

AESTUS'S HOMEBREW MASTER DOC

This document is not updated for the most recent release.

Contents

Simple Treasures.....	2
Respite Consumables.....	6
Leveled Treasures.....	8
Wode Plate.....	8
Exacritas – Sword of Sorrows.....	11
Lance d'Avileaux (The Spear of Avileaux).....	14
The Spear Tyranny.....	16
The Axe Wrath.....	19
The Bow Languor.....	23
Prophetic Spirit.....	26
Careers.....	29
Crow.....	29
Classes.....	30
Element – The Eternal.....	30
An Experimental Pet System.....	33
Rules and Outline.....	33
Kits.....	34
Beastheart.....	34
Witch.....	34
Starting Pets and Familiars.....	35
Ideas for Post Level1.....	38
Title – The Beastmaster.....	38
Pet and Familiar Treasures.....	38

This document is an independent product published under the *DRAW STEEL* Creator License and is not affiliated with MCDM Productions, LLC. *DRAW STEEL* © 2024 MCDM Productions, LLC.

Simple Treasures

Simple Treasures are basic combat items meant to fill hero item slots early but eventually get swapped out for leveled gear. To that end, a Simple Treasure functions identically to Leveled Treasure, except they don't improve with levels.

Ritual Knife

Light Blade

Melee Weapon Damage Bonus: +1/+1/+1

The Old Ways: Once per turn, when you kill an enemy with a weapon keyword ability, an ally may gain 1 Heroic Resource.

Heirloom Blade

Light, Medium, or Heavy Blade

Melee Weapon Damage Bonus: +1/+1/+1

Legacy: Gain 1 of your class resource at the start of each combat encounter.

Special: Once a hero benefits from Legacy, only they and heroes from the same ancestral line may benefit from it.

Reliable Helmet

Medium or Heavy Armor

Stamina Bonus: +3

I'll Need to Repair This: Once per encounter, when you take damage from a tier 3 weapon ability, reduce the result to tier 2 instead.

Overdue Codex

Metal or Stone Implement

Magical Damage Bonus: +1/+1/+1

Insightful Gloss: Once per encounter, gain +1 area when you use an area ability.

Special: If a librarian sees this codex, they will want it back.

Spiked Sole Boots

Any armor or unarmored

Stability Bonus: +1

Dig in: Whenever you force move a target, the distance of the forced movement is increased by 1.

Special: Wearing these boots indoors is considered quite rude.

Koursirian Recurve

Bow

Ranged Weapon Damage Bonus: +1/+1/+1

Half Draw: On ranged weapon attacks, you may reduce your range by 5 to add +3/+3/+3 damage.

Ratcatcher's Trousers

Unarmored or Light Armor

Stamina Bonus: +3

Infinite Tear-Away: These trousers do not

count as clothing covering the lower half of the body for any ability that targets the wearer.

Experimental Flintlock

Light weapon

You gain the Not Worth Reloading ability:

Not Worth Reloading

Free Triggered Action

Trigger: once per encounter, when you use a ranged weapon attack

Effect: the attack gains +5/+5/+5 weapon damage bonus. This stacks with all other weapon damage bonuses you might have.

Probably Magic Hat

Unarmored or Light Armor

Stamina Bonus: +3

Placebo Effect: Whenever you make a power roll, a natural result of 2 is now counted as a Critical Hit.

Phaedran Round Shield

Shield

Stamina Bonus: +3

Once per encounter, you may use the Shield Throw ability.

Shield Throw

Like a discus, your shield soars from your hand toward your foe.

Keywords: Weapon, Attack, Ranged

Type: Action

Distance: Ranged 5

Target: 1 creature

Power Roll + Might or Agility

- 11 or lower: 2 damage

- 12-16: 6 damage
- 17+: 9 damage, and the shield ricochets to another enemy creature within 5 squares of the target. If there is a viable second target within range, make another Shield Throw power roll against them. Shield Throw can ricochet a maximum of 2 times (3 targets).

Effect: After all power rolls of Shield Throw are resolved it bounces back to your hand, granting temporary Stamina equal to the total amount of damage it dealt this turn.

Overloaded Wand

Bone or Wood Implement

Magical Damage Bonus: +1/+1/+1

You gain the Kickback ability.

Kickback

Free Triggered Action

Trigger: When you force move a creature with a magic ability.

Effect: You are pushed backwards up to 3 (your choice), an equal amount is added to the target's forced move.

Veteran's Armor

Light, Medium, or Heavy Armor

Stamina Bonus: +6

A Piece of Them Remains: whenever you use a recovery to regain stamina, gain 1d8 temporary Stamina.

Wyrmling

Pet

You gain the Spitfire Combo ability

Spitfire Combo

The wyrmling's swooping attack distracts your foe.

Keywords: Fire, Attack, Ranged

Type: Maneuver

Distance: Ranged 5 **Target:** 1 creature

Power Roll + Presence or Intuition

- 11 or lower: 2 fire damage
- 12-16: 4 fire damage
- 17+: 6 fire damage

Effect: You have an Edge on the next attack you make against the target before the end of your current turn.

Loved One Locket

Glass or Crystal Implement

Magical Damage Bonus: +1/+1/+1

While wielding this implement, you gain the I Know What I'm Fighting For ability.

I Know What I'm Fighting For

Free Triggered Action

Trigger: The first time you drop to 0 stamina

Effect: You may use a recovery.

Poisoned Dagger

Small weapon

Weapon Attack Bonus: +1/+1/+1

10-pace venom: Creatures who suffer damage from weapon attacks made with this weapon take 2 poison damage per square they move on their next turn.

Mirror Cloak

Unarmored

Redirection: While wearing this cloak, ranged attacks against you that roll a tier 1 result are reflected back to the attacker, affecting them instead of you.

