

# DIREFORGED MOD

*The Chaos Age has passed. Whether it has lasted millennia or centuries, few can say, as historical records are few and incomplete, and civilization as it once was has crumbled during the Chaos Age. Only now, at the dawn of a new age, do the people of the world set out again to colonize the savage wilds, to reclaim what was lost to time and tide. Hamlets once again grow into cities, and towers of the dark forces rise high again as well. Mystic chants and fey trickery fill the woods, and picks and shovels once more strike the earth in search of ore.*

*A world has been forged through a dire age. An age that led to elves devouring their foes and goblins worshiping demons. An age that saw the emergence of the undead itarin and the rise of the Carmine Court from a minor fey court to a great force. An age that people like the humans, aurides, and encars barely survived. Now, the world passes into a new age. In which way will this new age reforge the world?*

The Direforged Mod is a mod for the game Dwarf Fortress, adding much new content of all kinds to the game. The additions are for the most part original, with a number of creatures deriving from myth and a number of features borrowed from other modders with their consent. This document provides information on the various additions and changes in this mod.

The information in this manual is based on version 1.2 of the Direforged mod for Dwarf Fortress versions 0.40.08+. Any bugs in Dwarf Fortress that cause the mod to behave in unintentional ways (as well as a few vanilla bugs that might be of interest) are noted in **bold red**. Information on lore aspects that do not manifest in the mod for one reason or another (usually by not being possible to mod in yet) is presented in *italic green*.

## Table of Contents

Direforged Mod	1	Decorative Workshops	4	Coalhollows and Coal Tubes	8	Raw Quecamedas	11
Fortress Mode	3	Items	5	Desert Moons	8	Metals and other Inorganic Materials	11
Buildings and Jobs	3	Weapons and Ammunition	5	Froststalks	8	Plierenus	11
Scales, Chitin, and the Tanner's Shop	3	Dire Hooks	5	Mire Bushes	8	Quecamedas	11
Harden a hide – Create boiled leather	3	Flambard	5	Murkblooms	8	Star Silver	11
Mining, Engraving, and Healthcare	3	Rose Sword	5	Ogre Noses	8	Summersteel	11
Pastures	3	Iris Spear	5	Pig Plants	8	Magic Light	11
The Butcher's Shop	3	Trident	5	Starberries	8	Domestic Creatures and Non-Exotic Pets	12
The Screw Press	3	Ball and Chain	5	Weavervines	8	Shelloks	12
Press Essences from Plants/Growths	3	Kris	5	Underground Plants	9	Cravasis	12
The Kitchen	3	Thorn Bolts	5	Cavern Gourds	9	Gurishos	12
Smoke Coalhollow [out of barrel]	3	Armor and Clothing	6	Crested Helmets	9	Gear Golems	12
The Still	3	Full Armor	6	Deep Morels	9	Su'ulreghs	12
Make Spiderdew	3	Shell Coats	6	Demon's Hands	9	Weaving Orsists	12
Make Crysmead	3	Conical Caps	6	Eyestalk Colonies	9	Woolworms	12
The Smelter	3	Cylindric Hats	6	Frozenfire Bushes and Incense of Flame	9	Creatures Useful for their Products	12
Make Coke from Flarestone	3	Drooping Hats	6	Underground Grass	9	Crysants	12
Make Plierenus	3	Fillets	6	Clattering Teeth	9	Dew Spiders	12
Make Quecamedas Wafers	3	Hair Nets	6	Aboveground Trees	10	Other Spider Types	12
The Halls of Light	4	Headbands	6	Fly Stumps	10	Snow Beasts	13
Extract Star Silver	4	Horned Circlets	6	Sawwoods	10	Other Creatures to be Aware Of	13
Extract A Luminous Glob	4	Open Helm	6	Silver Trees	10	Goblin Siege Beasts	13
Make a Luminous Axe, Sword, or Spear	4	Pointed Hats	6	Spiderroot	10	Oak Treants	13
The Halls of Flame	4	Wide-Brimmed Hats	6	Strange Tentacles	10	Sprites	13
Separate Incense from Frozenflame Bush	4	Manicas	6	Warg Thorns	10	Your New Neighbors	14
Hallow Flarestone into Coke	4	Crescent Shields	6	Winterbright	10	Aurides	14
Meditate on Fire	4	Long Shields	7	Wyrmblood Trees	10	Carmine Fey	14
Bless Steel into Summersteel	4	Trap Components	7	Underground Trees	10	Deep Evils	14
The Sawmill	4	Neckbreaker Maces	7	Blood Tubes	10	Encars	14
Cut Logs in Planks	4	Needle Masses	7	Deep Bamboo	10	Hobgoblins	14
The Alchemist's Laboratory	4	Sharp Fans	7	Flaring Fungi	11	Lyroakas	14
Make Essence of Might/Grace	4	Other New Fortress Mode Items	7	Minerals and Ores	11	Wurad	14
The Censer	4	Plants, Materials, and Important Creatures	8	Astral Tears	11	Adventure Mode	15
Evaporate a Grand Essence	4	Aboveground Plants	8	Flarestone	11	Civilizations	15

