemists in the academies, beet schnapps is a sign of amateurism; they prefer more refined, less aggressive solvents. Village alchemists, on the other hand, use it because of its efficiency and availability.

Beturia's eternal rest

Difficulty: medium
Yield: 1

Preparation: The brewing process begins by boiling water, valerian, and moonthorn berries. The mixture must first be boiled down to half its original volume. After removing it from the heat, the Nightslate dust is slowly stirred in until the potion turns a deep black color. The brew must then be left to mature in a sealed container for a full day (24 hours).

Preparation Time: 1 Stunde, 24 hours until ready

Quantity: 1 Application, 300 oth liquid, 320 oth weight

Effect: After ingestion, the character immediately falls into a 24-hour state of suspended animation, during which their bodily functions are drastically reduced and they heal 2d6 wounds. To awaken from this near-comatose sleep, the character needs four successful rolls on Resistance in a row. Since shaking, loud noises, or attacks do not wake them, they can only be identified as alive by two successful rolls on Investigate; otherwise, they are considered dead.

Ingredients

- **Valeriana (*Valeriana officinalis*)** (4 Bunch), *Components*. Valerian helps with insomnia and restlessness. Hops and lemon balm increase the effect of valerian and improve the taste.

- **Nightslate dust** (120 oth), *Components*. Nightslate is no ordinary mineral, but the finely ground essence of ancient, jet-black rock veins.

This material is not mined, but must be extracted from the heart of mines that have not seen sunlight for eons, often accessible only through narrow tunnels in the coldest, most remote mountain ranges. It is found exclusively in deep, abandoned mines or underground crypts, where the rock has been compacted over millennia by the constant pressure and absolute cold of the earth's interior. The veins shimmer slightly when caught in the glow of a torch, a sign of their almost unnatural purity.

- **Water** (500 oth), *Components*. Cold, clear water.

Whispers of the Forest

Difficulty: simple
Yield: 3

Preparation: Grab your trusty mortar and pestle. First, add the fresh ribwort plantain leaves and the gildenkraut, and crush them thoroughly until a juicy, green paste forms.

Ribwort plantain opens the skin's fine pores. Now add the chamomile blossoms, which calm the mind and clear the way for the plants' whispers. Grind everything carefully while gradually adding pure water drop by drop to release the plant juices. Finally, stir the melted animal fat (or plant wax) into the mixture in the small cauldron, stirring constantly and gently, until a smooth, creamy ointment forms. Transfer the ointment to a small crucible or pot to cool.

Preparation time: 1 hour (crushing, mixing the ointment base), **resting time:** 2 hours

Quantity: 3 doses (enough ointment for one application each), liquid approx. 50 Oth, total weight 0.05 Stein

Effect: As soon as a dose of the ointment is applied to the temples, the user feels a slight tingling sensation and a gentle, woody aroma in the nose. For 1 hour, the user is able to understand and perceive the subtle stirrings, moods, and simplified thoughts of the plant world (especially trees and shrubs). It allows for simple communication with the flora (at the game master's discretion for Perception or Natural History checks regarding the surroundings).

Ingredients

- **Ribwort plantain (*Plantago lanceolata*)** (1 Bunch), *Components*. The pointed, narrow leaves of ribwort plantain are used as a syrup or also as a tea for colds. Ribwort can also be crushed and ground and applied to wounds or insect bites,

where it has a cooling effect. The plant is also used for diarrhea.

- **Camomile (*Matricaria recutita*)** (1 Bunch), *Components*. Chamomile is one of the oldest medicinal plants and was already used in the Middle Ages. The flowers have a healing and soothing effect. Externally, chamomile can be used for inflammation of the gums, skin or mucous membrane. Taken internally, it is effective for gastrointestinal disorders. Rinsing and inhalation are also widely used.
- **Water** (10 oth), *Components*. Cold, clear water.
- **Lard** (30 oth), *Components*. It is fat. Of plant or animal origin. It is used for frying, refining food, or lubricating.

Gorben's Cough

Difficulty: medium

Yield: 2

Preparation: A distillation flask and a fine mortar are essential. First, gently crush the fresh mugwort in the mortar until the plant's essential oils are released. At the same time, add the two ounces of fine gold dust granules along with the alcohol to the still and boil over constant heat. The liquid gold combines with the alcohol to form a watery (almost alcohol-free) liquid.

Now the herbal mixture is added while the temperature is slowly lowered. Finally, the Kinstarchel secretion is carefully dripped in drop by drop. This requires the utmost precision, as the secretion instantly increases the reactivity. The finished brew evaporates slightly and, as it cools, forms a golden, shimmering liquid that must be sealed immediately.

Preparation Time: 3 hours of active brewing time | 12 hours of resting and aging time

Yield: 2 uses (total of 400 Oth of liquid substance)

Effect: If the brew is thrown, the vessel shatters upon impact and releases a barely visible cloud within a 2-meter radius.

All living creatures within the area of effect immediately suffer the Shocked condition and must pass

a Resistance check (DC 8+). If the check fails, they fall into a violent coughing fit for 1D3 rounds, are considered incapacitated, and lose all cover.

Ingredients

- **Mugwort (*Artemisia vulgaris*)** (1 Bunch), *Components*. A mugwort plant. The tops of the sprout are used to revive the digestion.
- **Herbal blend** (50 oth), *Components*. A delicious blend of herbs to flavour food.
- **Kinstarchel Secret** (50 oth), *Potions and Poisons*. This secretion is extracted from the bones of dead Kinstarchel. When mixed with a potion, it is capable of causing the potion to explode when thrown. A vial or carafe of the potion thrown has the effect of ingesting the potion within a radius of 1D3 metres. The same applies to poisons.
- **Goldnugget** (150 oth), *Components*. A small piece of unprocessed gold, about 5 grams.
- **Alcohol** (400 oth), *Components*. In the laboratories of alchemists and the huts of herbalists, alcohol is rarely stored for pleasure. It is considered a solvent capable of unleashing the essence of plants and minerals.

It is obtained from fermented grain or fruit through multiple distillations. It is a distillate with a pungent, sharp smell that is so strong that it tickles the nose when inhaled and evaporates immediately on the skin, leaving a cooling sensation.

Elixir of sweet slumber

Difficulty: simple

Yield: 2

Preparation: First, heat the water in a suitable container and bring it to a boil. Once it is boiling vigorously, add the valerian and allow the mixture to boil for five minutes so that the active ingredients can be released. Then remove the container from the heat and allow the mixture to steep for another thirty minutes. Finally, strain the finished liquid and pour it into a clean container. Add honey for taste.

Quantity: 2 applications, 2x250 Oth liquid, 2x250

Oth weight

Effect: After consumption, the character falls into a deep sleep within ten minutes, which lasts at least five hours. If the character is disturbed during this time or if someone tries to wake them up, they must make a resistance roll. If successful, the character wakes up immediately. If the roll fails, the character remains asleep, and the roll can be repeated the next time they are disturbed or someone tries to wake them again. However, it is important to note that if the character is shaken, attacked, or exposed to very loud noises, they will wake up immediately.

Ingredients

- **Valeriana (*Valeriana officinalis*)** (1 Bunch), *Components*. Valerian helps with insomnia and restlessness. Hops and lemon balm increase the effect of valerian and improve the taste.
- **Water** (500 oth), *Components*. Cold, clear water.

Poisons and Drugs

Venom of a flying snake

Difficulty: simple

Preparation: First, carefully heat the raw venom of the flying snake in a small bowl. But beware of boiling heat! When it begins to steam, the volatile paralyzing substances evaporate. Add the crushed celandine to stimulate blood circulation at the bite site on the victim, allowing the poison to enter the body's fluids more quickly. Stir in the dried sage until the liquid takes on a cloudy, amber color. Finally, press the mixture through a fine linen cloth or a filter made of charcoal dust to remove the coarse residues. What remains is a clear, slightly viscous liquid.

Preparation time: 30 minutes of active work, followed by about 1 hour of resting time to cool and settle.

Quantity: 1 application (approx. 5 Oth of liquid), total weight approx. 5 Oth.

Effect: The victim feels an immediate coldness at the wound, which spreads like lead into the limbs. It is not fatal, but leads to severe dizziness and slowed reflexes. The victim must pass a resistance check against MW 8. If they fail, their movement range is reduced by 2 points for 1D6 combat rounds. The victim also suffers 1D3 points of exhaustion.

Ingredients

- **Salvia (*Salvia officinalis*)** (1 Bunch), *Components*. The leaves of salvia have an anti-inflammatory, antiperspirant and astringent effect. A tea or rinses are recommended for sore throats or even sweating.
- **Greater celandine (*Chelidonium majus*)** (1 Bunch), *Components*. In the Middle Ages, celandine was used for skin rashes, impaired vision or jaundice. The alkaloids of the plant have an antispasmodic effect. They help with digestive problems and stimulate the flow of bile.
- **Flying Snake Venom Vial** (1 Vial), *Potions and Poisons*. A vial filled with the venom of a flying snake.