Tower Shield

Shield

Stamina Bonus: +3

Testudo: you count as having cover against ranged attacks and area abilities.

Poor Yorick

Bone Implement

Magical Damage Bonus: +1/+1/+1

To Be or Not to Be: On magic abilities, you may choose to add +3 damage before casting, but you suffer damage vulnerability 2 until the end of your next turn.

Spiked Shield

Shield

Stamina Bonus: +3

Spikes: When a creature is forced moved into you, whatever damage is dealt to you from the force move is also dealt to that creature.

Lucky Charm

Miscellaneous

Lucky: While wielding Lucky Charm, you may now stack edges to a max of 3 instead of 2. 3 edges guarantee a tier 3 result on your abilities.

Superstitious: If you ever lose your Lucky Charm you will be certain that you will fail without it.

Oversized Weapon

Heavy Weapon

Weapon Damage Bonus: 0/0/4

Massive Sweep: Before making a weapon attack, you may choose to suffer a double bane on the attack in order to change the target of the attack to all creatures within cube 2.

Ricochet Wand

Implement

Magical Attack Damage Bonus: +2

Arcane Attacks: While wielding Ricochet Wand, you may choose to make ranged weapon attacks as ranged magic attacks instead.

Ricochet: While wielding Ricochet Wand, signature ranged magic attacks will bounce to a second target within ranged 5. Use the same power roll for both targets. The tier result is reduced by 1 on the second target (minimum of tier 1).

Respite Consumables

Respite consumables can only be consumed on a respite, and only one per respite. The effects last until your next respite unless otherwise stated.

Golic Genever

A honey mead spiked with juniper and betony

Effect: +1 speed; + 6 stamina

Hangover: -1 on all tests until you receive your first victory after the respite.

St. Milic's Brandy

The centuries old secret recipe of St. Milic's Monastery, rumored to be where distillation was first invented.

Effect: +1 area, + 5 range

Hangover: -1 on all tests until you receive your first victory after the respite.

Fried Ugly

Battered and fried magus eel, served with citrus. Popular among sailors and in port towns.

Effect: +2 stability

Mutton Pie

A staple of taverns in Vasloria

Effect: +4 damage on attacks of opportunity.

Riojan Red

Wine from the unparalleled vineyards of Rioja.

Effect: Edge on all presence tests and resistance rolls.

Hangover: -1 on all tests until you receive your first victory after the respite.

Date Rolls

Khemhara emmer bread with a date and coriander seed filling.

Effect: +1/+1/+1 magic damage

Radenwight Skewers

Fuck you for even thinking it.

Effect: -5 to all characteristics. Every saint, hero, and god now wants you dead.

Ixian Sago Loaf

A chewy, starchy loaf made from the pith of various Ixian palms.

Effect: An Edge on all might tests and resistance rolls.

Charred Troll Strap

Only a truly desperate campaigner would eat this, and only after cooking it to a crisp.

Effect: +12 stamina

This document is an independent product published under the *DRAW STEEL* Creator License and is not affiliated with MCDM Productions, LLC. *DRAW STEEL* © 2024 MCDM Productions, LLC.

Higaran Rice Wine

A cloudy white liquor; sweet and mild flavor with a fruity aroma.

Effect: Weapon damage immunity 1.

Hangover: -1 on all tests until you receive your first victory after the respite.

Non-Sentient Mushroom Soup

Some fungi you can eat, and some fungi eat you. Best not to antagonize them.

Effect: +2 recoveries

Honey Wine Peahen

A peahen lathered in honey wine and spices. An extravagant dish.

Effect: +2/+2/+2 attack damage.

Red Salt

A rare and potent salt. A sacred delicacy of the cursed men of Khemhara

Effect: Edge on all intuition tests and resistance rolls.

Leveled Treasures

Wode Plate

Heaped in the corner of the priory is a suit of plate armor, unpolished, dented, and overgrown with vibrant moss and thin, braided vines.

The Wode Plate is heavy armor or medium armor if you chose to only don the breastplate.

The Wode Plate enchantment bonus: +6 stamina per tier.

Shortly after it is donned, the character will notice that the armor is growing; its moss and vines rooting into their flesh. If they continue wearing it, it will fully take root and cannot be removed without divine intervention, or a ritual of removal performed by an agent of the Aether Wode. The player is now counted as attuned to the plate.

Any spell, ability, or effect which would permanently damage the armor will instead last for a maximum of one minute, the time it takes for the armor to regrow itself.

Tier 1

Conditions: The Wode Plate must be rooted to you.

You gain the Raveled Vines ability.

Raveled Vines:

Vines twist out from your armor and entwine an enemy. Whenever you make a melee, weapon attack, the target is grabbed by you on any tier 2 or tier 3 result. You do not need a free hand to make this grab. You may only grab one target at a time with Raveled Vines.

After Tier 1, the player attuned to the Wode Plate must decide whether the armor flourishes or rots. Their decision will determine its tier 2 and 3 improvements.

Flourishing Route

Tier 2

Conditions: be at least level 5 and earnestly swear the Oath of the Green.

A colony of extramundane bees have built a hive inside your armor and busily fly in and out of the mossy gaps between plates. On a respite, you and your allies who rested with you may sup on golden honeycomb plucked from the plate. When a player eats the honey, it grants a +1 bonus to a characteristic (might, agility, reason, etc) of their choice which lasts until the end of their next respite. Only player characters may receive this bonus.

Furthermore, you gain the Swarm ability:

Swarm:

Enemies that hit you with an attack or begin their turn grabbed by you are swarmed by bees. They remain swarmed for as long as they are within aura 2 of you, as soon as they move away from that area the swarm will return to your armor. A swarmed target is weakened and takes 2 poison damage at the end of their turn.

