

An asset by Samuel Rondón
for the *Ironsworn* role-playing game system
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RITUAL



INFUSION

- When you create a drink or injection with obscure ingredients, suffer -1 supply and roll +wits. On a hit, choose one. On a weak hit, suffer an additional -1 supply to create it.
 - The consumer adds +1 to a stat until they roll a 1 on their action die.
 - The consumer takes +1 health and +1 spirit.
 - Add +1 when making a move to inflict harm against the consumer until you score a miss.
 - Inflict 2 harm to the consumer.
- As above, and choose one more on a hit.
- When you perform this ritual, add +1 and take +1 momentum on a hit.

**IRONSWORN
SYSTEM**



RITUAL