Linya's Deep Sleep

Difficulty: difficult

Yield: 1

Preparation: Grind the dried black poppy seeds together with the valerian roots in a stone mortar into a uniform, black powder. Dissolve this in 150 Oth of pure spring water and let it steep undisturbed for two hours.

Strain the plant residue through a fine linen cloth into the small iron kettle. Add the lemon balm leaves to stabilize the organic ether.

Heat the kettle (preferably on the brewer's table) while stirring constantly until the vapors take on a bluish sheen. Collect the condensate in a vial.

Preparation time: 2 hours of active resting time (steeping), 3 hours of active boiling and distillation.

Quantity: 1 dose (approx. 50 Oth of liquid)

Effect: If the essence is ingested or injected into the bloodstream via a weapon with a poison channel, the victim instantly falls into a state of unconsciousness.

The victim must roll for Willpower at the start of each of its combat rounds. Only when the number of successes (rolls of 5+; exploding 6s allowed) reaches or exceeds exactly 5 does the creature awaken. External stimuli such as shaking or noise have no effect; only actual damage suffered grants an immediate bonus of +2 dice to the saving throw.

Ingredients

- **Death Poppy** (2 Bunch), *Components*. The poppy of the dead is cultivated exclusively on the asgoran island of Linya, the plant can be cultivated nowhere else. The plant is a poppy-like flower about twenty fingers high, which is partially colored black.

The poppy of the dead is used for all kinds of rituals and potions, which makes the plant a real export of Asgoran.

- **Valeriana** (*Valeriana officinalis*) (1 Bunch), *Components*. Valerian helps with insomnia and restlessness. Hops and lemon balm increase the effect of valerian and improve the taste.

- **Lemon balm** (*Melissa officinalis*) (1 Bunch), *Components*. Lemon balm has always been used as a medicinal herb in medicine. It is effective against headaches, nervousness, insomnia and gastrointestinal complaints. In addition, an infusion with lemon balm brings relaxation.

- **Water** (150 oth), *Components*. Cold, clear water.

I



Foes

Undead

Zombie

The zombie is a tragic figure that appears in many stories. A human being who is kept alive in a special and unnatural way after his death. Zombies have a brain the size of a pea, they know little more than the desire for blood. And brains. So, if pop culture is to be believed.

WOUNDS	MOVEMENT	STRESS
6	3	0/1
STRENGTH	DEXTERITY	MIND
3	1	1

Resistances Fire, Poison

Undead Grip 4 Poison 1

Bite 5 Poison 1

Mummy

The living mummy is undead. It has been magically brought to life. Nothing of her spirit remains, all she seeks is to take the life of her victims. She is usually unarmed, but her curse poisons her victims.

WOUNDS	MOVEMENT	STRESS
8	3	0/2
STRENGTH	DEXTERITY	MIND
3	1	2

Resistances Fire, Poison

Grip 6 Piercing 0

Curse 4 Piercing 3, Poison 2

Scarecrow

At harvest time, when death revisits the twilight world and summer's blossoms bow their withered heads, eerie scarecrows loom in silent vigil over empty fields. With immortal patience, these stoic sentinels hold their posts through wind, storm, and flood, bound to their master's command, eager to terrify prey with its sackcloth visage and rend victims with its razor-sharp claws.

WOUNDS	MOVEMENT	STRESS
8	0	1/3
STRENGTH	DEXTERITY	MIND
2	0	4

Resistances Fire

Claw 6 Bleeding 1

Fleshgolem

A flesh golem is a grisly assortment of humanoid body parts stitched and bolted together into a muscled brute imbued with formidable strength. Powerful enchantments protect it, deflecting spells and all but the most potent weapons.

WOUNDS	MOVEMENT	STRESS
10	4	1/3
STRENGTH	DEXTERITY	MIND
2	2	2

Resistances Fire

Claw 6 Bleeding 1, Poison 1

Skelett

Ein wandelndes Skelett, von dunkler Magie belebt.

WOUNDS	MOVEMENT	STRESS
4	3	1/2
STRENGTH	DEXTERITY	MIND
2	2	2

Knochengriff 8 Vergiftet 1

Kalter Atem 6 Geschockt 2, 5 Meter Reichweite

Animal

Rhinoceros

A heavily built and short-tempered giant, the rhinoceros embodies raw impact, stubborn resilience, and explosive aggression. Its poor eyesight is offset by acute hearing and scent, reacting instantly to perceived threats. Once it commits, it charges with unstoppable force, goring and

crushing anything in its path. A rhinoceros does not maneuver or hesitate—it breaks through. In darker interpretations, it feels like a living battering ram, driven by blind momentum and unyielding instinct.

WOUNDS	MOVEMENT	STRESS
10	4	—
STRENGTH	DEXTERITY	MIND
3	3	1

Charge 10 Piercing 2

Further chatter

In the 7th century, the Gnomes also draw military attention to this strange bird that lives on small islands in the rocky sea. Its feathers are yellow and green and its beak is strangely crooked. The special thing about them is that when several of them are together and you whisper a word to one of them, all the other birds automatically repeat it to the person you are talking to.

WOUNDS	MOVEMENT	STRESS
2	11	—
STRENGTH	DEXTERITY	MIND
1	4	7

High Seas Serpent

A disgusting snake species that occurs mainly on the east coast, around Lizard Island, where it has almost taken over the entire water landscape. It is about 3-6 steps long and has a light greenish glow. It has gills on its otherwise snake-like head, and its mouth is adorned with interlocking fangs.

WOUNDS	MOVEMENT	STRESS
15	8	—
STRENGTH	DEXTERITY	MIND
5	4	2

Bite 10 Piercing 1, Bleeding 1

Swamp turtoll

This is what 2 steps tall, yellow-eyed toads are called. These mystical animals are as rare as they are dangerous. In their insatiable hunger, they pounce on any life form that crosses their path and is not twice as massive as themselves. To kill its victim, the swamp turtoll sprays it

with a viscous, highly corrosive acid, which is capable of destroying even the iron of armour.

WOUNDS	MOVEMENT	STRESS
4	2	—
STRENGTH	DEXTERITY	MIND
1	3	5

Resistances Poison

Spit 8 The toad spits a yellowish corrosive liquid at a 90 degree angle 5 steps away. The liquid causes one wound per combat round until it is washed away. It also reduces the condition of all affected pieces of armour by 1 protection.

Schlange

A silent and elusive predator, the venomous snake embodies patience, precision, and hidden lethality. It relies on camouflage and stillness, striking with lightning speed when prey comes within reach. Its venom does the true killing—weakening, paralyzing, or slowly breaking the victim from within. Snakes avoid open confrontation, preferring ambush and retreat, but a single mistake near them can prove fatal. In darker interpretations, they feel cold and calculating, as if every movement is deliberate and every strike inevitable.

WOUNDS	MOVEMENT	STRESS
2	5	—
STRENGTH	DEXTERITY	MIND
1	3	1

Bite 8 Poison 1

Silver Moonfish

This fish species is extremely rare, solitary and only found on the high seas. The body of this fish is strangely disc-shaped, with a diameter of up to two steps, and the fins are round. Its scales are light blue in colour, but almost transparent.

WOUNDS	MOVEMENT	STRESS
4	7	—
STRENGTH	DEXTERITY	MIND
1	5	1

Frog

Bright colors in the undergrowth signal danger long before the frog itself moves. Small and easily overlooked, it relies on potent toxins rather than strength, turning even a careless touch into a threat. It does not hunt through pursuit but through proximity—its presence alone can be enough to harm. In dense jungles or humid environments, it becomes part of the landscape, a hidden hazard among leaves and water. In darker interpretations, it feels almost unnatural, its vivid appearance a deliberate warning that something beneath the surface is deeply wrong.

WOUNDS	MOVEMENT	STRESS
2	4	—
STRENGTH	DEXTERITY	MIND
1	1	1

Tong 3 Poison 1

Tiger

A solitary and elusive apex predator, the tiger embodies stealth, patience, and explosive violence. Unlike pack hunters, it relies on perfect timing—stalking unseen, closing distance in silence, and ending the hunt in a single decisive strike. Tigers are territorial and unpredictable, vanishing into their surroundings as easily as they emerge. In darker interpretations, they feel almost spectral—silent, inevitable, and terrifyingly precise.