Only one target can be swarmed at a time. If one target is swarmed, and another target becomes eligible to swarm, you may decide whether the swarm remains on its current target or switches to the new target.

Some creatures, like undead, can be immune to swarm. Which creatures are is up to your DMs discretion.

Tier 3

Conditions: be at least level 8 and nourish a wode with your own blood.

Overwhelming Swarm:

This ability modifies the Swarm ability. You may now swarm up to two targets instead of one. Any target that begins their second consecutive turn swarmed becomes dazed as well as weakened for as long as they remain swarmed.

Festering Route

Tier 2

Conditions: be at least level 5 and be revived from death while wearing the Wode Plate.

The vines which wind through your armor are now sticky with an acrid, numbing sap. Clusters of slimy fungus sprout from the gaps between plates.

Your body is now as much plant as it is animal. The damage from all attacks made against you is reduced by one tier to a minimum of tier 1. Furthermore, you receive the Leeching Vines ability.

Leeching Vines

Free Trigger Action

Trigger: An enemy starts their turn grabbed by Raveled Vines (see above).

Effect: The target receives a -1 to might and agility (EoT). You are simultaneously healed 1d6 hit points.

Tier 3

Conditions: be at least level 8 and sacrifice a living soul on a stone altar in the heart of a wode.

Overwhelming Leech:

This feat modifies the Leeching Vines ability. Leeching Vines can now stack. Enemies who start their turn grappled by you receive a -1 penalty to might and agility up to a maximum of -3. The penalty lasts for as long as they remain grabbed. If the creature stops being grabbed by Raveled Vines for any reason, all stacks are immediately removed. You are healed for 1d6 hit points at the start of each turn from a target grabbed by Raveled Vines.

Exacritas – Sword of Sorrows

In the priory vault, this oversized greatsword hangs on the wall like a cross, framed by a fading tapestry. It's 6ft long blade is narrow and ends in a keen point like an estoc. It bears an intricate and long cross hilt with second guard 8 inches up the blade. The space between the hilt and the second guard is wrapped in a wispy cloth. When you hoist the blade, you are surprised at its lightness, it is as if it is fashioned from a phantom steel.

The embroidered tapestry identifies it as Exacritas, the Sword of Sorrows, the dreaded brand of [Petrus the Corsair Knight](#), a fanatical pirate crusader who fought in the Conciliar War. It is said that Petrus drowned but returned to life in a dark deal with the Depths, a pact sealed with this very sword. For 200 years he haunted the supply routes of the Saints Sea with his ship – The Hope – and, of course, Exacritas, Sword of Sorrows.

Exacritas is a heavy weapon or polearm Leveled Treasure.

Exacritas enchantment bonus: +2 weapon attack damage per enchantment tier.

Tier 1

Conditions: accept the power of the Depths.

Exacritas gains the Phantom Haze enchantment

Phantom Haze:

With a point of your sword, a thick, clammy fog rolls up from the ground. Those poor souls who move through it find themselves wading in two feet of brackish water which does not spill out beyond the borders of the accursed cloud.

While wielding Exacritas, once per encounter, you can use Phantom Haze ability.

Phantom Haze

With a point of your sword, a thick, clammy fog roils up from the ground.

Keywords: Magic, Ranged, Area

Type: Maneuver

Distance: Cube 4 within 5

Target: All creatures

Effect: You summon a cloud of fog and shin-high ocean water in the area that lasts until the end of the encounter. The area is difficult terrain and all creatures in the area are concealed. The wielder of Exacritas ignores all negative effects of difficult terrain and concealment from the ability. Furthermore, attacks they make against creatures while in the cloud have an edge.

Tier 2

Conditions: be at least level 5 and kill a creature by drowning them.

You gain The Depth's Fickle Favor ability.

The Depth's Fickle Favor:

When you make a signature melee attack while standing in at least two feet of ocean water (your Phantom Haze counts) all damage of the attack is doubled.

Tier 3

Conditions: be at least level 9 and be revived from drowning.

You are now the Champion of the Depths! You gain the Champion of the Depths title and the Grasp of the Drowned ability.

Champion of the Depths:

If you kill a creature while in the area of Phantom Haze, you may now choose to move Phantom Haze to a new area within Range 5 as a free trigger action.

Grasp of the Drowned:

This adds the following effect to Phantom Haze

Effect: Whenever a creature attempts to move out of your Phantom Haze a mass of hands reach from the water and pull them back in. Upon entering the first square outside of Phantom Haze, the creature suffers pull 3 and their speed becomes 0.

Lance d'Avileaux (The Spear of Avileaux)

"The Spirit of Avileaux is in me, and I will be with ye always. Whosoever gaineth this lance gaineth the Spirit of Avileaux!" - Clovic the Conqueror's last words.

The Spear of Avileaux is a medium weapon or polearm Leveled Treasure.

The Spear of Avileaux enchantment bonus: +2 weapon attack damage per enchantment tier.

Tier 1

While wielding the Spear of Avileaux, once per encounter, you may use Spirit of Avileaux ability:

Spirit of Avileaux

Free Triggered Action

Trigger: once per encounter, when you down a creature

Effect: you summon Clovic the Conqueror (see below). Clovic acts like a minion under your control that acts on your turn.

Clovic the Conqueror Level 1 Minion

Spirit

Stamina Your recovery value Size 1m/ Stability 0
Speed 6 (fly) Free Strike 2

Might +2 Agility 0 Reason 0 Intuition 0 Presence 0

Phantom Touch (Action) ♦ 2d10 + 2 ♦ Signature

Keywords Attack, Melee, Weapon

Distance Reach 1 **Target** One creature or object

- ♦ ≤11 3 corruption damage;
- ★ 12-16 4 corruption damage; weakened (EoT)
- * 17+ 6 corruption damage; dazed (EoT)

Insubstantial

Clovic takes half damage from all damage except holy and cannot be forced moved.

