

Weapons and Armor

In your adventures, even the most peaceful characters need means to defend themselves. This section details how Weapons, Armor, and Mages' Rods and Garments function in combat.

Note: This section covers only the base mechanics for these items; crafting details are found in the **Crafting and Gathering** chapter.

Durability

Nothing lasts forever, least of all the things see the kind of use a sword or a wand would take. Every item's endurance is quantified by a **Durability Bonus**, a flat number representing the item's longevity before it breaks. This number, determined during item creation, helps track how much use your equipment can withstand.

Instead of recalculating numbers, mark lost Durability on your Item Card or Character Sheet by simply making a "tick-mark". It's efficient to group these marks in sets of five for easy tracking (four vertical marks with a fifth crossing through).

Losing Durability

All characters are assumed competent in their equipment use, you can expect relatively minimal Durability checks. Durability loss occurs primarily through the Usage Die mechanic, which only activates when employing Momentum for Extra Damage or Defense. Should a re-roll of your maximum die result in a 1, mark a loss of Durability. This applies to each max die re-rolled under these circumstances. Note that certain kinds of "Tools", like the Smith's Hammer, will also lose Durability when you use them to during their respective Skill Checks; if you made a Smithing Check, you would mark a loss if you rolled a 1.

Equipment breaks when accumulated losses match the Durability Bonus, rendering it unusable until reforged.

Brutal Criticals

Upon any equipment breakage (Weapon, Rod, Armor, or Garment), take advantage of a Brutal Critical: double all of your damage or defense from the ongoing Clash. Reflect the dramatic breakage in your Clash narrative for enhanced impact.

May be, as your Wand exploded, a surge of magical energy was seen to course through it. Or, perhaps, when you deflected with your gauntlet, it shattered with a high pitched *ting!*, staggering your attacker as shards scattered in all directions.

Durability as Ammunition

When utilizing Bows and Arrows, the Durability mechanic will work slightly differently, but has been designed to still be easy to watch for. Bows always use a die size larger than the best Arrows they can fire. Employing Extra Damage or Defense always utilizes the Arrow's die, simplifying which die to use and which to watch for any Durability losses.

You are assumed to recover an non-lost Arrows post-engagement. While similar, unlike Arrows, Materials used in Spellcasting are always consumed upon use.

Repair and Reforging

When your Items degrade, or even eventually break, these are not reversable states. You can Repair them when they lose Durability, and if you let them break, you can Reforge them. These activities, however, are not just rote mindless busy work. Through repair and reforging, you gain the ability to customize your items further beyond their original creation, and the options you can open up are practically endless.

Smithing and Sigilism

Both physical and magical items undergo Smithing or Sigilism respectively for creation, customization, repair, and reforging. Detailed processes for Creation and Customization are outlined in the **Crafting and Gathering** chapter, with the simplified procedures for repairs and reforging provided below.

Repairing

To repair an item, roll 1d20 and add the Talent modifier appropriate for the skill you are using: Strength for Smithing, Intelligence for Sigilism. Your target number is the item's Durability Bonus. Before rolling, you may choose to add a Material to your item to gain its Repair Effect. The outcomes are as follows:

- **Successful Repair:** If your roll matches or exceeds the Durability Bonus, your item is fully restored. You can utilize the Repair Effect a number of times equal to the number rolled on the die.
- **Exceptional Repair:** If your roll exceeds the Durability Bonus by 10 or more, the item is fully restored, and you gain an additional 10 uses of the Repair Effect.
- **Partial Repair:** If your roll is within 5 of the Durability Bonus, the item is fully restored, and you can use the Repair Effect a number of times equal to the number rolled.
- **Minimal Repair:** If your roll is 6 or more below the Durability Bonus, the item is still fully restored, but you can only use your Repair Effect half as many times as the number you rolled on the die.

Reforging

Reforging a broken item follows the same process as repairing, with the addition of potentially permanent enhancements. The key differences are:

- **Permanent Enhancement:** If your roll exceeds the Durability Bonus by 15 or more, or if you roll a natural 20, the Repair Effect becomes a permanent feature of the item.
- **Standard Reforging:** Follow the same outcomes as repairing for all other results.

Time

Both Repairing and Reforging are not activities you can undertake in the heat of combat, as they both take considerable Time. Repairing typically takes 10 Minutes for any given item, while Reforging requires at least 2 Hours.

Weapons in Detail

While magical implements like Wands or Staves are typically uniform in their function, physical weaponry comes in many diverse forms that all serve different purposes in a fight. Although it is not necessary to have every type of weapon available, it is wise to consider keeping more than just one on hand.

Categorizing Weapons

In both the real and the fictional world of Labyrinthian, there are countless unique weapons. Rather than prescribe a smaller set or list them all, weapons are categorized into broad groups like "Swords" or "Axes," which align with either the three Physical Damage Types in the game or their various combinations. Each category includes three mechanical variants, providing different tactical uses. Each category also comes with a specific Property that is universal to all weapons within that type.

Swords (Blunt/Slashing/Piercing)

Swords feature the **Versatility** property, allowing them to utilize all three basic Physical Damage types at the user's discretion; you may split the damage you roll among the three types or focus on one or any mix in between. Additionally, you may also deal any of the three type's Wounds with your sword but may not deal any of the combination damage Wounds.

- **2-Handed** (e.g., *Great Swords, Claymores*): This variant grants an Area of Effect (AOE) Bonus of 3, allowing you to engage and attack up to 3 targets simultaneously, splitting the damage you deal between them.
- **1-Handed** (e.g., *Arming Swords, Back Swords, Machetes*): The 1-Handed variant grants you the ability to utilize either a Shield or a second 1-Handed Weapon. When Dual Wielding, you will be combining the Damage Dice from both as part of your Attack. It is best to treat any singular losses as occurring in your off-hand Weapon, but you must always treat double losses or more as occurring in both, split as evenly as you can between the two.
- **Hand and Half** (e.g., *Long Swords, Katana, Bastard Swords*): This variant grants the **Greater Versatility** property; you can use your sword as either a 1-handed or 2-handed weapon at will.

Axes (Blunt/Slashing)

Axes carry the **Cleave** property, allowing them to automatically Crit when attacking any unenchanted Structures.

- **2-Handed** (e.g., *Great Axe, Battle Axe, Dagger Axe*): This variant grants an AOE Bonus of 2, allowing you to engage and attack up to 2 targets simultaneously, splitting the damage you deal between them.
- **1-Handed** (e.g., *War Axe, Head Axe, Parashu Axe*): The 1-Handed variant grants you the ability to utilize either a Shield or a second 1-Handed Weapon. When Dual Wielding, you will be combining the Damage Dice from both as part of your Attack. It is best to treat any singular losses as occurring in your off-hand Weapon, but you must always treat double losses or more as occurring in both, split as evenly as you can between the two.
- **Adze Axe** (e.g., *Toki, Reaver, Djed*): This one-handed axe variant is useful both on and off the battlefield. In combat, your weapon may use the Critical Precision property; at will, you can skip the doubled damage of a Critical Hit to instead disable a piece of your target's armor or their shield for 1 Round.

Outside of combat, you gain a small bonus to your Repair roll; divide the weapon's Durability Bonus by 10, and add that to your roll. If the result is less than one, you gain no bonus. If you roll a 1, you lose Durability on the Adze.

Picks (Piercing/Blunt)

Crude but brutal, Picks possess the **Stagger** property, which allows them to disrupt the Stances of enemies. If a target has just established their Stance within the same round, attacks with this weapon will require them to roll one of their Stance dice; if it's lower than any of the Pick's damage dice, that Stance die is lost to its user.