WOUNDS	MOVEMENT	STRESS
6	4	—
STRENGTH	DEXTERITY	MIND
2	3	2

Bite 10 Piercing 1, Bleeding 1

Claws 10 Piercing 1

Tree ripper

A full-grown animal measures about three steps long and weighs about five centners. Its strong legs make it an excellent climber and fast runner. The tree-ripper feeds mainly on small animals and carrion, but does not shy away from attacking other creatures in bad times. Basically, any creature smaller than itself is a possible addition to its diet.

WOUNDS	MOVEMENT	STRESS
10	6	—
STRENGTH	DEXTERITY	MIND
4	2	2

Claws 5 Piercing 1

Choke 10 With its strong arms, the tree ripper is able to strangle its victim and also move. The strangle has piercing 0. It takes a difficult test of strength to free oneself from the grip.

Hell taipan

The hell taipan is a slender snake up to 3 steps long, dark brown, rarely olive green, in colour. It is found in the southern regions of Yadosia, through Al Bah JiRa to the lands of the O'Grut and the Ancatir.

WOUNDS	MOVEMENT	STRESS
3	2	—
STRENGTH	DEXTERITY	MIND
2	4	4

Resistances Poison

Bite 8 Piercing 4, Poison 2

Large cave spider

The large cave spider is found in all areas of the central Tirakan. It reaches a height of 3 steps and, despite its weight, is extremely skilful at moving through passages.

WOUNDS	MOVEMENT	STRESS
10	4	2 / 4
STRENGTH	DEXTERITY	MIND
2	4	3

Resistances Fire, Poison

Bite 8 Poison 1

Web 8 Shocked 1

Sheep

Sheep are mostly woolly farm animals, sometimes just over one step high. Their colour varies from white to grey to black. Besides the wool breeds, there are also breeds with less wool which are primarily bred for meat production.

WOUNDS	MOVEMENT	STRESS
5	4	—
STRENGTH	DEXTERITY	MIND
2	1	2

Bleat **10** The bleating of a whole herd of sheep can be quite a confusion for a character.

Kick **6** Piercing 0

Bite **8** Piercing 0

Nahrz'gu

The Nahrz'gu are herbivores found in the northern plains and forests. They reach a shoulder height of just under 1.7 steps and are a sturdy variety of aurochs. They have long shaggy fur and thick forward curved horns.

WOUNDS	MOVEMENT	STRESS
10	7	—
STRENGTH	DEXTERITY	MIND
4	2	2

Charge **10** Shock 1

Ox

A powerful and stubborn beast, the bull embodies raw force, endurance, and territorial fury. Whether wild or driven to rage, it reacts with sudden, violent charges, using its horns to gore and toss aside anything in its path. Unlike predators, it does not hunt—it confronts, driving intruders away through sheer momentum and intimidation. Oxen, while more controlled, still possess immense strength and can become dangerous when stressed or overburdened. In darker interpretations, the bull becomes a symbol of blind wrath and unstoppable momentum, a living force that cannot be reasoned with once unleashed.

WOUNDS	MOVEMENT	STRESS
8	4	—
STRENGTH	DEXTERITY	MIND
2	3	2

Ram **10** Piercing 1

Augura

Auguras are giant, owl-like birds. Although they are not magical, their size enables them to inflict terrifying wounds with their claws and beaks. They inhabit the snow-covered plains of Bitrheimr. They have very keen senses and are easily disturbed by any disturbance to their peace. They become aggressive very quickly.

WOUNDS	MOVEMENT	STRESS
4	7	—
STRENGTH	DEXTERITY	MIND
2	5	4

Bite **6** Piercing 1

Talons **7** Piercing 1, Bleeding 1

Evade **4** See Evasion player rule

Three-horned rhinoceros

Supposedly, if you believe those newfangled young scholars who study strange subjects like zoology, the three-horned rhinoceros is a relative of the elephant and the mammoth. But look at this animal! No trunk! The essential feature of the animals are the 3 horns. The front horn grows from the nasal bone, the middle and the rear horn from the fore skull.

WOUNDS	MOVEMENT	STRESS
12	8	—
STRENGTH	DEXTERITY	MIND
4	2	2

Charge **10** Piercing 1

Trample **10** Piercing 0

Gorilla

A massively built and intelligent primate, the gorilla embodies controlled strength, social dominance, and explosive violence. Normally calm within its group, it reacts with terrifying force when threatened, defending territory or kin with overwhelming physical power. Displays of dominance—beating its chest, roaring, charging—are often warnings, but once it commits, the attack is swift and brutal. A gorilla does not hunt like a predator; it confronts and crushes threats directly. In darker interpretations, it feels almost sentient in its fury—calculated, protective, and unstoppable when roused.

WOUNDS	MOVEMENT	STRESS
6	4	—
STRENGTH	DEXTERITY	MIND
2	3	3

Grip **[8]** The victim is held fast and can only break free with a Strength test.

Yellow Tiger

As its name suggests, its fur between the stripes is yellowish and lighter than that of the other tigers. The tropical lands of the Ancatir and the O'Grut, crossed by numerous rivers, are his home.

WOUNDS	MOVEMENT	STRESS
8	8	—
STRENGTH	DEXTERITY	MIND
3	5	2

Claws **[8]** Piercing 1, Bleeding 1

Bite **[10]** Piercing 1, Bleeding 1

Goose

By still water and open fields, the goose holds its ground with unexpected defiance. What seems like a harmless creature quickly turns confrontational when approached, hissing, spreading its wings, and advancing without hesitation. It defends territory and kin with startling boldness, striking with its beak and battering with powerful wings. Retreat is not its first instinct—challenge is. In darker interpretations, it feels oddly relentless, a small but furious guardian that refuses to yield, no matter the odds.

WOUNDS	MOVEMENT	STRESS
2	6	—
STRENGTH	DEXTERITY	MIND
1	2	3

Bite **[8]** Bleeding 1

Wild Dog

A relentless pack hunter driven by coordination, endurance, and instinct. Wild dogs do not rely on strength alone—they win through teamwork, communication, and exhaustion of their prey. They harry targets over

long distances, forcing mistakes and isolating the weak before closing in together. Individually manageable, but in numbers they become a fast-moving, disciplined threat. In darker interpretations, they feel eerily synchronized—like a single will spread across many bodies.

WOUNDS	MOVEMENT	STRESS
6	4	—
STRENGTH	DEXTERITY	MIND
2	2	2

Bite **[6]** Bleeding 1

Call to the pack **[6]** The wild dog calls to its pack. After 1d3 combat rounds, additional wild dogs arrive equal to the number of successes on this roll.

Stollenmule

The Stollenmule is a stocky, hardy pack animal used primarily in the border region between the Xordai mining zones and the damp lowlands of the Duigoshz. It is slightly smaller and stockier than an ordinary pack horse, but has broader hooves, well-developed musculature, and a remarkably high pain threshold. Its coat is usually a dull dark brown or soot gray. Stollenmules are accustomed to the confines of mine shafts, the hissing of steam valves, and the acrid smell of sulfur. They move slowly but with unshakable indifference through mud and darkness. If a Stollenmule is provoked or stubbornly refuses to comply, it will relentlessly kick backward with its heavy hooves or devour anything that looks edible.

WOUNDS	MOVEMENT	STRESS
5	3	—
STRENGTH	DEXTERITY	MIND
4	2	2

Resistances Cold

Weaknesses Fire, Poison

Hoofbeat **[8]** The Stollenmule kicks backward or forward with precision and raw power.

Stubbornness (Passive) **[3]** Against effects that cause fear, confusion, or panic (e.g., loud explosions or tremors in the tunnel), the Tunnel Mule gains an advantage on its Mind checks.

Wolf

A predatory hunter of the wild, the wolf embodies patience, instinct, and coordination. Rarely alone, it stalks its prey in packs, testing for weakness before committing to the kill. Wolves avoid unnecessary risk, circling, harassing, and striking when advantage is certain. In harsher interpretations, they may appear unnaturally intelligent, relentless, or disturbingly fearless.

WOUNDS	MOVEMENT	STRESS
4	5	—
STRENGTH	DEXTERITY	MIND
2	3	2

Bite [7] Bleeding 1

Riding dragon

The riding dragon is not a true dragon, merely a large flying lizard with a grained head. These rare animals can be trained to be faithful mounts if caught as young, or if a clutch of eggs is discovered and can be secured.

WOUNDS	MOVEMENT	STRESS
8	8	—
STRENGTH	DEXTERITY	MIND
4	4	3

Resistances Fire

Claws [8] Piercing 1, Bleeding 1

Fire beam [10] Riding dragons are capable of spitting a jet of fire about 10 steps long. Anyone within the range of this beam receives the hits of this throw with penetration 0.

Striped horse

Like the horse of the northern steppes, the striped horses populate the steppes of the barbarians. The colour of the body is divided into white and dark brown stripes, which give the striped horse its distinctive appearance.