This document is an independent product published under the *DRAW STEEL* Creator License and is not affiliated with MCDM Productions, LLC. *DRAW STEEL* © 2024 MCDM Productions, LLC.

Tier 2

Conditions: be at least level 5 and become a Lord of the Realm in Vasloria.

The Lance of Avileaux gains the Feed the Oversoul ability:

Feed the Oversoul:

Each time an enemy is downed while Clovic the Conqueror is summoned, he heals 3 stamina and gains a stacking +1 to his damage (including Free Strike) which lasts until the end of the encounter.

Tier 3

Conditions: be at least level 8 and command an army.

The Lance of Avileaux gains The Strong Lead, the Dead Follow ability:

The Strong Lead, the Dead Follow:

You now count as being Clovic the Conqueror's captain (see Attached Captain in the Draw Steel Bestiary pgs 3-4). Besides the benefits of being a captain, once per round, when you hit with a melee attack on a creature adjacent to Clovic the Conqueror, you may add his Free Strike value to the damage of the attack.

The Spear Tyranny

The spear he fashioned from a compound of tooth and pale wood, tipped with the point of the serpent's fang. Bequeathing it unto Yoharneth-Lahai he said "I give thee this spear called Tyranny. Thou wilt lead the Nine, but thou must train to master Tyranny as one among them. If thou master Tyranny thou wilt lead as one among them. Woe unto the Kib if thou dost not master Tyranny!" - [Myths on Polished Skull](#)

Tyranny is a medium weapon or polearm Leveled Treasure.

Tyranny enchantment bonus: +2 weapon attack damage per enchantment tier.

Upon equipping the spear, the player must declare whether they will master tyranny or embrace it. This will determine the spear's level progression. If they master it, follow the Virtue Route. If they embrace it, follow the Vice Route.

Virtue Route

Tier 1

Conditions: Resolve yourself to master Tyranny.

Tyranny gains the River to my People enchantment

River to my People

Effect: Once per round, whenever you down¹ an enemy or roll a critical hit, one ally within range 10 gains 1 heroic resource.

Tier 2

Conditions: be at least level 5 or higher and show mercy to an enemy who gravely insults you.

Tyranny gains the Lead as One Among Them enchantment

Lead as One Among Them

Effect: Once per round, whenever an ally within range 10 downs an enemy or rolls a critical hit, they gain 10 temporary stamina, and you gain 2 of your heroic resource.

¹ Reduce to zero stamina

Tier 3

Conditions: Be at least level 8 and risk your life to save someone weak, vulnerable, or marginalized.

While wielding the spear Tyranny you gain the Convert ability.

Convert (5 Heroic Resource)

There is mercy still for those who would fight for good!

Keywords:

Type: Action

Distance: Special

Target: Special

Effect: Select one enemy initiative group that contains minions. Those minions switch allegiance to your side and remain allied to you until the end of the encounter. You now count as their captain (see Attached Captain in the Draw Steel Bestiary pgs 3-4) and they act on your initiative order. They may take an immediate turn on the turn you convert them, even if they have already acted this round.

After the encounter, give the converted minions one command on how to live a better life. They will leave your side and try to follow your command.

Vice Route

Tier 1

Conditions: Resolve yourself to embrace tyranny.

While wielding the spear Tyranny, once per encounter, you may use the Subjugate ability.

Subjugate

Bend the knee...

Keywords:

Type: Triggered Action

Distance: Range 10

This document is an independent product published under the *DRAW STEEL* Creator License and is not affiliated with MCDM Productions, LLC. *DRAW STEEL* © 2024 MCDM Productions, LLC.

Target: One creature

Trigger: When you down an enemy.

Effect: The target is charmed² (EoE). If the target is a boss or solo creature, they are frightened (EoT) instead of charmed.

Tier 2

Conditions: be at least level 5 and kill a prisoner who has surrendered to you.

Tyranny gains the Execution enchantment

Execution

Effect: Your next weapon attack against a target affected by Subjugate is enhanced in the following way:

- If the target is charmed, the attack automatically gets a critical hit.
- If the target is frightened, the attack automatically gets a tier 3 result.

After resolving the attack, the creature is no longer charmed or frightened by you.

Tier 3

Conditions: be at least level 8 and become a sovereign ruler.

Tyranny gains the Conquering Will enchantment

Conquering Will

Effect: You may now use Subjugate more than once per encounter.

² A charmed creature counts as an ally. While charmed they do not count as an enemy when determining turn order. They may only use signature abilities on their turns while charmed.

The Axe Wrath

Taking a fragment from a tooth which had embedded in one slain by the serpent, Gribaun fashioned it into an axe with a handle of rosewood. Bequeathing it unto Zumbiboo he said "I give thee this axe called Wrath. Thou must train to master Wrath and find serenity within thyself. Woe unto the Kib if thou dost not master Wrath!" - [Myths on Polished Skull](#)

Wrath is a medium weapon or heavy weapon Leveled Treasure.

Wrath enchantment bonus: +2 weapon attack damage per enchantment tier.

Upon equipping the axe the player must declare whether they will master wrath or embrace it. This will determine the axe's level progression. If they master it, follow the Virtue Route. If they embrace it, follow the Vice Route.

Virtue Route

Tier 1

Conditions: Resolve yourself to master Wrath

While wielding Wrath, you gain the Patience ability

Patience

Effect: If you end your turn with 3 or more heroic resource, gain 1 heroic resource.

Tier 2

Conditions: be at least level 5 and submit to the rule of law even though its cost to you is great.

While wielding Wrath you gain the Serenity ability.

Serenity

You reach a state of zen enlightenment.

Keywords: Magic

Type: Free Triggered Action

Distance: Self

Target: Self

Trigger: You start your turn on the 3rd round.