- **2-Handed** (e.g., *War Pick, Battle Pick, Siege Pick*): This variant grants the Concussive property; whenever you Crit, you may increase your Wound Size by 1 when using Inflict Wound, or eliminate 1 Stance Die immediately, without having to roll, when using Break Stance, both via Momentum.
- **1-Handed** (e.g., *Tactical Pick, Horseman's Pick, Combat Pick*): The 1-Handed variant grants you the ability to utilize either a Shield or a second 1-Handed Weapon. When Dual Wielding, you will be combining the Damage Dice from both as part of your Attack. It is best to treat any singular losses as occurring in your off-hand Weapon, but you must always treat double losses or more as occurring in both, split as evenly as you can between the two.
- **Miner's Pickaxe**: While useful in a pinch in combat, the Pickaxe is at its best as a vital tool for those who go spelunking for Ores, and those who seek to breach the walls of their enemies or the secret places locked away in the deep places of the world. Required to make use of the Mining Skill in any capacity, if your Pickaxe's Durability Bonus has not dropped below 10, you may divide that bonus by 10 and add it to any Mining Check you make. If you should happen to roll a 1 on that check, however, you will take a loss of Durability.

Polearms (Slashing/Piercing)

While Spears are ubiquitous as the classic weapon of war, other Polearms have their uses and sport the **Adaptive** property, giving them an edge in defense. When using a Polearm to *Parry*, you automatically gain a use of Momentum.

- **2-Handed** (e.g., *Halberd, Bardiche, Glaive*): This variant grants an AOE Bonus of 4, which allows you to engage and attack up to 4 targets simultaneously, splitting the damage you deal between them.
- **1-Handed** (e.g., *Fauchard, Billhook, Short Glaive*): The 1-Handed variant grants you the ability to utilize either a Shield or a second 1-Handed Weapon. When Dual Wielding, you will be combining the Damage Dice from both as part of your Attack. It is best to treat any singular losses as occurring in your off-hand Weapon, but you must always treat double losses or more as occurring in both, split as evenly as you can between the two.
- **Scythe**: Traditionally used by farmers, the Scythe is a simple and brutal weapon in battle and can come in either a 1-handed or 2-handed form. For adventurers, however, it proves to be at its best as a tool for Foraging, whether it's for simple herbs and ingredients or for rare lichens and mushrooms that you would turn into Potions.

Required to make use of the Foraging Skill in any capacity, if your Scythe's Durability Bonus has not dropped below 10, you may divide that bonus by 10 and add it to any Foraging Check you make. Note that your Scythe will take a Durability loss if you happen to roll a 1 on this check. Some enterprising mages have even customized their Wands and Staves into Scythes.

Spears (Piercing)

While Swords are favored for their versatility, the Spear is ubiquitous as the weapon of choice for any budding soldier or monster slayer. Sporting the **Precision** property, Spears automatically inflict the Stuck Wound whenever the target is unable to React to the attack; if they are already Wounded, all Wounds go up by 1 size.

- **2-Handed** (e.g., *Longspear, Pike, Yari*): This variant grants the **Brace** property; when you React against an enemy Charge, you automatically Crit against them.
- **1-Handed** (e.g., *Short Spear, Hunting Spear, Tridents*): This variant grants you the ability to utilize a Shield. When doing so, you automatically begin each Combat in a **Phalanx Stance**, allowing you to combine your weapon and shield's dice as your initial Stance dice.
- **Lance**: The Lance is the ubiquitous weapon of the Knight and other mounted warriors. Lances sport the **Devastate** property, which reduces the user's Critical range to 15 when Charging, and quadruples the Critical Hit Damage if you are Charging while Mounted.

Daggers (Slashing)

Daggers are the weapon of choice for those who value stealth and precision. Equipped with the **Swift Strike** property, which automatically doubles any damage dealt during a Flanking maneuver or when Defending. Daggers, however, are limited to only d8's, and no matter the Material cannot utilize any higher dice, and are only ever 1h Weapons, and as such can be Dual Wielded or utilized alongside a Shield.

- **Standard Dagger** (e.g., *Seax, Tanto, Chef's Knife*): Your basic dagger provides the **Serrated** property, letting you exploit your opponents' Wounds. Every unique Wound the enemy has taken adds +1 Damage to every attack. While not strictly necessary for Cooking, you can also treat your Dagger as a useful tool when doing so. If your Dagger's Durability Bonus has not dropped below 5, you may add this bonus to your Crafting Budget while Cooking.
- **Hook Dagger** (e.g., *Karambit, Iron Hook, Rondel*): While Hook Daggers come in many shapes, they all share the **Catch** property. When you defend against an attack, every max you roll will drain 5 Movement from your attacker's Movement.
- **Spring-Form Sword**: A peculiar Iron contraption, the Spring-Form Sword behaves as a normal sword, and as such can use up to d12 dice. However, on the wielder's command, the blade can be launched forth with a powerful spring, with a range of +3, and dealing the weapon's damage dice.

What remains is a Standard Dagger, revealed to have been embedded in the original blade, which will default back to 1d8. The longer blade can be returned to and reattached to the Sword by occupying the Position it was used to attack and utilizing one of your Actions, but out of combat can be reattached free of cost.

Blunt Weapons (Blunt)

Simple, effective, terrifying, Blunt Weapons are the weapons of choice for those whose only thought is to destroy. The sheer mass of these weapons typically proves potent for those who strike from above; Blunt weapons sport the **Terminal** property, and may add up to 1/2 of their Durability Bonus to the Action Rating for any Vertical Assault attempted.

- **2-Handed** (e.g., *Maul, War Hammer, 2-Hand Mace*): The 2-handed variant grants you the **Pulverise** property; if an enemy Reacts against one of your attacks on another target, they will be knocked back into that target; any further damage you deal via either Momentum, your Stance, or a second Action will be split between the two. The Reacting enemy may still defend against this, but your original target will be helpless to do so. This effect ends once your Attack ceases.
- **1-Handed** (e.g., *Mace, Flanged Mace, Club*): The 1-Handed variant grants you the ability to utilize either a Shield or a second 1-Handed Weapon. When Dual Wielding, you will be combining the Damage Dice from both as part of your Attack. It is best to treat any singular losses as occurring in your off-hand Weapon, but you must always treat double losses or more as occurring in both, split as evenly as you can between the two.
- **Smith's Hammer**: A Tool to Build, a Weapon to Destroy, a Brush to Create, the Smith's Hammer may be simple, and only marginally useful if needed in Combat as it has no specific benefit to that end, but it is potent for those who wish to shape some of the world into their vision. Required to make use of the Smithing Skill in any capacity, if your Hammer's Durability Bonus has not dropped below 10, you may divide that bonus by 10 and add it to any Smithing Check you make. Note that like all tools, the Smith's Hammer will take Durability losses if you happen to roll a 1 during any check you make with it.

Other Weapons

Bows and Arrows (any Damage type)

As noted earlier, Bows and Arrows work differently from conventional melee weapons, in that the damage dice you can roll will be split between the bow and the arrow, with the arrow dice always being at least one size smaller than that of the Bow's; Arrows with a bigger die size than your Bow cannot be fired by that Bow, but could be used as an independent weapon.

Note that, as part of your **Strength** Talent, you will eventually gain a third die that you can roll along side your Bow and Arrow; while you could make that die the same size as your Arrow, it is generally best not to do that. Alternatively, you can treat either of the dice as your Arrow dice, and if you happen to roll double 1s, just take one loss, not two.