WOUNDS	MOVEMENT	STRESS
8	8	—
STRENGTH	DEXTERITY	MIND
2	3	2

Bite [8] Piercing 0

Hoofs [8] Shocked 1

Lion

An adult male lion can reach a good 1.5 steps in shoulder height when fully grown and its mouth is adorned with two powerful sabre teeth.

WOUNDS	MOVEMENT	STRESS
8	6	—
STRENGTH	DEXTERITY	MIND
3	3	2

Bite [8] Piercing 1, Bleeding 1

Claws [6] Piercing 1, Bleeding 2

Spider

A patient and methodical predator, the venomous spider embodies stillness, precision, and entrapment. It waits unseen, concealed in webs or hidden corners, striking only when prey is caught or vulnerable. Its venom weakens or paralyzes, ensuring the victim cannot escape once seized. Unlike hunters that pursue, the spider controls its domain—turning space itself into a trap. In darker interpretations, it feels calculating and alien, a silent architect of death whose presence is often noticed too late.

WOUNDS	MOVEMENT	STRESS
2	2	—
STRENGTH	DEXTERITY	MIND
1	3	1

Bite [4] Poison 1, Piercing 1

Mammoth

Mammoth refers to a genus of elephants that are widespread in the colder regions of Tirakan. The scholars under the young, slightly crazy zoologist Bernhard of Yavon assume that they evolved from a group of elephants via several intermediate forms that increasingly specialised in grass food and adapted to the cold.

WOUNDS	MOVEMENT	STRESS
18	6	—
STRENGTH	DEXTERITY	MIND
6	2	2

Trample [12] Piercing 0

Charge **8** Piercing 0

Giant Octopus

From the depths, something vast and patient unfolds. The giant octopus is a master of concealment, blending seamlessly with rock and reef until it chooses to act. Its intelligence is unsettling—testing, probing, learning. When it strikes, it does so with sudden reach, ensnaring prey in powerful limbs and pulling it into a crushing, inescapable grip. The water becomes its weapon, obscuring vision and direction alike. In darker interpretations, it feels ancient and watchful, a mind lurking below, waiting for the right moment to claim what drifts too close.

WOUNDS	MOVEMENT	STRESS
10	4	—
STRENGTH	DEXTERITY	MIND
3	3	2

Grip **10** The victim is grappled and suffers 2 Wounds each combat round. It can break free on its turn with a Strength test.

Bear

A massive and resilient force of nature, the bear embodies raw strength, endurance, and territorial fury. Unlike swift predators, it does not rely on speed or subtlety—once roused, it overwhelms through sheer power and persistence. Bears are often indifferent until provoked, but when threatened or defending their domain, they become relentless and devastating. In darker interpretations, they feel almost unstoppable—an embodiment of primal wrath given form.

WOUNDS	MOVEMENT	STRESS
8	3	—
STRENGTH	DEXTERITY	MIND
3	2	2

Bite **8** Bleeding 2

Claws **8** Bleeding 1

Shark

Beneath the surface, the shark moves with silent certainty, sensing what cannot be seen. It does not rush blindly—it circles, tests, and closes in with deliberate intent. A sudden strike ends the encounter in a burst of motion and

blood, vanishing again into the depths just as quickly. In its domain, escape is uncertain and footing is lost. In darker interpretations, it feels like an unseen force of the deep, drawn to weakness and disturbance, as if the water itself has turned against its prey.

WOUNDS	MOVEMENT	STRESS
8	6	—
STRENGTH	DEXTERITY	MIND
2	3	1

Bite **10** Piercing 1

Lion

A dominant apex predator, the lion embodies strength, authority, and lethal precision. Unlike relentless pack hunters, it relies on bursts of overwhelming force, often striking from concealment or claiming territory through sheer presence. A lion does not chase endlessly—it decides when the hunt begins and ends. In harsher interpretations, it appears regal and terrifying, a symbol of power that tolerates no challenge.

WOUNDS	MOVEMENT	STRESS
6	4	—
STRENGTH	DEXTERITY	MIND
3	2	2

Bite **8** Piercing 1, Bleeding 1

Claws **6** Piercing 1, Bleeding 2

Vulture

On rising thermals, the vulture circles patiently, watching for signs of weakness below. It does not hunt in the traditional sense—waiting instead for the inevitable, drawn to death, decay, and the promise of easy sustenance. Its presence is a silent omen, often arriving before the end has fully come. On the ground, it moves with awkward persistence, tearing and feeding with grim efficiency. In darker interpretations, it feels like a herald of fate, appearing wherever life falters, as if summoned by the dying.

WOUNDS	MOVEMENT	STRESS
2	6	—
STRENGTH	DEXTERITY	MIND
1	3	2

Beak **7** Piercing 1

Seal

Along cold shores and drifting ice, the seal moves with effortless grace between water and land. In the sea it is swift and elusive, diving and turning with fluid precision; on land it appears slower, yet remains alert and wary. Seals are not natural aggressors, but when cornered or defending their young, they react with sudden ferocity—biting and thrashing with surprising strength. Their presence often signals rich hunting grounds, but also hidden dangers beneath the surface. In darker interpretations, they feel watchful and knowing, eyes lingering just above the waterline before slipping silently out of sight.

WOUNDS	MOVEMENT	STRESS
5	5	—
STRENGTH	DEXTERITY	MIND
1	2	2

Bite 5 Piercing 0

Dragsberg Barn Devil

The Dragsberg barn devils are probably the largest domestic cat species of Tirakan and originate from the duchy of Dragsberg in Asgoran. A Dragsberg barn devil grows 1 to 1.40 steps long. They have a 3-4 finger long fur of various colours, 2 and 3-coloured animals are the rule, and a long bushy tail.

WOUNDS	MOVEMENT	STRESS
3	6	—
STRENGTH	DEXTERITY	MIND
2	4	3

Resistances Fire, Shock

Scratch 4 The claws of the barn devil are very unpleasant when they are pulled through the face.

Bite 5 Piercing 0

Brown Tiger

Far away from its cousin, the yellow tiger, the brown tiger lives in the highest north of Tirakan. What distinguishes it from all other tigers is its dark fur. Furthermore, it has enormous fangs, which are the largest in the realm of the big cats.

WOUNDS	MOVEMENT	STRESS
8	7	—
STRENGTH	DEXTERITY	MIND
2	4	4

Resistances Cold

Claws 10 Piercing 1

Bite 10 Piercing 1, Bleeding 1

Goat

This animal, which the scholars have classified in the family of the so-called hoofed animals (first mention in the old Codex Bestiarius in the first millenium before the new age) is related to the sheep, which is better known in the north. Recent research shows that the goat seems to have evolved from these sheep in the south of Tirakan (a thesis that is highly controversial, especially among the religious scholars).

WOUNDS	MOVEMENT	STRESS
4	4	—
STRENGTH	DEXTERITY	MIND
3	2	2

Kick 6 Piercing 0

Bite 8 Piercing 0

Rat

In the dark and hidden places, the rat thrives where others falter. It slips through cracks, nests in walls, and gathers in numbers that turn nuisance into threat. Alone it is timid and easily driven off, but in groups it becomes bold—gnawing, biting, and overwhelming through sheer persistence. Rats spread filth, consume supplies, and carry unseen dangers with them. In darker interpretations, they feel like a creeping infestation, a living sign of decay that grows stronger the longer it is ignored.

WOUNDS	MOVEMENT	STRESS
2	5	—
STRENGTH	DEXTERITY	MIND
1	3	1

Bite 5 Bleeding 1

Scorpion

Hidden beneath sand, stone, or shadow, the scorpion waits with unnerving stillness. It reacts in an instant when disturbed, its stinger striking with precise, practiced speed. The venom does not need brute force—it weakens, paralyzes, or ends the fight outright. It does not chase; it punishes intrusion. In harsher interpretations, it feels ancient and indifferent, perfectly suited to a world where hesitation means death.

WOUNDS	MOVEMENT	STRESS
3	5	—
STRENGTH	DEXTERITY	MIND
1	3	1

Bite [6] Poison 1

Sting [8] Poison 2

Hadidim-Lizard

Hadidim lizards are large flying lizards with a wingspan of up to 2 steps. They feed mainly on fish, but are not averse to the odd seabird. Hadidim lizards are only found on the narrow coastal strip and at the lakes and oases of Al Bah JiRa. They rarely pose a threat to Humans, unless someone is foolish enough to try to steal the eggs of a hadidim mother from her nest.