Effect: You may spend up to 5 of your heroic resource. You gain a +1 to each of your characteristics for each heroic resource you expend (EoE). These bonuses allow you to temporarily exceed the cap for characteristics.

Tier 3

Conditions: Be at least level 8 and forgive a hated enemy who truly repents.

While wielding Wrath you gain the Governed Ferocity ability.

Governed Ferocity

You harness your wrath for the right moment

Keywords: -

Type: Free Triggered Action

Distance: Range 10

Target: 1 creature

Trigger: An enemy creature or squad ends their turn

Effect: Select another enemy creature or squad. They take their turn immediately. You gain a double edge on all abilities that target them until the end of your next turn.

Vice Route

Tier 1

Conditions: Resolve yourself to embrace your wrath

Wrath gains the Retribution enchantment

Retribution

Effect: When making a weapon attack against a creature who has dealt damage to you since the end of your last turn, your attack gains an edge and deals extra damage equal to the characteristic you used to make the attack.

Tier 2

Conditions: be at least level 5 and exact retribution over a perceived injustice.

While wielding Wrath, gain the Revenge Sustains Me! Ability.

Revenge Sustains Me!

You will pay for that!

Keywords: Attack, Melee, Weapon

Type: Triggered Action

Distance: Special

Target: Special

Trigger: The first time a creature that you could charge deals damage which reduces you below your wounded value OR the first time a creature that you could charge deals damage which reduces you to dying.

Effect: You make a charge against the creature and regain stamina equal to the damage dealt on the attack.

Tier 3

Conditions: be at least level 8 and sabotage an alliance out of anger.

While wielding Wrath, gain the Me or You Ability.

Me or You

One of us dies!

Keywords: Attack, Melee, Weapon

Type: Free Triggered Action

Distance: Special

Target: Special

Trigger: You resolve a signature attack against a creature.

Effect: You can allow the target to make an attack against you as a free triggered action, dealing their Free Strike + 1d6 weapon damage. If the target makes that attack, you can make a melee Free Strike against it as a free triggered action.

You can repeat this effect until either you or the target choose not to make an attack. The creature

who chooses not to make the attack is frightened by the other (EoT).

The Bow Languor

With a compound of a flexible wood from the guava tree and fragments of the serpent's teeth Gribaun fashioned a bow as tall as a man. Bequeathing it unto Segostrian he said "I give thee this bow called Languor. Thou must train to master Languor and direct thy passion towards the good of others. Woe unto the Kib if thou dost not master Languor!" - [Myths on Polished Skull](#)

Languor is a bow Leveled Treasure.

Languor enchantment bonus: +2 ranged weapon attack damage per enchantment tier.

Upon equipping the bow the player must declare whether they will master languor or embrace it. This will determine the bow's level progression. If they master it, follow the Virtue Route. If they embrace it, follow the Vice Route.

Virtue Route

Tier 1

Conditions: Resolve yourself to master Languor

While wielding Languor, you gain the Proactive Positioning ability.

Proactive Positioning

Effect: On your first turn of an encounter, your speed is doubled, and you automatically achieve a Tier 3 result on any tests related to climbing, jumping, or swimming during your movement on that turn.

Tier 2

Conditions: be at least level 5 and complete at least one downtime project.

While wielding Languor, you gain the Never Idle ability.

Never Idle

Effect: Once per round, you may use Never Idle to perform either a second maneuver per turn or a second triggered action.

Tier 3

Conditions: Be at least level 8 and act heroically in the face of overwhelming exhaustion.

While wielding Languor, you gain the Critical Rush ability.

Critical Rush

Effect: Whenever you roll a critical hit on a power roll, you gain an immediate bonus *turn* instead of a bonus action.

Vice Route**Tier 1**

Conditions: Resolve yourself to embrace languor

While wielding Languor, you gain the Conserve Energy ability.

Conserve Energy

Effect: If you don't take a move action this turn, gain a surge. For each consecutive turn that you forgo your move action gain an additional surge up to a maximum of three surges after three consecutive rounds.

Tier 2

Conditions: be at least level 5 and spend 3 consecutive respites doing nothing but fishing.

While wielding Languor, you gain the Only What's Necessary ability.

Only What's Necessary:

Effect: At the start of your turn, you may choose to become dazed until the end of the turn. If you are dazed from Only What's Necessary, reduce the heroic resource cost of all heroic abilities by 3 (minimum of zero).

Tier 3

Conditions: be at least level 8 and refuse to contribute to an important group project.

While wielding Languor, you gain the Meh... ability

Meh...

Keywords: Magic

Type: Free Triggered Action

Distance: Self

Target: Self

Trigger: You start your turn.

Effect: You gain 7 of your heroic resource and your turn immediately ends.

Prophetic Spirit

You are visited by the voice of a mystical spirit who opens your eyes to eternity.

The Prophetic Spirit is a miscellaneous leveled treasure. Any kit can equip it.

The Prophetic Spirit enchantment bonus: +6 stamina per enchantment tier.

To gain further benefits from the prophetic spirit you must foster a correspondence with it. This correspondence can only be maintained through regular mystical practice of a Ritual and Rule (see below).

First, the player must determine what the nature of their prophetic spirit is. It could be the spirit of an ancestor, a spirit of nature, a saint, a demon, an angel, a star, a forgotten god, themselves from the future, or anything else that the character prefers.

Once the nature of the prophetic spirit is determined, the player must also select a ritual and rule through which they maintain and develop their connection to the spirit.

Note: ritual and rule are intended to be fun role play hooks for the player and director. They are not supposed to be an inconvenience. If they feel like an inconvenience, just ignore them.