Throwing Weapons

There are no specific throwing weapon types; instead, you can just throw anything you have that counts as a weapon. Your Range will be equal to your **Strength** divided by 5, giving you a maximum of +6 Range with any given weapon at +30 Strength. When you do this, you will treat it as a normal attack, rolling your full damage dice. However, if your weapon has no means of returning to you, it will be stuck in the Position your target occupied when you attacked them; to pick it back up, you must move to that Position, and spend one of your Actions to recover it.

Improvised Weapons

In a pinch, you are not limited to just conventional weapons. *Anything* you can pick up can act as an Improvised Weapon. Most Improvised Weapons will deal 1d6 Damage, with a type corresponding to what fits the object best (eg, a fork would be Piercing, a rock, Blunt), but you can benefit from your extra Damage Die from **Strength**.

All Improvised Weapons have a Durability Bonus of 1, and will break immediately if any Damage Dice roll a 1, including those for your initial attack. You may take advantage of the Brutal Critical any time this happens.

Sigils: Magic Weaponry

It's a curious thing that the practice of Sigilism, which in ancient times might have referred to the esoteric scribbling of madmen, has, since the emergence of magic, come to give name to not just the whittling and carving of magical Rods like Wands or Staves, but also to a number of activities like book binding, tailoring, and glassmaking; all, of course, for the purpose of giving the budding mage a means to empower themselves and their magic.

Unlike Physical Weaponry, there are only four Categories of Magic Weaponry, and no baseline variants; aside from the primary purpose of each magical weapon type, the different properties of your magic weaponry will come purely from the Materials you craft them out of. Each Category and its main property are discussed below; for more information on what else your weapons may be able to do, consult **Crafting and Gathering** chapter.

Wands

Fast, swishy, and easily concealed, Wands are 1h magical weapons that excel at providing offensive pressure as they can be dual wielded with either another Wand or an Orb. (You could also wield a Shield, if you wish)

When dual wielding, you will be combining the Damage Dice from both as part of your Spell. It is best to treat any singular losses as occurring in your off-hand Wand, but you must always treat double losses or more as occurring in both, split as evenly as you can between the two.

Staves

Robust, slow, but precise, Staves are 2h magical weapons that are favored for those who wish to maximize their raw power and defensive prowess.

All Staves begin with a Momentum Limit of 1, but can climb higher depending on the Materials used, and you gain the **Raw Power** property; you will always begin combat with your Stave's Damage Dice acting as Stance Dice, which you may use at any time.

As 2h weapons, Staves provide you an AOE Bonus of 3, which can also be increased depending on the Materials.

Orbs

An oddity to be sure, to think of a glass ball as a weapon, but Orbs are a potent off-hand option for Wand users, particularly if they favor the Elements. Whether you use it as an off-hand or main-hand weapon, or both, each Orb will be limited to 1 Damage Die regardless of what it is made out of.

In trade, you gain the **Elemental Font** property, which allows you double any non-damage effects of your Elemental Wands. Additionally, you can use your Orb to pull the Elements out of your surrounding environment, allowing you to skip utilizing another Rune to introduce a second Element to your spellcasting.

Tomes

Early in magical history, all mages worked out of Tomes, Grimoires, and other similar bookish objects to do their spellwork. While it has fallen out of fashion, for those who dedicate themselves to a Tome they will find it is still potent.

All Tome's carry the **Arcane Ritual** property, which will grant you a Stance Die with every individual Rune or Ward you cast; however, you must remain stationary in order to retain them. If you move, or are forced to Move (Including being Knocked Prone, carried into the air, or any sort of thing that shifts your body in anyway), you will lose all of them immediately. Like Orbs, the **Arcane Ritual** also allows you to pull Elements out of your surroundings.

Armor in Detail

While those who are skilled with sword or magic may not need anything to adequately protect themselves than their blade or spell, it is still wiser to not to go without Armor or Garment to help you defend yourself.

The following section discusses the basic rules for Armor and Garments; note that in order to craft these items you will have to refer to the **Crafting and Gathering** chapter.

Equipment Slots

Each character sheet will have a set of 7 Equipment Slots, which correspond to the things you can directly wear or hold. These include your **Head, Body, Gloves, Legs, Boots**, and your two **Hand Slots**.

Each slot corresponds to the kind of item you can slot there. EG, Helmets and hats for your Head, Shirts or Armor for your Body, and so on. Your two **Hand** slots are where you would place your weapons or a shield.

In addition to these 7, you also have 7 additional **Storage** slots, which you can use to place things like Pouches, Bags, or additional weapons, though these will not be specifically listed on your sheet. Instead, you would either note them in the Notes section of your sheet, or keep a separate item card that details what you are carrying there.

Using Armor

Armor in general is your primary source of **Defense Dice**, which you may roll when you React against someone who attacks you. However, you are not able to utilize all of them at once; you must select which set you will use, and this in turn will help you define how you defend yourself when you interpret the **Clash**.

For example, if you use your Gauntlets, you could easily describe this as you deflecting a blow with your arm. If you use your Body Armor, you might even just describe yourself as not even being phased, particularly if you negated the attack; as though your attackers arrow just bounced off.

As a result, when you are tracking your items' Durability, it will be per item. Space has been afforded to you on your character sheet to do this, and its generally wise to change up how you Defend yourself, especially if you are making use of a variety of Armors rather than a uniform set. Like your weapon's, while versatility isn't required, you may find it very valuable, especially as your adventures come to be more and more dangerous.

Types of Armor

Unlike Weapons, which correspond to specific damage types and Wounds, there are no specific Categories of Armor. Instead, everything to do with your Armor will be determined purely by the materials you use to create them.

From metal plate to rudimentary chainmail, and tough scale or bone to the venerable dragonhide, there are ultimately no wrong choices. Wield what you prefer, but keep an open mind to changing it up. It never hurts to take any advantage you can find.

Sigils: Garments

While Sigilism is often practiced by tailors, who find the mildly magical nature of it useful for developing long lasting clothing, for the budding mage Sigilism is vastly more important, for the Garments a mage wears empowers them just as much as any Rod, Tome, or Orb.

Garments are important for not just granting you Defense Dice that you can utilize during your spellcasting, but also for empowering your other Wards; the shape and nature of your Garments all have an effect on how your spells manifest, so like Armor, virtually all benefits you can receive from them will depend on what you utilize to make them, and like Armor you will be selecting between your various Garments when casting Wards.

A Martial's Art

When you fight by strength of your arm and the courage in your heart, you're not expected to just sit there swinging a sword like a child at play; you have much more that you can do to defeat your enemies...unless you're weak.

But you're not weak...are you? This section will detail how those who fight with physical Weapons and Armor may fight with skill and cleverness.

The Martial Deed

While there are many Classes that will be considered "Martials", each with very different playstyles going beyond Combat alone, what they all share is access to the **Martial Deed** mechanic, which will be named differently depending on the Class, such as the Barbarian's *Wrath* or the Paladin's *Conviction*.

The Martial Deed work's in the same way for all Classes with access to it. You will begin with 1d4, and as you advance your Skills, you will advance all the way up to 2d12. These are referred to as Deed Dice, and like the mechanic, are renamed per Class, such as the Warrior's *Technique* dice, or the Battlemage's *Sigil* dice.

With the Deed Dice, you may roll these alongside your Combat Roll; no matter the result on the Dice, you may add their total to your Movement.