WOUNDS	MOVEMENT	STRESS
14	12	—
STRENGTH	DEXTERITY	MIND
3	3	2

Bite [8] Piercing 1

Jellyfish

Drifting through the water with quiet grace, the jellyfish appears almost harmless—until contact is made. Its translucent body conceals trailing tentacles armed with potent venom, reacting instantly to touch. It does not pursue or hunt in the traditional sense; instead, it turns its surroundings into a passive hazard, where movement itself becomes dangerous. In numbers, they form near-invisible barriers that are difficult to detect until it is too late. In darker interpretations, they feel like living traps of the sea—silent, indifferent, and unavoidable.

WOUNDS	MOVEMENT	STRESS
2	4	—
STRENGTH	DEXTERITY	MIND
1	2	1

Sting [4] Poison 1

Swamp crow

This is an exceptionally large-bodied variety of the widely known common crow. Its home is the swamps in eastern Yadosia. Hikers travelling in this place should take care of their luggage, because it can easily happen that in a careless moment a marsh crow glides down from the sky, snatches it and carries it to its hiding place.

WOUNDS	MOVEMENT	STRESS
2	7	—
STRENGTH	DEXTERITY	MIND
1	4	4

Steal [8] If the crow succeeds in the roll, the person stolen from can make a perception roll, the minimum roll of which is increased by the number of successes of the crow. If the perception roll succeeds, the crow is caught in the act, otherwise it manages to steal without being noticed.

Pecking [6] Bleeding 1

Sand viper

These nasty snakes inhabit the great desert of Al Bah JiRa. Mostly they lie hidden in the sand, where they lie in waiting for passing animals or even people. If an unfortunate person should come within reach of a lurking sand viper, he will see a scaly, horned abomination with a length of 2 steps and a thickness of 1 foot spring up seemingly out of nowhere and bite at him. The highly effective poison will kill him within four hours if he does not manage to get an antidote by then.

WOUNDS	MOVEMENT	STRESS
3	2	—
STRENGTH	DEXTERITY	MIND
1	5	4

Bite [8] Poison 2

Wolf

There are wolves everywhere in the temperate regions of Tirakan. These pack animals are usually reserved, and stay away from people. When cornered or threatened, they become aggressive and can also attack humans.

WOUNDS	MOVEMENT	STRESS
5	7	—
STRENGTH	DEXTERITY	MIND
2	2	2

Bite 7 Bleeding 1

Call for the pack 4 The wolf howls loudly.

Every success calls one wolf into the combat after 1d3 combat rounds, if there are other wolves near.

Swarm eater

The swarm eater is mainly native to the shallow regions of the large inland lake of Yavon. However, individual specimens can also be found in other areas of the long river. When fully grown, these fish reach a length of about one step. They are characterised by a green-brown striped upper side and a silvery underside. The tail fin is slightly rounded at the top.

WOUNDS	MOVEMENT	STRESS
3	6	—
STRENGTH	DEXTERITY	MIND
2	3	1

Kinstarchel

Kinstarchel are the name given to wild dwarf cattle in Hadewald. The largest specimens of this species rarely reach a shoulder height of more than 2 ells. The small, sturdy animals are silver-grey to pitch-black in colour and roam in herds through woods remote from people. Kinstarchels are always popular hunting targets. Because they are becoming increasingly rare, efforts have recently been made to domesticate kinstarchel. However, this has so far proved difficult, as the captured specimens often die of a strange disease after a few months.

WOUNDS	MOVEMENT	STRESS
6	3	—
STRENGTH	DEXTERITY	MIND
2	1	2

Elephant

A towering giant of the natural world, the elephant embodies immense strength, resilience, and unstoppable momentum. Usually calm and deliberate, it becomes a devastating force when threatened or provoked—charging with crushing weight and sweeping aside anything in its path. Its size alone reshapes the battlefield, turning terrain into an advantage. Elephants are not inherently aggressive, but once angered or panicked, they are nearly impossible to stop. In darker interpretations, they feel like living engines of destruction—slow to rouse, but catastrophic when unleashed.

WOUNDS	MOVEMENT	STRESS
10	4	—
STRENGTH	DEXTERITY	MIND
4	2	2

Choke 8 The elephant chokes the victim with its trunk.

Stomp 16 The elephant's full weight bears down on the victim. The attack has Piercing 2, but can only be used if the elephant has already been adjacent to the target for one round.

Swamp lizard

A massive and resilient ambush hunter native to dense forests and damp swamp areas. When fully grown, it can reach a length of 2–3 paces. It lives in small social groups of 1–3 individuals, consisting of one male and several females.

The lizard relies on its thick, bark-like scaly armor and the sharp spines on its back to protect itself from attackers. It usually remains completely motionless on moss-covered tree trunks, camouflaged by its mottled coloring. However, when cornered or when prey comes within reach, it acts with unexpected brutality. With its powerful jaws and sharp claws, it tears its enemies apart. It is not a nimble hunter, but it compensates for this with sheer physical strength and absolute tenacity.

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ever, when cornered or when prey comes within reach, it acts with unexpected brutality. With its powerful jaws and sharp claws, it tears its enemies apart. It is not a nimble hunter, but it compensates for this with sheer physical strength and absolute tenacity.

In alchemy, various parts of the swamp lizard are highly valued. Its scales can be processed into a powder that strengthens the skin and protects against injuries. Its fat is used in ointments that relieve inflammation and promote wound healing. And its venom, when administered in small doses, can act as a pain reliever.

WOUNDS	MOVEMENT	STRESS
6	4	—
STRENGTH	DEXTERITY	MIND
3	3	1

Resistances Water, Poison

Weaknesses Fire

Bite 5 Bleeding 1, Perforation 1

Clawstrike 4 Force 1

Eagle

High above the land, the eagle circles with commanding vision, observing every movement below. It does not waste effort—waiting for the precise moment before diving in a swift, lethal descent. Its talons strike with accuracy and force, seizing prey before it can react. Even when not attacking, its presence dominates the sky, a constant watcher that cannot be easily approached or escaped. In darker interpretations, it feels like an unblinking eye of the heavens, distant, patient, and utterly decisive when it acts.

WOUNDS	MOVEMENT	STRESS
2	10	—
STRENGTH	DEXTERITY	MIND
1	4	2

Claws 7 Bleeding 1

Beak 7 Piercing 1

Bat

From the rafters and cave ceilings, bats descend in restless motion, guided more by sound than sight. They move in erratic swarms, disorienting and unnerving, their sudden proximity enough to startle even seasoned travelers. Alone they are fragile, but in numbers they over-

whelm—clawing, biting, and filling the air with chaotic movement. Their presence often marks decay, darkness, or forgotten places. In darker interpretations, they feel like living shadows, erupting from the black and vanishing just as quickly.

WOUNDS	MOVEMENT	STRESS
2	5	—
STRENGTH	DEXTERITY	MIND
1	4	1

Bite 2 Piercing 2

Boar

A brutal and fearless force of the wild, the boar embodies aggression, resilience, and territorial dominance. When threatened or cornered, it charges with explosive speed, using its tusks to gore and trample anything in its path. Boars do not retreat easily—they commit fully, fighting through injury and pain with relentless fury. In darker interpretations, they appear almost unstoppable, driven by blind rage and an unyielding instinct to destroy intruders.

WOUNDS	MOVEMENT	STRESS
8	4	—
STRENGTH	DEXTERITY	MIND
3	1	2

Ram 10 Piercing 1

Klamm Goat

The Klamm goat is an extremely sure-footed ungulate of the steep rock massifs and muddy mountain passes in the Klamm Mountains. It has a short, extremely dense, oily coat ranging in color from gray to reddish-brown, which withstands even the most relentless, continuous rain. Its horseshoe-shaped hooves, soft at the edges, dig into even wet, slippery rock, allowing it to climb nearly vertical slopes with ease. Although it is not considered naturally aggressive, it can be stubborn and headstrong in its mountainous territory. When threatened or cornered, it lowers its massive skull with its backward-curving horns and charges forward resolutely to drive the intruder off the path. For hikers and dwarf caravans, it is an indispensable pack and climbing animal.

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WOUNDS	MOVEMENT	STRESS
4	4	—
STRENGTH	DEXTERITY	MIND
3	3	2

Resistances Cold

Weaknesses Fire, Poison

Impact [8] Critical Hit 0, Stunned

The Klamm Goat rams its target with its massive horns. You must pass a Dexterity check (DC 8+) to avoid losing your footing or stumbling.

Traction (Passive) [O] The Klamm Goat does not suffer any penalties or difficulty modifiers to movement when traversing muddy ground, scree fields, or steep rocky sections.

Camel

A hardy beast of harsh lands turned volatile and dangerous, the camel embodies endurance twisted into aggression. Normally resilient and deliberate, it can become fiercely territorial or unpredictable under stress, lashing out with powerful bites, trampling kicks, and sudden charges. Its endurance allows it to outlast opponents, pressing the attack longer than expected. Camels are difficult to intimidate once enraged, their stubborn nature turning into relentless hostility. In darker interpretations, they feel uncanny—enduring, spiteful, and disturbingly persistent, as if the desert itself refuses to yield.