Ritual:

A ritual is an act that you must perform which connects you to the prophetic spirit. Some possible options are prayer, meditation, fasting, ingesting hallucinogens, or blood offerings. Regardless of what you select, this ritual is always considered to be performed during your respites, however, a respite is not required to perform it.

If you ever complete a respite without practicing your ritual you lose all benefits of the prophetic spirit. If you neglect your ritual voluntarily the spirit will leave you permanently. If you neglect it because circumstances involuntarily prevented you from being able to perform it, you will regain all benefits the next time you perform the ritual.

Rule:

A rule is something you must sacrifice that increases your mystical connection to the realm of the spirit. For example: you might never cut your hair, or drink alcohol, or speak out loud (only sign language), etc.

If you ever break your rule, you will lose your connection to the prophetic spirit and thus lose all its benefits. If you break your rule voluntarily the spirit will leave you permanently.

If you break your rule involuntarily you will regain all benefits the next time you perform your ritual.

Tier 1

Conditions: select a ritual and rule (optional)

You gain the Do this Instead Ability.

Do This Instead

The prophetic spirit shows you what will happen if you execute their plan instead of yours.

Keywords: Magic **Type:** Free triggered action

Distance: Self **Target:** Self

Trigger: Whenever you roll a tier 1 result on a Heroic Ability and there is a creature within range of a free strike.

Effect: Instead of using your heroic ability, you get a tier 3 result on a free strike made against one creature within range instead. This free strike replaces the heroic ability, as if the heroic ability was never used (no heroic resources are spent).

Tier 2

Conditions: be at least level 5 and complete a task chosen by the spirit

You are now immune to being surprised in combat

Furthermore, you gain the Visions of the Near Future ability:

Visions of the Near Future

Your consciousness links with the spiritual realm.

Keywords: Magic **Type:** Maneuver

Distance: Self **Target:** Self

Effect: Roll a 2d10 and record the outcome. As a free triggered action, you may replace any power roll result during the encounter with your recorded outcome. If you already have a 2d10 outcome recorded from a previous use of Visions of the Near Future, then your current roll outcome replaces the previous one.

Outside of a combat encounter, this ability can only be used once per victory that you acquire between respites.

Tier 3

Condition: be at least level 8 and complete a second task chosen by the spirit.

You gain the Six Seconds Before ability:

Six Seconds Before

You've seen six seconds ahead and have already drawn steel.

Effect: Whenever combat begins, you may take a special bonus turn. Resolve this turn before you determine who goes first in the encounter. All creatures are considered to be surprised for this turn. After this bonus turn is resolved, roll to determine turn order as usual.

Careers

Crow

With naive ambitions for adventure or fortune, you were part of a crew that picked over haunted crypts, battlefields, and ruins for every glint and shine. In defining your career, think about the following questions:

- Why did your old crew disband?
- Do you have any friends or enemies from that life?
- What was your crew's greatest find? What reputation did your crew get from it?
- What scars or memories do you have?

You gain the following career benefits:

- Skills: Two skills from the exploration skill group
- Languages: Two languages
- Renown: 1
- Title—Just Scars and This: Gain 1 trinket (or try [one of my simple treasures!](#)).

Crow Inciting Incident

TPK: A tragic mistake you made led to either your whole crew or a close friend dying. You struggled to cope with it for a while, but finally pulled through by choosing to live a life that atones for your mistake.

Saved the Townsfolk: for whatever reason, your crew saved a town from eminent death. You realized the skills you developed hunting treasures were better spent protecting the innocent.

Betrayed: you never fit in with your crew. When they betrayed you, you left to find genuine comrades who you'd be honored to die beside.

Classes

Element – The Eternal

There was a distant time when the dwarves were one clan and lived in one mountain. They fashioned great works of art and architecture in their manner. One from among them named Od fell into the eternal chasm, and all dwarves wept for him, for they were one clan. Two score and ten years passed and Od returned alive from the depths of the chasm. Astonished, the clan asked him “what way didst thou traverse the eternal chasm?” and Od spake “three ways must ye walk to possess eternity, the way of study, the way of experience, and the way of virtue.”

Od brought from the chasm magic to ward and seal their works against weakness, and thus the dwarves tunneled deeper than before, deep unto the depths of the earth, and awoke there a slumbering evil, for it is written:

That is not dead that can eternal lie

And in strange eons even death may die.

Od, who had lived generations and had scribed magic of vast power, sealed the evil away in an impenetrable prison. And the evil said unto Od “whence cometh your power?” and Od cast his eyes to the earth, saying “from eternity.”

Hearing this, the evil laughed, and his laugh was a curse unto all dwarfkind: “cursed are ye dwarves! Woe! For eternity is not thine to possess, and so it will be that every work, whether by thy hand or by thy mind, shall dissipate in time.”

So it is to this day that stone crumbles, that earth erodes, that jewels lose their luster, and that memories fade and die with the aged. Cursed are the dwarves! For though they long for eternity it can no longer be possessed!

In shame Od said unto the evil “this seal that binds thou will not pass” and the evil said, “it will pass.”



This is a homebrew element specialization option for the Elementalist class

Eternity: Eternity is the element of order and dimension. Eternal abilities buff allies and control the battlefield by fixing things in their place.

If you select Eternity as your elemental specialization you gain the specialization feature (Hat Magic) and specialization trigger action (Brace, Brace!) listed below. In addition, you may choose from the listed signature ability and heroic abilities at character creation.

1st Level Specialization Features:

Hat Magic (2 Essence)

You create a small metadimensional space for storage.

Keywords: Magic, Eternal **Type:** Action

Distance: Self or Reach 1 **Target:** 1 object

Effect: You create a small metadimensional space (or “pocket plane”) where you can store a single object the size of an adult rabbit or smaller, weighing no more than 10 pounds. You can access that plane from anywhere that you can reach into (hats, pockets, a hole in a tree, etc).