Using Deed Dice

There are three options available to make use of these Deed dice when rolled, all of which use up the die, so be sure of what you want to do. In order to make use of these options, however, your die must roll a 4 or better.

- **Bonus Action Dice:** Simply add the die result to either of your Actions.
- **Bonus Momentum:** Treat the die as a max, to be used however you wish.
- **Martial Deed:** Improvise an action of your choice that will ride alongside your Attack Action; note that no direct damage you deal with the Deed may exceed the total of either of your dice, even if it involves using your Weapons.

Improvising Deeds

When you choose the **Martial Deed** option, you are aiming to pull off some kind of spectacular, or perhaps just very useful, stunt to gain an advantage in the battle. This might be as simple as simply kicking someone down a flight of stairs. But it could also be as wild as jumping onto a chandelier to get a powerful swing in on your enemy. The only rule is that no matter what you do with the Deed, it can never deal any direct damage greater than what

There's no practical limit to what you could do, but as this is another **Improv** mechanic, you are bound by the principle of Yes,And, and as such you should maintain the chosen tone of your group's game. Your Keeper will let you know if something has gone too far, but you too should be encouraged to spot check your friends. While the wacky and zany has its place, if your group had decided on a more grounded game, you should help to keep that the case.

As always, if you're uncertain if something will fly, remember the golden rule: **Talk to your friends.**

Martial Techniques and Battle Combos

While the Martial Deed will serve you well in your adventures, for the more practiced Martial, utilizing **Battle Combos** may be a more lucrative option to make use of your Deed Dice.

Utilizing a set of options named *Techniques*, the aim of the Battle Combo is to chain different Techniques together, so that you can escalate their effects, and, if you do it successfully, pull off powerful finishing effects. To do this, you simply treat Techniques as Riders to your Attacks and, when using Momentum, your uses of *Extra Damage*, applying the effects as you go. This system is discussed in further detail in the next section.

Battle Combos

Combat in Labyrinthian was designed to be very punchy, and as such, the Battle Combo system leans into this, giving you a wide range of options to derive your personal fighting style from. There are no set combos; you should define these for yourself, and note your favorites on your Character Sheet.

Techniques

Techniques can be thought of as similar to Maneuvers, as you might be familiar with from other games, and they behave very similarly to Spells within this system. One key difference, however, is that Techniques and Combos do not persist from Round to Round; you either pull off your Combo, or you use your progress.

- **To begin a Combo**, you will make either an Attack or use Momentum to deal Extra Damage, and in doing so you will declare aloud that you're using a Technique, and call out its effects to your Target. You will repeat this every time, whether you were only able to chain two Techniques together, or were able to do 8, pulling off two Combos at the same time. This is important not just to ensure that every effect is registered, but also so that everyone can visualize what you're doing as you attack your target.
- Note that if you opt to chain different Techniques together, you will be treating each new Technique as though it started fresh, and you will have to use the Technique again if you want to escalate its effect.

Understanding Techniques

Techniques are structured very simply, organized into groups. Each individual Technique will first detail a small description of the Technique, and then will list a specific, escalating effect, which details what the Technique does in succession if you repeat it.

Each Technique will also include a special separate effect, named the **4x Effect**, which will trigger automatically, and at no cost, if you successfully complete a Combo. The 4x is always based on the last Technique you used. 4x Effects are very powerful, and will prove a potent force multiplier the more you can regularly pull them off.

Techniques are also split between Offensive and Defensive Techniques, which as their name implies, will denote how they can be used. Offensive Techniques ride your Attacks and Extra Damage, while Defensive Techniques ride your Reactions and Extra Defense.

A Note on the Classes

As noted before, many Classes are considered to be Martials, but three in particular: the Warrior, the Battlemage, and the Paladin, are special in that they uniquely specialize in the Battle Combo system, using it in different ways, putting them a step above their peers, at least when it comes to pure Skill with Weapons and Armor.

Warriors, for example, will gain bonus Composure with every successful 4x effect, and will also be able to both utilize their *Technique* dice to give themselves an Action bonus, at no cost, as well as to perform a Deed or use Momentum.

Additionally, with sufficient **Striking** Skill, they will be able to treat any combination of Techniques without losing the escalating effect; they treat their second, third, or fourth Technique as though they had already used it once, twice, or three times already respectively.

Similarly, Battlemages will gain the ability to weave Spells and Techniques together, and will have powerful 4x effects that they can trigger in replacement of the usual ones. Likewise, Paladins will gain the ability to swap freely between offensive and defensive techniques, greatly diversifying their versatility, and will be able to generate powerful effects to heal and protect their allies.

Offensive Techniques

Weapon Mastery

Techniques that can be used with any weapon, enhancing versatility and effectiveness in combat.

- **Leg Strike:** A powerful kick or strike aimed at the opponent's legs. Reduce the target's Movement by 5 per use; Knocks the Target Prone on a 4x.
- **Skull Strike:** A powerful strike to the head from any direction. Reduce the target's Action Dice by 1 per use; eliminate 1 Action from use on a 4x; if they have no other actions, deal the **Stunned** Wound.
- **Sweeping Strike:** A wide, horizontal attack engaging many foes. Add +1 to your AOE Bonus per use; on a 4x, reduce all targets' Action Dice by the number of targets hit.
- **Lunge:** A rapid, forceful thrust. Gain 1 use of Momentum per every Position changed to attack the target; on a 4x, you can move to any adjacent Position immediately, at no cost, and any target you subsequently attack cannot React if in the same Round.
- **Focused Strike:** A precise attack aimed at delivering maximum impact. Add +1 Damage per use; on a 4x, treat the attack as though it was a Critical.

Ranged

Techniques focused on ranged combat, enhancing accuracy, strategic positioning, and utilizing special shots.

- **Rapid Fire:** Fire your arrow with great speed. Grants an extra use of Momentum every second use; on a 4x, fire an additional lightning fast shot that your target will be incapable of Reacting against.
- **Power Shot:** Increases the force behind the shot, ignoring 1 point of target's armor per successive use; on a 4x, the shot will pass through its target, and can hit one additional enemy. This counts against enemies that react to defend their allies, even if they manage to negate your attack against themselves.
- **Sniper Shot:** Enhances your aim, adding +1 to your Range per successive use; on a 4x, your attack ignores Cover, and deals 4x Damage if your attack was a Critical.
- **Volley:** Let loose a volley on your enemies. Add +1 AOE per use; on a 4x, you can hit all enemies in a Position simultaneously with the same attack.
- **Disabling Shot:** Aim for the ankles and knees. The Target's movement is reduced by 5 feet per successive use; on a 4x, the target will be immobilized for one Round.

Dual Wielding

Techniques for fighting with two weapons, emphasizing speed, coordination, and overwhelming offense.

- **Twin Slash:** Lash out with both of your weapons. Add +1 to damage per successive use; on a 4x, add +1 to any Wounds you caused in the attack.
- **Cross Cut:** Strike at your opponents defenses and undermine them. Reduce the target's defense by 1 per successive use; on a 4x, halve your opponents defense if they Reacted, or gain 1 use of Momentum immediately.
- **Whirling Blades:** Use your weapons with a graceful speed. Gain an extra use of Momentum every second use; on a 4x, treat your Attack as though it had an AOE of 3, and choose two more targets to take the damage.
- **Precision Strike:** Make a careful strike with your weapons, increasing your accuracy. Add +1 to your Action per successive use, which can negate someone's Reaction if it makes up the difference; on a 4x, treat your Action as though it were a Critical.
- **Flurry:** A series of rapid, interconnected strikes. Reroll any damage dice that rolled less than or equal to the number of times Flurry was used (max of 4); on a 4x, they may not React for the remainder of the Round.