WOUNDS	MOVEMENT	STRESS
8	4	—
STRENGTH	DEXTERITY	MIND
2	2	2

Bite [6] Piercing 1

Zwarl

A distinctly large, obese furry beast that moves on two legs. It can measure up to 4 steps in height, but is no less strongly built in width. A full-grown Zwarl weighs about 2 pounds.

WOUNDS	MOVEMENT	STRESS
12	6	—
STRENGTH	DEXTERITY	MIND
4	2	4

Blow [10] The blow hits up to three enemies within a range of 2 metres. It causes Shocked 1.

Roll [8] When the Zwarl is in distress, it rolls over its opponents. He can reach up to three opponents if they stand in a line up to five steps away. He inflicts the wounds of this roll on each opponent.

Owl

In the quiet hours, the owl moves where sound itself seems to fade. Its flight is nearly silent, wings cutting through the dark without warning. Guided by exceptional bearing, it locates movement others would miss, striking with sudden precision from above. It does not linger—appearing only long enough to seize what it seeks before vanishing again into shadow. In darker interpretations, it feels like a watcher of the night, unseen yet ever-present, a whisper of motion just beyond perception.

WOUNDS	MOVEMENT	STRESS
2	8	—
STRENGTH	DEXTERITY	MIND
1	3	4

Beak [6] Piercing 0

Cave worm

These worms, up to three steps long, live in tunnels and pits mainly under the surface of Tirakan. Their mouths are peppered with sharp, long teeth. Although the worms are blind, they have an excellent sense of smell and bearing. Morgala leaders are known to use trained worms as mounts and in battle, and to use them to dig tunnels.

WOUNDS	MOVEMENT	STRESS
24	5	—
STRENGTH	DEXTERITY	MIND
5	1	3

Bite [12] Piercing 2, Bleeding 1

Roll over [14] If the worm is in distress, it will roll over everything in its path in a straight line at 10 steps. The hits of this throw are divided among all the victims rolled over and cause Pierce 1.

Giant Crab

Across tidal flats and along rocky shores, the giant crab advances with unsettling purpose. Its heavy shell turns aside lesser blows, while massive claws snap with crushing force, capable of breaking bone or armor alike. It does not rush blindly—each movement is measured, closing distance while guarding itself with raised pincers. In its domain, footing is treacherous, and escape is hindered by terrain it knows well. In darker interpretations, it feels like a living bastion of the coast—unyielding, alien, and perfectly adapted to drag the unwary into a slow, inevitable end.

WOUNDS	MOVEMENT	STRESS
6	6	—
STRENGTH	DEXTERITY	MIND
2	2	1

Claws 10 *Dad-a-chum? Dum-a-chum?*
Ded-a-chek? Did-a-chick?

Crocodile

A patient and ancient ambush predator, the crocodile embodies stillness, precision, and sudden, overwhelming violence. It waits half-submerged, barely visible, striking in an instant when prey comes too close to the water's edge. Its grip is relentless—once seized, escape is unlikely. Crocodiles do not pursue far; they control the boundary between land and water, turning safe ground into a deadly trap. In darker interpretations, they feel primordial and calculating, as if the water itself has teeth.

WOUNDS	MOVEMENT	STRESS
6	4	—
STRENGTH	DEXTERITY	MIND
2	2	2

Bite 10 The victim can only break free from the bite with a Strength test. The crocodile will try to drag its victim underwater whenever possible.

Hyena

A cunning scavenger and opportunistic hunter, the hyena thrives where others falter. It survives through adaptability, endurance, and ruthless pragmatism, often circling conflict rather than initiating it. Hyenas test weakness relentlessly, harassing, outlasting, and exploiting any

sign of vulnerability. Their eerie vocalizations and unsettling demeanor give them a reputation that borders on the unnatural. In darker interpretations, they feel mocking and cruel—creatures that revel in decay and the downfall of others.

WOUNDS	MOVEMENT	STRESS
4	4	—
STRENGTH	DEXTERITY	MIND
1	3	2

Bite 8 Bleeding 1

Magical

Werewolf

The werewolf is a creature that is half wolf, half human. At full moon, the normal human transforms into a wolf, which can grow up to two steps tall and is extremely aggressive. Anyone can become a werewolf as soon as they are bitten by an already infected werewolf.

WOUNDS	MOVEMENT	STRESS
12	8	—
STRENGTH	DEXTERITY	MIND
5	3	3

Bite 8 Piercing 1, Bleeding 1

Claws 8 Bleeding 1

Shimmer whale

The shimmer whale is a 50-step long massive whale that is able to adapt its skin colour to its surroundings in dangerous situations. Due to the shimmering as the whalers call it, the whale can hardly be located. This is an animal that can use magic instinctively.

WOUNDS	MOVEMENT	STRESS
40	8	—
STRENGTH	DEXTERITY	MIND
5	3	4

Resistances Cold, Magic, Fire

Ram 10 The whale is able to ram its victims, sometimes entire ships. The roll causes piercing 2. If the roll succeeds with more than 5 successes, the whale devours its victim.

Wild Magic 10 The whale casts a spell of elemental magic, a casting of the Ginae or the Duglaraan. The spell is cast intuitively and appears with a **power** according to the successes of this roll.

Bork

These giant pigs are actually of a good-natured nature. However, if their habitat is restricted or they are driven into a trap, they fight back. They are magical creatures, and are proficient in magically ramming enemies.

WOUNDS	MOVEMENT	STRESS
8	6	—
STRENGTH	DEXTERITY	MIND
3	3	3

Magic ramming 7 The Bork charges at its victim, combining movement with attack.
Piercing 2

Ram 6 Piercing 1

Bite 5 Piercing 1

Fel'war

These magical creatures are more common on the steppes of the Quitaron. The bird of prey hunts mainly small rodents, but sometimes larger animals are also on its menu.

WOUNDS	MOVEMENT	STRESS
3	8	—
STRENGTH	DEXTERITY	MIND
1	4	2

Resistances Magic

Talons 6 Bleeding 1

Beak 5 Bleeding 1

Air Blast 5 A magical gush of air pushes the victim D6 metres backwards and causes **power** wounds and shock 1.

Stone Elemental

The stone elemental, as a servant of the Tador, grows from a rock or stone when it awakens. Stone elementals

usually appear as bulky humanoid figures that can grow to a height of 4 steps.

WOUNDS	MOVEMENT	STRESS
30	4	—
STRENGTH	DEXTERITY	MIND
6	1	1

Resistances Fire, Poison

Rockfall 8 When the stone elemental attacks, it can hurl parts of its own substance at its opponents. For every three wounds it inflicts on itself, all enemies in a 45° cone suffer 1d6 hits. The cone extends faith level*2 steps. If the attack is unsuccessful, only the stone elemental suffers damage, the enemies remain unharmed.

Rock slap 6 The Stone Elemental can hurl a large boulder from its own substance. The boulder hits a target up to 20 paces away and causes 3 hits per success. The stone elemental inflicts 2d6 wounds to itself. If the roll fails, only the stone elemental suffers the damage and the target remains unharmed.

Rock growth 6 The stone elemental causes sharp rocks to grow out of the ground in a circle with a **faith level** step radius. This circle can be up to 20 steps away from the stone elemental. If an enemy ends their turn on the spikes, they take three hits.

If an opponent tries to move through the spikes, he must make a Deftness roll. If they fail, they take three hits.

Water elemental

The water elemental is an elemental being that is under the favour of either the Ginae or the Duglaraan. Water elementals only exist naturally on the elemental plane and can only be summoned to this world by elementalists.

WOUNDS	MOVEMENT	STRESS
14	8	—
STRENGTH	DEXTERITY	MIND
2	5	2

Resistances Water, Magic, Fire, Physical Damage

Mirror image 8 If the roll for Mirror Image is

successful, the water elemental creates an exact clone of itself, which retains all its stats. The ability costs 1D6 arcana, which is subtracted BEFORE cloning.

Blow 8 Piercing 1

Growth 6 The water elemental grows and doubles both its maximum and its current wounds. Once the maximum wounds reach 100, it stops growing.

Grip 8 If the water elemental attacks a victim, it pulls the victim into its body. The victim receives two wounds of suffocation damage in each of his combat rounds, but can free himself with a Strength or Acrobatics check after the damage.

Compost fairy

The Compost Fairy is a strange, magical creature. She once lived in the compost of the witch Mare, in the Middle Ages on earth, not far from the town of Aquisgrani. Mare and she share a special bond, which is also magical.