While in the space the object is completely hidden from sight (magical or otherwise) and weighs nothing. Animals can be stored in the plane, but for no longer than 10 mins per respite.

Brace, Brace!

With a gesture, you negate a force with a counterforce

Keywords: Magic, Eternal, Ranged **Type:** Triggered Action

Distance: Self or Range 5 **Target:** Self or 1 ally

Trigger: The target is subject to forced movement

Effect: The target gains stability equal to twice your Reason (EoT). The creature initiating the forced move takes damage equal to the target’s stability.

Signature Ability:

Bound

A silver, geometric ward surrounds the target, binding them to their location.

Keywords: Magic, Attack, Ranged, Eternal,

Type: Action

Distance: Range 5 **Target:** 1 creature or object

Power Roll + Reason

This document is an independent product published under the *DRAW STEEL* Creator License and is not affiliated with MCDM Productions, LLC. *DRAW STEEL* © 2024 MCDM Productions, LLC.

- 11 or lower: 2 damage; +2 stability (EoT)
- 12-16: 6 damage; +1 stability (EoT)
- 17+: 9 damage

Effect: The next time the target is force moved before EoT, they take damage per square of forced movement equal to your Reason score, instead of being moved.

Heroic Abilities:

Anti-Inertia Field (3 Essence)

Legs are sluggish; arrows quit their flight.

Keywords: Magic, Area, Ranged, Eternal **Type:** Action

Distance: Range 5 **Target:** Area

Effect: You create an invisible 5 wall within range (EoT). This wall is difficult terrain for enemies. Moreover, the wall blocks line of effect for all enemy ranged attacks.

Persistent 1: The effect lasts until the start of your next turn.

Sic Semper (5 Essence)

With two fingers you render a seal, pinning a state of being in place.

Keywords: Magic, Eternal **Type:** Maneuver

Distance: Self or Reach 1 **Target:** Self or 1 ally

Effect: Select 1 EoT effect on the target. It is now EoE.

An Experimental Pet System

Rules and Outline

This document details a simple system for introducing pets and familiars into your Draw Steel Backer Packet campaign!

In this system, pets and familiars are a kind of equipment, just like armor, shields, weapons, and implements. You can use one if it is included in the equipment of your kit. Pets are trained animals that you can give commands to in battle to set up devastating combos. Familiars are small animals that house the spirits of nature, and channeling spells through those spirits augments your magic abilities.

Two kits are provided below that utilize pets. They are the Beastheart, a martial kit, and the Witch, a magic one. Selecting one of these kits at character creation will allow you to start the game with one of the starting pets and familiars listed below.

You may not “equip” more than one pet at a time; if you own more than one pet, choose one of them to equip. You only gain the bonuses of your equipped pet.

These rules also introduce two new keywords: pet and familiar. An ability with one of these keywords requires you to have a similarly keyworded item equipped in order to use it. This is just like the “weapon” or “implement” keywords.

A pet that gives a “pet damage bonus,” like the Wyrmling listed below, adds that damage to all abilities with the pet keyword that deals damage.

In the final section of this document, I outline some ideas I have for extending this system past level 1 through creating pet and familiar treasures and the Beastmaster title.

Kits

Beastheart

Equipment:

You have a trained animal companion pet. You wear light armor and wield a medium weapon and a bow

Kit Bonuses:

- **Melee Weapon Damage Bonus:** +1/+1/+1
- **Ranged Weapon Damage Bonus:** +1/+1/+1
- **Weapon Distance Bonus:** +5
- **Stamina:** +6
- **Stability:** +1
- **Pet:** If you select this at character creation, select 1 pet from the starting pets and familiars list (see below). You start the game with this pet as part of your kit equipment.

Signature Ability

SIC'EM!

At your command, the beast goes for blood.

Keywords: Attack, Melee, Ranged, Pet

Type: Action

Distance: Reach 1 or Ranged 10

Target: 1 creature

Power Roll + Reason, Intuition, or Presence:

- *11 or lower:* 3 damage
- *12–16:* 7 damage; bleeding (EoT)
- *17+:* 10 damage; bleeding (EoE)

Witch

Equipment:

You have an animal familiar. You wield an implement of vellum, wood, or bone.

Kit Bonuses:

- **Magic Distance Bonus:** +5
- **Magic Damage Bonus:** +1/+1/+1
- **Familiar:** At character creation, select 1 familiar from the starting pets and familiars list (see below).

This document is an independent product published under the *DRAW STEEL* Creator License and is not affiliated with MCDM Productions, LLC. *DRAW STEEL* © 2024 MCDM Productions, LLC.

Signature Ability

GOETIC JINX

A folk curse, channeled through your familiar's spirit.

Keywords: Area, Magic, Ranged, Familiar

Type: Action

Distance: 3 cube within range 10

Target: All enemies

Power Roll + Reason, Intuition, or Presence:

- *11 or lower:* 3 poison damage; damage vulnerability 1 (EoT)
- *12-16:* 4 poison damage; damage vulnerability 1 (EoT)
- *17+:* 5 poison damage; damage vulnerability 2 (EoT)

Kit Ward: Wither

- You have poison immunity and corruption immunity equal to your highest characteristic score.
- Whenever an enemy damages you with a melee ability, they are weakened (EoT).

Starting Pets and Familiars

Big Cat

Pet or Familiar

Examples: Lynx, panther, young lion, etc.

While you have a Big Cat as your pet or familiar, you gain:

- An edge on Agility Tests to hide or sneak.
- The Pounce Combo ability.

Pounce Combo

Your cat pounces for the jugular.

Keywords: Attack, Ranged, Pet, Familiar

Type: Maneuver

Distance: Ranged 5 **Target:** 1 creature

Power Roll + Reason, Presence, or Intuition

- *11 or lower:* 3 damage
- *12-16:* 5 damage
- *17+:* 7 damage; bleeding (EoT)

Effect: You have an Edge on the next attack you make against the target before the end of your current turn.