Brutality

Techniques that emphasize raw power and overwhelming force to break the opponent's spirit and body

- **Savage Strike:** Rattle your target; any Wounds dealt increase by 1 with each use, and reapply any damage; on a 4x, prevent your target using any Abilities for the remainder of the Round.
- **Crushing Blow:** Savagely beat on your target. Reduce the target's defense by 1 per successive use; on a 4x, prevent your Target using any Skill Actions for the remainder of the Round.
- **Relentless Assault:** Rapidly assault your target, not giving them a second to breath. Reduce your target's actions by 1 with each use; on a 4x, cancel any ongoing Abilities they are benefiting from. (other targets are unaffected by this)
- **Thunder Strike:** A powerful strike that impacts the target's stance. Force the target to roll their Stance Dice against your Damage dice with each use; on a 4x, you strike the ground with an impressive shockwave, and the target is knocked Prone.
- **Iron Strike:** A brutal strike focused on overwhelming the opponent with sheer force. Add +2 Damage per use; on a 4x, knock the target unconscious until the next Round.

Hand To Hand

Techniques focused on close-quarters combat, enhancing physical strikes and maneuvers.

- **Uppercut:** Strike upwards from below; increase damage by +2 per successive use; on a 4x, deal the **Stunned** Wound.
- **Hook Punch:** Strike from the left or right; reduce target's defense by 1 per successive use; on a 4x, deal the **Fracture** Wound.
- **Elbow Strike:** Smack your Elbow into the target's face or stomach; reduce the target's Action dice by 1 per successive use; on a 4x, deal your damage die as an additional penalty to their Action dice.
- **Knee Strike:** Whether you pull them over to knee their face, or leap to attack them with your leg, increase movement speed by 5 feet per successive use; on a 4x, halve your target's remaining Movement.
- **Palm Strike:** A fast, decisive, and defensive strike with the palm; add +1 to your defense per successive use; on a 4x, knock your target's breath out of them; they lose their remaining Action, or are knocked Prone if they have already used both.

Defensive Techniques – Go through and revise names and stuff, copy formatting from above.

Shield Techniques

Techniques focused on using a Shield to block and redirect attacks.

- **Shield Bash:** Use your shield to strike back against your opponent's weapon. Reduce the target's Damage by 1 per use; on a 4x, disarm your attacker.
- **Deflecting Block:** Skillfully deflect incoming attacks with your shield. Reduce the attacker's damage by 1 per use; on a 4x, stagger the attacker, reducing their Movement by 10 feet.
- **Bulwark Charge:** Rush forward with your shield, knocking into your opponent. Reduce their Movement by 5 feet per use; on a 4x, knock them Prone.
- **Shield Crush:** Slam your shield down on the opponent. Increase your Defense by +1 per use; on a 4x, halve their next Action, or induce the Stunned Wound if they don't have another.
- **Hook and Bash:** Hook the opponent's weapon with your shield to redirect it. Reduce their Damage by 2 per use; on a 4x, smash them with your shield, dealing your Shield's Defense dice as Blunt Damage.

Armor Techniques

Techniques for using your Armor to absorb and deflect incoming strikes.

- **Symmetric Defense:** Move with the force of an incoming attack to reduce its impact. Reduce incoming damage by 1 per use; on a 4x, negate any further damage from this Attacker.
- **Blade Catch:** Use your gauntlets to catch your opponent's weapon and lock them down. Reduce the attacker's Movement by 10 feet per use; on a 4x, disarm the attacker.
- **Body Check:** Use your weight to slam into an opponent. Stagger the target, reducing their Movement by 5 feet per use; on a 4x, knock them Prone and, if they are knocked into an Object, Building, or larger Creature, deal your Armor's Defense Dice as Blunt Damage.
Hip Thrust: Use your legs and hips to direct your armor into your opponent's attack, priming you to follow up with further Techniques. Double the effect of the next Technique used; on a 4x, treat your Reaction as a Critical.
- **Heavy Step:** Forcefully step into your opponents attack, disrupting their form. Force a Stance roll with every use, comparing to the damage die you rolled; on a 4x, smash your attackers foot with your own, and immobilize them for the rest of the Round.

Weapon Techniques

Techniques that focus on using your weapon to defend yourself.

- **Parry:** Use your weapon to deflect incoming attacks. Reduce the attacker's damage by 1 per use; on a 4x, disarm the attacker.
- **Riposte:** Immediately strike back after a successful parry. Deal half your defense die as damage per use; on a 4x, deal a critical hit.
- **Bind:** Engage the opponent's weapon with yours to prevent attacks. Reduce the target's remaining Action Dice by 1 per use; or drain 10 Movement per use if they have no other Action; on a 4x, you and your opponent will be immobilized and unable to attack until you choose to break off, or the Round ends.
- **Rebound:** Deflect an attack and use the momentum to enhance your Techniques; Drain 5 Movement from your attacker, and add the value to your next Technique per use; on a 4x, gain a burst of 20 Movement.
- **Forceful Push:** Use your weapon to push the opponent away. Reduce the target's Movement by 5 feet per use; on a 4x, push the target to an adjacent Position, and knock them Prone.

Agility Techniques

Techniques that rely on your reflexes and athletic prowess.

- **Dodge:** Perform a swift dodge to avoid an attack. Increase your Defense by +1 per use; on a 4x, avoid any further damage from the same attacker for the remainder of the round.
- **Roll:** Roll away from danger. Reduce any incoming AOE damage by 5 per use; on a 4x, avoid all AOE damage for the remainder of the round.
- **Counter Pivot:** Pivot around an incoming attack to set up a counterattack. Reduce the target's Movement by 5 feet per use; on a 4x, deal half your Defense as damage to the attacker.
- **Feint:** Pretend to move one way, then quickly move another to confuse the attacker. Reduce the target's Damage by 2 per use; on a 4x, cause the attacker to waste their Critical; if they didn't have a Critical, they lose the entire Action.
- **Evasive Shift:** Use a sudden shift in movement to avoid an attack. Spend 1 Movement to reduce Damage by 3 per use; on a 4x, move to an adjacent Position at no cost.

Hand to Hand Techniques

Techniques that involve using your bare hands to defend yourself.

- **Arm Block:** Use your forearms to block incoming attacks. Increase your Defense by +1 per use; on a 4x, immediately follow up with a push, reducing the attacker's Movement by 10 feet.
- **Overhead Throw:** Engage the attacker to lock them up, then use your legs to throw the opponent backwards. Drain 5 Movement from your attacker per use; on a 4x, immediately grapple, drop down, and throw the opponent over you, repositioning them into an adjacent Position; if they collide with an object, building, or creature, deal your Defense total as damage.
- **Counter Throw:** Use the attacker's force against them, throwing them off balance. Increase your defense by +2 per use; on a 4x, halve their next Action, or knock them Prone if they don't have one left.
- **Counter Punch:** Immediately strike back after a successful block. Deal half your Defense as damage per use; on a 4x, deal double your Defense as damage.
- **Weapon Strip:** Catch and deflect your attacker's weapon. Reduce your Target's Damage by 1 and increase your Defense by 1 with each use; on a 4x, hit them with their own weapon's damage, and they must spend an Action to recover it.