WOUNDS	MOVEMENT	STRESS
2	8	—
STRENGTH	DEXTERITY	MIND
2	5	3

Resistances Magic

Energy Orb 2 Piercing 2, Shocked 1

Sethlarn

The Sethlarn are a magical kind of dragon-like beings. Their shape is that of Dragons, but their leathery skin is coarse and black. Their eyes gleam a pale yellow. They reach a height of three steps, and a wingspan of five steps.

WOUNDS	MOVEMENT	STRESS
18	10	—
STRENGTH	DEXTERITY	MIND
3	4	3

Resistances Magic, Fire, Shock

Claws 10 Piercing 1, Bleeding 1

Dark Magic 8 The Sethlarn are proficient in the spells of Black and Lizard magic, which

they use intuitively. If this roll succeeds, the effect of a spell with **power** corresponding to the successes takes effect.

Imps

The Imps are small 30cm high humanoid beings of scrawny gnarled shape and small red sparkling eyes. Their wrinkled skin is covered with small nodules and is grey to brown in colour. Even though they seem to be, they are not related to the Bolden.

WOUNDS	MOVEMENT	STRESS
4	3	—
STRENGTH	DEXTERITY	MIND
2	3	4

Claws 5 Bleeding 1

Elemental magic 10 The Imp casts a spell of elemental magic that is suited to his element. The successes of this casting yield the **power** of the spell.

Ganark

Ganark is a creature that can be found in enchanted forests. In terms of habitus he resembles a goblin, it gives him entertainment to confuse strangers.

WOUNDS	MOVEMENT	STRESS
4	6	—
STRENGTH	DEXTERITY	MIND
2	3	5

Resistances Magic, Steal Actions

Confuse 8 The victim is confused for 1d3 combat rounds. The minimum roll of all rolls is raised by the number of successes Ganark achieves on this Confuse roll.

Scratch 4 Ganark scratches the victim (piercing 1)

Blur 6 Ganark refracts the light around him and blurs his form. For *Power* rounds, attacks against him are difficult rolls (minimum roll +1).

Bolds

Only rarely do you see bolts in the forests and towns of Tirakan. Gifted people ascribe to them an origin in the fairy worlds, while the normal people despise bolts as bad luck bringers and charlatans. Whether it will ever be clarified where the origin of the bolts lies may be doubted. In fact, there are many bolts in the fairy world.

WOUNDS	MOVEMENT	STRESS
4	3	—
STRENGTH	DEXTERITY	MIND
1	3	5

Resistances Magic

Wild Magic **8** The Bold casts a spell of elemental magic, wizardry or shamanism. The successes of this roll represent the **power** of the spell.

Nymphs

Nymphs are servants of the Titaness Ginae, one-and-a-half-step-tall female figures who bear the characteristics of aquatic creatures on their bodies. Their favourite pastime is playing the harp or the sea shell flute and giving wet kisses.

WOUNDS	MOVEMENT	STRESS
6	4	—
STRENGTH	DEXTERITY	MIND
2	2	3

Resistances Magic

Ginae's Influence **6** Nymphs can call upon the Titaness Ginae and request her intervention.

Water Magic **10** Nymphs can cast spells of elemental magic and sorcery related to water. The successes of this casting indicate the **power** of the spell.

Slimehopper

The shape of a slimy hopper is most similar to that of a small bold, which moves stoutly and close to the ground. The name comes from the way it moves, the slime hopper moves with a hopping, almost staggering gait. Its dark body is covered with a slime that the slimehopper produces

itself. The slime burns on the skin and causes a distinct reddening.

WOUNDS	MOVEMENT	STRESS
4	3	—
STRENGTH	DEXTERITY	MIND
2	2	3

Burning slime **6** If one is covered in the slime of the slimehopper, the slime causes a wound per combat round until it is wiped off. The affected area burns terribly.

Suffocation **4** If the slime hop is in distress, it tries to jump into the face of the attacker. If it succeeds (a success on this action), the victim takes two wounds per combat round until it has freed itself from the slimehopper with a test of strength.

Giants

There are giants both in the northern forests near the Valley of Oblivion and in the south near the Xordai territories. These gigantic, human-like beings live their own culture, have their own language, and keep away from Humans.

WOUNDS	MOVEMENT	STRESS
25	8	—
STRENGTH	DEXTERITY	MIND
6	2	2

Blow **12** Shocked 1

Ventriculum

One of the strangest creatures in Tirakan is the ventriculum. Although observers of the past centuries classified it as an undead being, it must be considered a purely magical entity. Nevertheless, the ventriculum consists of the dead remains of a human being that have been magically brought to life.

WOUNDS	MOVEMENT	STRESS
15	6	—
STRENGTH	DEXTERITY	MIND
1	3	5

Resistances Cold, Magic, Poison, Shock

Telekinesis **8** By means of concentration, the

ventriculum is able to move objects within a radius of 10 steps up to a weight of 50 stones. For every one arcana per 3 stones, the weight can also exceed this 50 stones.

The object can be moved at any speed, so that objects with great speed can also be hurled against a victim. The damage is determined by the game master and depends on the type and speed of the object. Living beings can also be moved.

Mind control **6** The ventriculum controls the mind of an intelligent being. Here the ventriculum can completely control the actions of the victim, but must spend one of its actions each combat round to maintain control.

Dyspnoe **6** The ventriculum is capable of magically strangling a victim. To maintain the strangle, an action must be expended each combat round. The strangled victim takes a wound in the first combat round. The damage doubles every combat round.

Jump **8** Within one action, the ventriculum may jump to any visible position within 10 steps.

Lightning storm **12** Lightning streams from the nerve endings of the ventriculum, which in a cone of 90 degrees at a range of 10 paces strikes all living creatures within it according to the successes of this throw per round of combat. To maintain the lightning storm, the ventriculum must expend one action per round.

Chronar's blessing

This butterfly, known as Chronar's Blessing, is very rare on Tirakan. It is said to land at night on the heads of the seriously ill or wounded, heal them or accompany them into the realm of the dead to relieve their pain.

WOUNDS	MOVEMENT	STRESS
1	2	—
STRENGTH	DEXTERITY	MIND
1	2	4

Baba's Creeping Hvt

Baba built a hut atop the rotting stump of a giant tree that was felled long ago. It was only after she embedded a magic gemstone in the hut that the whole thing was imbued with a semblance of life. When she wills it to do so, the hut pulls its gigantic roots free of the earth and shambles around like a spidery behemoth, shaking the ground with every step. The hut attacks with its flailing and stomping roots. It can also use its roots to fling large rocks.

WOUNDS	MOVEMENT	STRESS
20	4	—
STRENGTH	DEXTERITY	MIND
5	1	4

Resistances Fire, Steal Actions

Rootslash **10** Root Attack

Rockthrow **8** Rocktoss

Basilisk

Of all the creatures known to us, none is more dangerous and deadly than the basilisk - otherwise known as the king of snakes. This creature is born from a chicken egg hatched by a crow. The venom of the basilisk is deadly.

WOUNDS	MOVEMENT	STRESS
12	4	—
STRENGTH	DEXTERITY	MIND
3	4	5

Resistances Magic, Fire, Shock, Steal Actions

Bite **10** Piercing 1, Poison 6

Deadly gaze **10** The gaze of the basilisk is both paralyzing and deadly. If the gaze hits someone directly, it causes 20 hits. If it hits someone via a reflection, it causes 2D6 hits and paralyzes the victim indefinitely.

Unicorn

The unicorn (from silk. licorne - the pure) is an animal that resembles the horse in shape and size, but is more slenderly built and wears a horn on its forehead.

WOUNDS	MOVEMENT	STRESS
14	8	—
STRENGTH	DEXTERITY	MIND
3	3	8

Resistances Magic

Wild Magic **12** The unicorn can cast spells of elemental magic, white magic and shamanism. The successes of this roll become the **power** of the spell.

Common flying lizard

The common flying lizard has two legs and two leathery wings. On the ground they have to support themselves with their wings, but in the air these slender lizards are nimble and fast flyers. Their skin, covered with small green scales, offers them quite good protection, and particularly strong flying lizards can also be clad in light metal-reinforced leather armour.

WOUNDS	MOVEMENT	STRESS
10	10	—
STRENGTH	DEXTERITY	MIND
3	2	4

Bite **8** Piercing 1, Bleeding 1

Claws **8** Durchschlag 2

Shadow Crawler

Created by the black magician Ortan, the Shadow Crawlers are humanoid creatures. They live in the northern forests of Asgoran, where they were artificially created by magic.