Bird of Prey

Pet or Familiar

Examples: Owl, Hawk, Falcon, Crow, etc.

While you have a Bird of Prey as your pet or familiar, you gain:

- An edge on Intuition Tests to track or navigate.

- The Dive Combo ability.

Dive Combo

Your bird dives at your foe's eyes with dagger talons.

Keywords: Attack, Ranged, Pet, Familiar

Type: Maneuver

Distance: Ranged 5 **Target:** 1 creature

Power Roll + Reason, Presence, or Intuition

- *11 or lower:* 2 damage; -3 range
- *12-16:* 4 damage; -3 range
- *17+:* 6 damage; -3 range

Effect: You have an Edge on the next attack you make against the target before the end of your current turn.

Canine

Pet or Familiar

Examples: Hound, fox, small wolf, etc.

While you have a Canine as your pet or familiar, you gain:

- An edge on Intuition Tests to hear, smell, or track.
- The Knockdown Combo ability

Knockdown Combo

Your hound trips your foe.

Keywords: Attack, Ranged, Pet, Familiar

Type: Maneuver

Distance: Ranged 5 **Target:** 1 creature

Power Roll + Reason, Presence, or Intuition

- *11 or lower:* 2 damage; prone
- *12-16:* 4 damage; prone
- *17+:* 6 damage; prone

Flying Snake

Pet or Familiar

While you have a Flying Snake as your pet or familiar, you gain:

The Dive Combo ability

- An edge on Presence Tests to brag or intimidate.
- The Dive Combo ability.

Venomous Combo

A lightning quick bite from the air.

Keywords: Attack, Ranged, Pet, Familiar

Type: Maneuver

Distance: Ranged 5 **Target:** 1 creature

Power Roll + Reason, Presence, or Intuition

- *11 or lower:* 2 poison damage; poison vulnerability 2 (EoT)
- *12-16:* 4 poison damage; poison vulnerability 2 (EoT)
- *17+:* 6 poison damage; poison vulnerability 2 (EoT)

Effect: You have an Edge on the next attack you make against the target before the end of your current turn.

Ram

Pet or Familiar

While you have a Ram as your pet or familiar, you gain:

- An edge on Might Tests to push or carry.
- The Headbutt Combo ability

Headbutt Combo

Ramming the foe puts them off-balance to your attack.

Keywords: Attack, Ranged, Pet, Familiar

Type: Maneuver

Distance: Ranged 5 **Target:** 1 creature

Power Roll + Reason, Presence, or Intuition

- 11 or lower: 2 damage; push 1
- 12-16: 4 damage; push 2
- 17+: 6 damage; push 3

Effect: You have an Edge on the next attack you make against the target before the end of your current turn.

Rodent

Familiar

Examples: Rat, Hare, Guinea Pig, etc.

While you have a Rodent as your familiar, you gain:

- An Edge on Agility checks to run or hide.
- The Burrow Spirit ability

Burrow Spirit

Channeling a spell through a spirit of the burrow augments your magic.

Keywords: Attack, Ranged, Magic, Area,

Familiar

Type: Maneuver

Distance: Self **Target:** Self

Effect: On the next area magic ability you cast this turn, all allies in the area may shift 3 as a free trigger action.

Small Cat

Familiar

Examples: Black house cat, Abyssinian, Ragamuffin, etc.

While you have a Small Cat as your familiar, you gain:

- An Edge on Agility checks to either do gymnastics or escape.
- The Hunter Spirit ability

Hunter Spirit

Channeling a spell through a spirit of the hunter augments your magic.

Keywords: Attack, Ranged, Magic, Area, Familiar

Type: Maneuver

Distance: Self **Target:** Self

Effect: On the next area magic ability you cast this turn, all allies in the area gain an Edge on the next weapon attack they make before the end of their next turn.

Small Reptile

Familiar

Examples: Toad, Skink, Snake, etc.

While you have a Small Reptile as your familiar, you gain:

- An Edge on Might and Agility checks to either jump or swim.
- The Fen Spirit ability

Fen Spirit

Channeling a spell through a spirit of the fen augments your magic.

Keywords: Attack, Ranged, Magic, Area, Familiar

Type: Maneuver

Distance: Self **Target:** Self

Effect: On the next magic area ability you cast this turn, the area of the spell is difficult terrain to enemies until the end of your next turn. While it is difficult terrain, enemies who move through it take 1 poison damage per square.

Ideas for Post Level1

Title – The Beastmaster

The Beastmaster has developed a nearly supernatural connection with his pets, and fights in tandem with them without even needing to issue commands.

Effect: You may now “equip” up to 3 pets at once. Once per turn, on your turn, you may use one maneuver with the pet keyword as a free maneuver.

Pet and Familiar Treasures

Just like how players can find magic weapons, implement, or armor as treasures, they should be able to find powerful pets and familiars as well! So far I haven’t designed anything complex for this, but see the Wyrmling below for a very simple pet treasure.

Wyrmling

Pet or Familiar

You gain the Spitfire Combo ability

Pet Damage Bonus: +1/+1/+1

Spitfire Combo³

The wyrmling’s swooping attack distracts your foe.

Keywords: Fire, Attack, Ranged, Pet, Familiar

Type: Maneuver

Distance: Ranged 5 **Target:** 1 creature

Power Roll + Reason, Presence, or Intuition

³ The +1/+1/+1 pet damage bonus is already included in Spitfire Combo’s damage outcomes listed below.

- *11 or lower*: 3 fire damage
- *12-16*: 5 fire damage
- *17+*: 7 fire damage

Effect: You have an Edge on the next attack you make against the target before the end of your current turn.