Magic:

Of all the wondrous things in the universe, magic is the most deviously curious and fickle. Its mysteries are deep and its origins unknown, but what can be said is that none should cross into the path of magic, who are not prepared to lose something along the way.

The Nature of Magic:

Fundamentally, all magic is destructive. Even the most skilled mages are still, ultimately, destroying something in reality whenever they use it. This leads some to see magic as something mortals should never dare to use, but for others, this just makes magic all the more potent, even when the magic turns on them, and turns their bodies to **Corruption**.

Corruption:

In general, there are no limits to how much magic can be used. You could cast a million spells in a day, if you so chose. However, the destructive nature of magic is voracious, and even if you are using all your magic purely to destroy the world around you, it may still turn on you.

Whenever you use magic of any kind, there is a chance that you will receive what is called a Corruption. Your magic will begin to eat away at you, and this results not just in debilitating physical and mental detriments, but even the destruction of your own body, as the magic manifests some wicked part of your soul to break you.

Manifesting a Corruption:

Upon experiencing a Corruption, a mage must determine whether it is a Lesser or Greater Corruption. This is done by rolling dice to impose penalties on the practitioner's Talents. Specifically, the affected Talent (excluding Luck) is determined by rolling a 1d8, and the penalty is calculated by rolling either 1d4 or 2d4, depending on if its lesser or greater, respectively.

The result is subtracted from the respective Talent for as long as the Corruption remains. If the same Talent is affected by subsequent Corruptions, the penalty die size increases by 1 step before its penalties are rolled, leading to potentially greater reductions in the Talent's score.

As a result of your Corruptions, your Talents may run into the negative. What occurs when this happens will vary by the Talent in question; the **Talents** section in the **Creating a Character** chapter will cover these in detail.

Defining your Corruptions:

What specifically happens to you as part of your Corruption is entirely up to you. Sometimes your eyes might fall out of your head; sometimes, your arm is deformed into a grotesque otherworldly appendage. Other times, your eyes might simply change to some unnatural color. A good rule of thumb is to think of the severity of the Corruption, and the Talent that it affected; how does one's Intuition becoming greatly corrupted manifest physically?

Whatever the answer, keep this in mind: everyone will be able to recognize your Corruptions for what they are, and not everyone is going to abide a monster, no matter what it looks like.

Healing from Corruption:

In general, Corruptions never heal naturally. You will effectively have them forever, if you are unable to intervene through means like special Salves or Elixirs, or through the adoption of the Magical Arts themselves, so that you might make use of them...

Each Class of the Mage Archtype will have their own, unique way of dealing with Corruptions, many of which revolve around embracing them, rather than lamenting the myriad ways your body is being destroyed.

Types of Magic:

Sometimes called “Schools”, there are four principle types of Magic: **Arcana, Runeweaving, Warding, and Enchantment.**

Arcana:

The purest form of Magic, Arcana is the study of spellcrafting, and as a Skill is how adventuring mages will often contribute to their Party when all other Skills fail, improvising a spell to solve some issue or another. Arcana, unintuitively, is often the most dangerous kind of magic, particularly for the mere dabblers or hobbyists, as it has the highest chance of inducing a Corruption.

Whenever you attempt to cast an **improvised spell** (see Casting Spells), you will receive a Lesser Corruption if you come within 10 or less of the target number you need to reach. If you roll a 5 or less, regardless of your total, you will take a Greater Corruption.

Runeweaving:

While magic is fickle and dangerous, it is curiously at its safest when you use it for the one thing it can do. Runeweaving is the practice of magical combat, and involves the manipulation of specific kinds of spells, called **Runes**, allow the mage to wield devastating power. No one can quite say where the Runes come from or what they even mean when they manifest as strange symbols, but their potency is not tempered by a lack of understanding.

Be wary, however, for even those who weave the Runes are not immune to Corruptions. Magic may turn on you for daring to use it at all.

In Combat, you will receive a Lesser Corruption if you roll a 1 when utilizing Momentum for any reason while casting a Rune spell. If you, in the same Action or Reaction, roll 3 1s in a row, you will receive a Greater Corruption.

Warding:

Wards are truly a paradox in magic; as seeming variants of the Runes they too seem much less likely to induce Corruptions, but at the same time, they are defensive or even utilitarian in nature. While a boon for would be War Wizards and other such adventurers, it is a perplexing conundrum for those scholarly sorts that seek to understand what Magic even actually is.

In Combat, you will receive a Lesser Corruption if you roll a 1 when utilizing Momentum for any reason while casting a Ward spell. If you, in the same Action or Reaction, roll 3 1s in a row, you will receive a Greater Corruption.

Enchantment and Curses:

Arguably the most useful kind of Magic, Enchantment allows the embedding of certain magical effects and, occasionally, spells into objects. While an enchanted sword or ring are common enough, Enchantment has seen extensive use in Warfare, with magic forming the first line of defense for fortifications, ships, and even carriages on the rare occasion.

Curses however, are a particularly devious kind of Enchantment that sees the debilitating effects of Corruption embedded into the enchanted object, and while some of the mildest curses only inflict those effects on those who so much as touch the object, the worst Curses are much deadlier, and far more sinister. Both Enchantment and Curses are covered in further detail in the **Crafting and Gathering** Chapter.

Improvising Magic:

Unlike many games with magic, outside of combat you will be completely **Improvising** a spell, utilizing an **Arcana** skill check, whenever you wish to cast one to solve some problem you might be facing. In general, you will not find there are any strict limits to what you can attempt to do with Magic in this way, but as you are Improvising, you are to adhere to the principle of Yes, And, and the agreed upon tone of your group's game, and naturally, you will be highly susceptible to the Corruption.

Once you have announced you are going to attempt a Spell, you should first clarify what it is you are going to do. Do not just say "I cast magic at it" to get out of a jam; be specific, and have logic to what you want to do. And most importantly, as you may already be familiar with from handling **Events** during your travels, do not expect to be able to just conjure fantastical riches out of thin air. You may well be skilled enough to make such things appear, but they will never quite be what you wanted. Remember, while magic will not always be able to solve *everything*, it can certainly *break* just about anything.

Fighting with Magic:

In combat, magic is more specific and slightly limited, yet still allows the much of the same improvisational freedom in spell manifestation. You will be utilizing a number of specific Spells called **Runes** and **Wards** as though they are "prompts"; while each one has a specific effect, you can leverage the spells to do many kinds of things, limited almost only by your imagination. Combat Magic is covered in more detail in the **Spells** Section.

Touch Magic:

For those who wish to go without either a Wand or a Stave, they will naturally be without a source of damage dice to utilize for their Spells. Such mages could, however, use their bare hands, and their damage dice will rely upon their **Hand-to-Hand** Damage dice, which is governed by the **Wrestling** Skill.

While such mages will never be without the ability to use their magic, they will be limited in terms of the ranges they can fight at to melee range, requiring physical touch to be able to release their spells. However, one should not fret. Mages who take to this style of magic are often not to be trifled with, and the terrifying Ursh, those bear pirates of the south, are especially dangerous when they've managed to take up magic.

Using Runes to Ward:

When you are working to cast a spell, you are not limited in terms of defending yourself, and if you have nowhere else to place it, you might find Warding with it valuable. You may be in the process of conjuring a great Water Surge, but in a pinch, you could throw it into the air to absorb a Fire Ball.

If you have already begun to cast a Rune spell and you are Reacting, you may use the spell to defend yourself, treating the damage rolled as defense. You can also, optionally, use Runes when beginning with a Ward, if it fits how you want to defend yourself.