WOUNDS	MOVEMENT	STRESS
8	5	2 / 3
STRENGTH	DEXTERITY	MIND
2	4	2

Resistances Magic, Light

Claws **6** Piercing 1

Shadow Cloud **8** The Shadow Crawler spits a cloud of pure shadow that engulfs all light in a sphere with a radius equal to the success of the roll. This total darkness increases the

minimum roll of all characters except the Shadow Crawler by 4.

The sphere remains in place for 2 combat rounds and does no damage. Night vision does not prevent the penalty to the minimum roll.

Tree Blight

Awakened plants gifted with the powers of intelligence and mobility, blights plague lands tainted by darkness. Drinking the darkness from the soil, a blight carries out the will of an ancient evil and seeks to spread that evil wherever it can.

WOUNDS	MOVEMENT	STRESS
6	2	—
STRENGTH	DEXTERITY	MIND
4	1	2

Resistances Water, Fire

Root Whip **7** Poison 1

Ensouled Statue

Sometimes a spirit or magical presence is banished into a statue. These statues are made of stone, chiselled by their creator. But the spirit of the past lives in them and awakens them to ghostly life. The soul of their model connects with the stone body and comes to life.

WOUNDS	MOVEMENT	STRESS
12	2	1 / 2
STRENGTH	DEXTERITY	MIND
5	1	2

Resistances Magic, Fire, Poison, Shock

Temporal Grip **5** The statue grabs the victim. If the throw is successful, it places its cold hands on the victim's body and looks into the victim's eyes.

At that moment, the victim seems to disappear. However, the victim is not dead, but has been transported back 200 years.

The victim is allowed to throw at the resistance once per hour. If the throw is successful, the victim is transported back to the present. If the throw fails, the victim remains in time.

Blink **8** The animated statue teleports to the

desired destination. This can be up to **Power** metres away. The action is only possible if no one is looking at the statue.

Shimmer whale (leviatan)

The Shimmer whale resembles an earthly blue whale in shape, but is slimmer and has longer, almost wing-like side fins. What makes it special is its skin: it is not gray, but has a pearlescent, semi-transparent surface.

Depending on the incidence of light and the magical saturation of the environment, its skin refracts light into all colors of the spectrum. Hence the name. When an iridescent whale breaks the surface, it looks like a living rainbow rising out of the water. Scholars believe that these whales not only feed on krill, but also absorb the light of the moon and stars when they come to the surface at night.

Shimmer whales avoid shallow coastal waters. They travel through the deep oceans, far away from the routes of merchant ships.

They are most often sighted in the Southern Ocean, in the cold currents far from the heat of the jungle, or in the mystical waters around abandoned island archives.

They travel in small family groups (pods). It is said that their song can calm storms or drive those who listen to it for too long mad.

Since hunting them is extremely dangerous (shimmer whales rarely defend themselves, but are often protected by sea elementals or mermaids) and the animals are rare, the price is enormous.

The Ancatir consider hunting shimmer whales a sacrilege. They only use oil that comes from naturally stranded whales ("gift of the tides"). Alchemists who use "bloody oil" are often expelled from the city in elven enclaves.

The Shimmer Whale is one of the most fascinating and peaceful giants of the seas around Tirakan. It is not just an animal, but a living anomaly closely connected to the magical currents of the oceans.

Shimmer whales never attack first. If killed, all involved suffer a curse of the sea (+2 exhaustion per day at sea).

We saw it at new moon. It glowed beneath the keel like a sunken city. When we threw the harpoons, the beast did not scream. It began to sing. A sound so deep that the wood of my ship splintered and two of my men simply jumped into the water, smiles on their faces. We killed it, yes. But the oil... it burns in the lamps of my cabin, and

I swear I see the faces of those who jumped in the shadows. From the logbook of the whaler 'Haken-Ulf'

WOUNDS	MOVEMENT	STRESS
80	20	—
STRENGTH	DEXTERITY	MIND
16	12	11

Sonar pulse 16 The whale emits an extremely loud, directional sound pulse.

Targets must pass a Resistance check (WI). If they fail, they are stunned for 1D6 rounds and suffer a -4 penalty to all checks.

Powerful fin stroke 14 A blow with its massive tail fin that whips the water.

3d6+16 damage. Hits all targets within a 5-meter radius behind the whale.

Iridescent glow 14 The whale flashes its skin in a dazzling spectrum of colors.

All attackers in close range must pass a Perception check. If they fail, they are blinded for the next round and cannot attack.

Deep dive 12 The whale retreats into the depths.

Increases the RS by an additional +4 shields for one round while it leaves the combat area.

Paranormal

Phantomwarrior

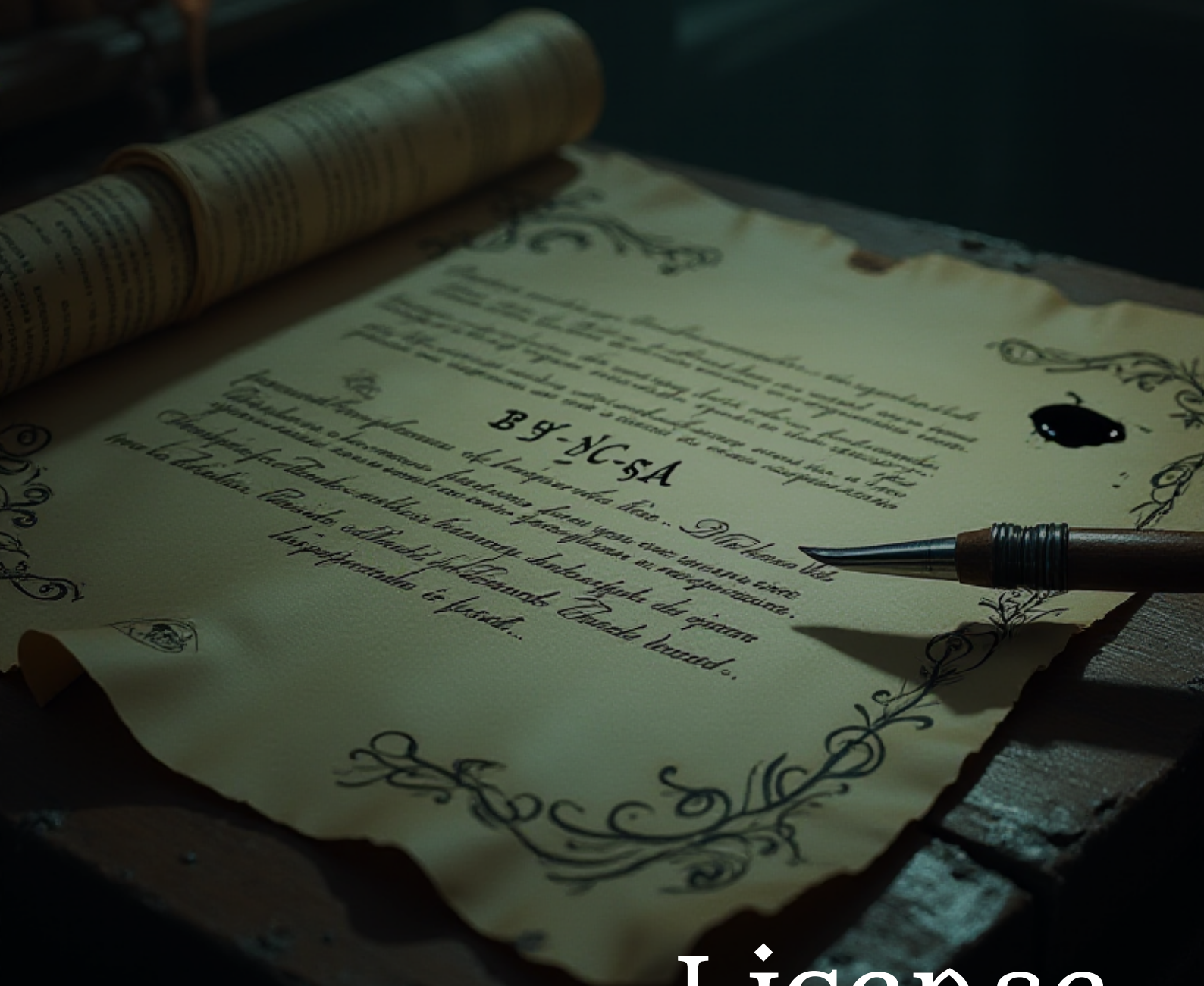
A phantom warrior is the undead spirit of a soldier or other skilled person-at-arms (i.e. a professional killer) who has died in violent conflict or before completing an assigned task. Although incorporeal, a phantom warrior carries ghostly armour, shield and weapon. A phantom warrior's memory of the days before his death is hazy at best.

WOUNDS	MOVEMENT	STRESS
10	4	1 / 3
STRENGTH	DEXTERITY	MIND
3	3	2

Resistances Magic, Physical Damage

Sword Attack 10 Piercing 1

J



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