

An asset by Samuel Rondón
for the *Ironsworn* role-playing game system
www.patreon.com/SamuelRondon

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RITUAL



ICE RAIN

- When you use dust and few drops of water to conjure a sleet storm, roll +wits. On a strong hit, the area around you is obscured, with the ground covered in slick ice, making it a hazardous terrain for an hour; you, however are one with the storm; add +1 when making any physical move within it. On a weak hit, as above, but the storm drains you; this asset counts as a debility until it is over.
- When you use a piece of ice or a small rock to conjure a rain of hail, roll +wits. On a strong hit, inflict 3 harm to foes around you. On a weak hit, you and the ones with you are also victims (1 harm).
- When you perform this ritual, add +1 and take +1 momentum on a hit.

**IRONSWORN
SYSTEM**



RITUAL