Welding Spells:

As you weave together your spell, you are not limited to simply progressing through the same 3 spells each time; you can combine any Rune or Ward together; your only restriction is that you must follow the sequence Simple → Intermediate → Complex, and note that you can only begin an Attack Action with a Rune, and a Reaction with a Ward.

When you do this with up to 3 different spells, this is called a **Weld**, and when you are utilizing the Elements, you will find that that they can be combined in a myriad of ways to gain a deeper advantage, forming new Magical Terrains or powerful Welded Runes. Note that when utilizing a Rune as part of a Reaction, you are only contributing your damage dice in place of defense; but you may use the Rune's effects, improvised or otherwise, if they are useful to you.

Spells:

It is said that every aspiring mage typically asks the same question, "How can there be so few Spells?" As their mentors would then demonstrate, the small amount of Spells that are known are no less potent than a thousand.

Understanding and Using Each Spell:

While there are two different sets of Spells, conveniently split in half between the **Runes**, which are more offensive, and the **Wards**, which are more defensive or utilitarian in nature, they will each follow a similar structure.

Each Rune or Ward comes as a pair of three separate Spells that naturally build into each other, which are considered the **Simple**, **Intermediate**, and **Complex** Spell respectively. To actually use them, you will progress in the sequence when you are either attacking or defending.

You'll start with a Simple spell rolling your Damage or Defense dice, and then, utilizing either Momentum or a subsequent Action (even if on another Turn), progress to an Intermediate Spell, and then, in the same manner, to a Complex spell. At any time you can release the spell against your target(s). Once you have progressed to Complex, you can hold the Spell until your next Turn, upon which it must be released at the cost of one of your Action Dice.

Improvising Magic in Combat:

As with magic outside of combat, you can improvise the effects of your Spells as you fight. However, as each Spell that would be useful to you in Combat already exists as a Rune or Ward, the process is a bit different.

Each Spell should be treated as though it was a prompt, similar to Events you might see during your Travels, and one that you must follow much more closely. While you can conjure some truly spectacular things, including those that will make a real difference as you fight, do not expect to try and cast one of the Detonation Spells and somehow heal yourself for all of your Composure and Wounds; that's a fast way to blow yourself up.

Instead, think about the spell and what it means, both individually and as part of its pairing, and let this guide what happens as you cast them. Keep in mind that no matter what the spell does, it can never deal any direct damage greater than what you rolled for Damage.

Collaborating On Spellwork:

As with your magic outside of combat, you will be collaborating with your Keeper and your Group on what sorts of things will occur. Depending on your game's tone or theme, you may well be able to do wacky and zany things. In others, though, such things can very easily ruin it for your friends. If you are unsure if something will fit, remember the golden rule: *talk to your friends*.

Holding Complex Spells:

When you have fully cast a Complex Spell, you are eligible to hold onto it for some time for an additional effect. Inside of combat, this will only be for the duration of the Round, and upon your next Turn, you will have to release it at the cost of one of your Actions. Outside of combat, you can go for longer at the cost of -1 Composure for every 10 seconds. If you lose your Composure as a result of this, the spell will trigger on you. If this in turn deals damage to you in excess of half your maximum Composure, you will die, *immediately*.

Spell Materials

Throughout your travels, you will find various materials used to craft items like wands or robes. For spellcasters, these materials can replace a component in your spells. Each material offers a Simple, Intermediate, and Complex Effect. Using a material consumes it and grants its effects to you or your target. Reference the Crafting Sheets for the specific material effects, and list them on your Character Sheet if frequently used.

The Elements:

As you fight, you will be conjuring many potential Elements as part of your Runes, but these are not only useful to deal damage. The Elements can be used outside of combat, and you will find that by combining certain ones, you can unleash powerful Magical Terrains and other effects on the battlefield.

However, do not feel obligated to make use of all of them. Pick your favorites, and work with your allies to have a good variety. Each option is discussed below, and all Elemental Welds will be discussed in the next section.

- **Fire:**
The most primordial and straightforward of the Elements. When Held, Fire can ignite flammable objects, and can burn hot enough to act as a Forge, in addition to providing +25 Insulation within 10ft.
- **Lightning:**
The booming discharge common to storms, Lightning is powerful against those who wield magic. When Held, Lightning can reveal the location of obscured metallic objects.
- **Water:**
Often considered peaceful, Water is deceptively powerful against magic users; appropriate given how often it and Lightning appear together. When Held, it can fill containers or irrigate the ground; it should only be drunk in desperation, however, for it will deal Damage.
- **Earth:**
Considered the "weakest" Element, Earth can be prove quite useful for those dedicated to it. When Held, Earth magic can be used to eliminate one's tracks; so long as its normal for dirt to be on their path.
- **Frost:**
Frost is as dangerous as magic as it is to the unprepared traveller. When held, Frost can freeze food and drink, which will thaw within a few days after the spell ceases. It also provides an Insulation of -25 within 10ft.
- **Air:**
While one might not think so, Air can be just as useful to those wishing to keep a low profile, or to those who seek a more bombastic approach. When Held, Air can send sounds, voices, or other such things across distances, but no more than 3 miles.
- **Light and Shadow:**
Unique among the Elements, for one cannot exist without the other. When Held, Light provides a Chatoyant Light source with an Emanation of 15; likewise, Shadow provides a Shadowed Light Source with the same emanation.
- **Blood:**
Typically the sole purview of Necromancers, Blood can be very useful for those who wish to be selfless in healing others. Blood, when Held, allows the transfer of Composure from the Caster to anyone they wish, at a rate of 1 Composure per Second Held.
- **Metal:**
An unusual Element, for whatever it is doesn't match any conventional metal you might find in the world, but this does not hinder its potency, and is a great companion in war. When Held, Metal can be used as mirrors to check corners or send signals across distances, and can act as a conventional Mirror, if desired.

A Note on Force Magic:

A final form of magic one can use is **Force** magic. This is considered the sole "pure" form of magic, and as such it has no effect if Held. This does not limit its potency however, particularly in combat.

Elemental Welds:

While not all of the Elements will weld with each other, you will not find yourself wanting. The Elements can be Welded either as part of a Spell (just swap elements) or inadvertently through Warding. In this list, each Spell that may affect a number of Positions on the Combat Grid will be dependent on the spells that collided. Simple Spells are worth 1, Intermediate 2, and Complex 3.

- **Molten Terrain:**

Earth and Fire combine to warp the terrain into molten lava, adding +65 Difficult Terrain to some number of Positions, that deals 1d10 Fire damage to any who fail the save; if two Complex Spells resulted in this terrain, the difficulty increases to +85. This terrain can be destroyed with Water magic.

- **Steamburst:**

Fire and Water combine to burst into a cloud of fog or steam, adding the **Obscured** Tag to some number of Positions. This fog will last a number of Rounds equal to the Spell that created it. EG, a Complex spell would allow the fog to last 3 Rounds. This can be ended early if targeted with Air Magic.

- **Rust Wave:**

Water and Metal combine as a corrosive acid; when combined intentionally, the spell will deal double damage to Structures and Vehicles. When combined as part of a Ward, the spell will reduce the Defense of all combatants in the same position as the defending Mage; the amount will be equal to the damage that was not negated by that Mage.

- **Bloodmire:**

Blood and Earth combine to form a bloodmire – a sapping swamp of blood and muck; some number of Positions gain +65 Difficult Terrain, and failing the saving throw will reduce Composure by 1d10. This terrain can be destroyed with Frost Magic.

- **Stormcall:**

Air and Lightning combine to call forth a terrible storm. On the ground, Dwarves and any who attempt to cast Metal spells will have a 50% chance of being randomly struck by a 1d10 Lightning Bolt; in the air, some number of Positions will be affected by +65 Turbulence, in addition to the possibility of being struck by lightning each Round, regardless of whether they are a Dwarf or using Metal magic.

- **Night Wind:**

Shadow and Air combine as the Night Wind, a dark, light sapping cloud that will randomly shift Positions. Any who occupy the same position as the Night Wind will enjoy +15 to any attempt to Hide, but will also be considered *Blind*, and take -10 to all attempts to Attack or Defend. It will disappear after 1 Round.

- **Ice Forge:**

Frost and Metal combine to forge great barriers of ice. When used intentionally, a mage can select where they may add Cover within 1 Position of themselves in any direction; this Cover will have an SP total equal to the damage or defense of their Spell, and may Cover 1 Combatant. If this cover is attacked with Fire, it will take double damage.

- **Blood Lash:**

Blood and Lightning combine to form a blood lash; a terrifying display of magical might. When used intentionally, the attacking mage may double their damage against any who have received at least a d10 *Sapped* or *Paralyzed* Wound, and may double how many targets they can hit at once per their Spell.

- **Eclipse:**

Light and Shadow combine to warp the battlefield with a disorienting and stark black and white contrast; some number of Positions will be affected by +65 Difficult Terrain, and failing the saving throw will reduce any attempt to React that Round by -10.

- **Mirrorbeam:**

Light and Metal combine to form a Mirrorbeam, greatly empowering the Light. Any Wound caused or exacerbated by the spell will be bumped up one additional size.

Runes:

The Runes are your offensive spells, and will be at their most potent when attacking. All Runes will allow you to immediately roll your Damage Dice. Each individual Rune will have a number associated with it; this is both its "sequence number", meaning which must go first, second, and third, and will, in some cases, tell you how its default effects work.

Conflagration:

These Runes conjure an explosive force that is especially effective against large creatures. Take uses of Momentum equal to each level when used against creatures at least 2 sizes larger than yourself.

1. **Flicker**
2. **Flare**
3. **Flash**

Projectile:

These Runes conjure a progressively powerful and precise projectile of magical force. Each level increases Wound Size by 1, and your Action by its number. Barrage never misses; it will always deal a minimum of one damage.

1. **Ball**
2. **Bolt**
3. **Barrage**

Resonance:

These Runes conjure the devastating sounds of the Elements you channel through them. Reduce your opponents Action by 5 with each use, and cut any Sound Effects they are affected by in half. Howl deals double damage against magically created barriers or objects.

1. **Hiss**
2. **Hum**
3. **Howl**

Detonation:

These Runes conjure a larger and larger font of magical energy that explodes on command, hitting many enemies at once. All Elemental Wolds double their effects, and add an additional target equal to the Spell's sequence number.

1. **Crickle**
2. **Crackle**
3. **Crash**

Deluge:

These Runes manipulate your chosen Element into devastating, continuous flow of energy that can hit many enemies at once. Add an additional target equal to the Sequence Number, and drop all those who don't negate the Spell with -5 Movement per level used. Surge will hit all Targets in a single Position, and can double your Defense total if used to Ward.

1. **Splish**
2. **Splash**
3. **Smash**

Wards:

The Wards are your Defensive and Utilitarian spells, and will be at their most potent when you either need to defend yourself, or when you need to gain an advantage in the fight. If you are Reacting, you can begin to roll your Defense dice.

Mirth:

These Wards force your opponent to hear a progressively distracting and terrifying laugh, before they must laugh, too. Impose a limit on your Target's Momentum by the sequence number for the Round; Gag will inflict the **Stunned** Wound if they fail a +65 Composure save.

1. **Giggle**
2. **Guffaw**
3. **Gag**

Glyph:

A most versatile set of Wards, they allow you spontaneously create magical objects, markings, barriers and shields as well as manipulate the shape of your spells. When using Scribble or Scrawl in a Rune, use your Defense dice to attack. Anything you create with Glyph uses the total rolled for the Spell as its SP, which doubles if you used the full sequence.

1. **Scratch**
2. **Scribble**
3. **Scrawl**

Tempo:

These Wards give you a modicum of control over your target's perception of time. Your Spells are experienced in slow motion; reduce their Movement and add the sequence number as a cost to shift Positions. Twist allows you to divert your attacker's attack to another target, if the full sequence was used.

1. **Tick**
2. **Tock**
3. **Twist**

Lurk:

These Wards can be used to enhance an ally's or your own stealth or disrupt your enemy's concentration. Add the sequence number as a bonus to your Stealth or force a target to roll their Stance dice against your damage die. Silence, if the full sequence is used, will let you eliminate all Sound effects in a Position, beneficial or otherwise.

1. **Sit**
2. **Still**
3. **Silence**

Aviate:

These Wards together might grant you a small amount of Unnatural Flight, but can also be used to juggle... Begin Unnatural Flight with a movement speed equal to the sequence number multiplied by 10. Against targets, increase their Elevation by an amount equal to the sequence number, and reduce their Action die by that number. Drop them at any time, including mid-spell, to deal immediate fall damage.

1. **Flip**
2. **Flap**
3. **Fly**

Magic in Practice – Examples of Improvisation in Combat:

Below you will find a series of examples of the kinds of wondrous and terrible things you could accomplish with your magic.

As the battle rages, Elara extends her hands, as brilliant light and deep shadow emerge with a terrible din. Suddenly, the battlefield transforms—colors drain away, leaving only harsh whites and deep blacks. Confused, the Goblin raiders stumble and misfire, while Elara's allies, now almost invisible in the shifting lights and shadows, strike with deadly precision.

In the shadowy ruins, Thalen chants under his breath, tracing slow sigils in the air. The air thickens around the charging knight, who slows dramatically, his movements becoming sluggish as if underwater. Thalen steps aside easily, avoiding the slow-motion strike and counterattacking with a well-placed thrust to the knight's armor.

As the band of goblins charges through the narrow mountain pass, Maela begins her incantation. With a flick of her wrist, she releases the Pop—a small burst of fire at the goblins' feet, startling them and halting their charge. Sensing an opportunity as they regroup, she escalates to the Flood spell. The small flames sputter and hiss, giving way to a sudden rush of water cascading down the rocks, sweeping the confused goblins off their feet in a powerful, churning torrent.

In the dense forest, Ivar finds himself outnumbered by marauding elves. He strikes a nearby tree trunk with a Chime, sending a disorienting hum through the air that causes the elves to clutch their ears in pain. Capitalizing on their disorientation, Ivar redirects his magic; the ground beneath his feet barely touches as he lifts into the air, carried by a gust that whistles with the continuing eerie tone, allowing him to soar above his foes and escape their encirclement.

During the siege of the castle, Sorcha prepares her magic from atop the battlements. She conjures a series of small, crickling energies that dance around the assaulting soldiers, making them wary and distracted. As the energy grows in intensity, she lifts her Wand and shapes them into a sketch of arcane symbols that embed upon the gateway below; the door will not fall.

Far below the dragon as it prepares attack, Elowen acts quickly to protect their self and their companions. A cool shimmering light builds from their staff as they manipulate their magic with their off hand, circling back and forth as though stroking a cat. As the fire erupts from the dragon's maw, Elowen completes their Ward, enveloping the party in a cool bubble of shimmering light that falters against the dragonfire, but does not fail.