Overview	15	Craft Production	23	Stonescale Snakes	27	Saumen Kar	29
Entity Creatures with Powers	15	Furniture Production	24	Sun Vipers	27	Walkers in Frost	29
Carmine Fey	15	Gear Production	24	Torostriches	27	Night Creatures	29
Encars	15	Maintenance	24	Vaulting Drachlings	27	Coral Maidens	29
Itarin	15	Adventure Mode Items	24	Underground Beasts	27	Duskblooms	29
Aurides	16	Tools With Combat Use	24	Bonehelm Brutes	27	Slaughterwar Masters/War Gaunts	29
Appearance	16	Arcane Rods	24	Brainspawn	27	Vermancers/Slave Spinners/Slave Spitters	29
Cultures and Society	16	Simple Axes	24	Gear Golems	27	Wendigos	30
Traits and Personality	16	Scrapers	24	Quicktrolls	27	Special Creatures	30
Carmine Fey	17	Other Tools and Items	24	Poison Weirds	27	Alkicentaurs	30
Appearance	17	Arrowheads, Bowstrings and Spearheads	24	Red Sludges	27	Arcus	30
Cultures and Society	17	Concoctions	24	Silkblood Spiders	27	Asuras	30
Traits and Personality	17	Combs	24	Smangeskåbus	27	Cameloparcentaurs	30
Deep Evils (Underground)	18	Dust	24	Snapper Men	27	Dark Masters	30
Appearance	18	Needles	24	Su'ulreghs	28	Eyes of Damnation	30
Cultures and Society	18	Trophies	24	Weaving Orsists	28	Gorgons	30
Traits and Personality	18	Whetstones	24	Woolworm	28	Onocentaurs	30
Deep Evils (Overground Outposts)	18	Adventure Mode Magic	25	Beasts Above-and Underground	28	Sylvains	30
Encars	19	Gem Grinding and Alchemy	25	Shelloks	28	Umbrarachnes	30
Appearance	19	Light magic	25	Overground Vermin	28	Valriid	30
Cultures and Society	19	Fire magic	25	Blood Rats	28	Vidal	30
Traits and Personality	19	Water magic	25	Crysants	28	General	31
Hobgoblins	20	Nature magic	25	Dew Spiders	28	Assorted Changes	31
Appearance	20	Bestiary	26	Diamond Butterflies	28	Installation	31
Cultures and Society	20	Overground Beasts	26	Flakeflies	28	Installing the raw-only version	31
Traits and Personality	20	Carraighs	26	Moon Beetles	28	Installing the Phoebus version (Windows/Linux	31
Lyroakas	21	Crag Foxes	26	Underground Vermin	28	with Wine)	31
Appearance	21	Cravasis	26	Ash Creepers	28	Installing the Phoebus version (Linux)	31
Cultures and Society	21	Crimson Stars	26	Crawling Scars	28	Change Log	32
Traits and Personality	21	Desert Wargs	26	Umbral Spawn	28	v 0.01	32
Wurad	22	Fire Hounds	26	Megabeasts and Semimegabeasts	29	v 0.05	32
Appearance	22	Giant Solifuges	26	Anurisphinxes	29	v 0.1	32
Cultures and Society	22	Gildengleams	26	Basilisk Crabs	29	v 0.25	32
Traits and Personality	22	Gurishos	26	Bhotisphinxes	29	v 0.5	32
Adventure Mode Crafting	23	Ice Runners	26	Black Stars	29	v 0.6	32
Material Gathering/Production	23	Leornithes	26	Divine Axes	29	v 0.62	32
Tool Production	23	Oak Treants	26	Frost Wyverns	29	v0.75 - Frozen Reaches, Rising Mountains	32
Improvements	23	Oshkras	26	Great Sphinxes	29	v1.00 The Chaos Age has passed.	33
Weapon and Ammo Production	23	Snow Beasts	26	Iron Devastators	29	v1.1 From the Ashes	33
Armor Production	23	Spire Recluses	26	Living Swords	29	V1.1B Minor Update	33
Clothing Production	23	Sprites	27	Rock Wyverns	29	V1.2 The Strange Lands	33

# FORTRESS MODE

## BUILDINGS AND JOBS

### Scales, Chitin, and the Tanner's Shop

The Direforged Mod adds the option to tan scales that you receive through butchery in the same way that you can tan skin into leather. The tanned scales can then be used in the same ways that leather can, with the exception of creating boiled leather (see below). As with the tanning of hides, the reaction is added to the tanner's shop automatically.

Chitin that you receive through butchery works differently – it is already in the state where you can use it to create the same things that leather can create, again with the exception of creating boiled leather.

#### ***Harden a hide – Create boiled leather***

In the Direforged mod, leather can be hardened, creating boiled leather, which has approximately the same qualities as wood. To create boiled leather, your fortress needs a tanner's shop, where the reaction takes place, a tanned leather hide (not scale or chitin), and a glob of wax. You need to add the reaction manually to the workshop since you might want to use the wax for wax crafts.

**Bug note: Despite civilizations having access to the harden a hide reaction, they do not seem to have access to boiled leather by default. In addition, boiled leather will show up as mule boiled leather rather than boiled mule leather due to limitations in automatic material naming.**

### Mining, Engraving, and Healthcare

A few small changes have been made to these jobs.

Mining skill gain is slower now, at 1/4 the normal speed for dwarves, and at 1/20 the normal speed for every one else. Thus, you will gain legendary dwarves slower this way.

Engravers have a few new options on what they might engrave due to a small number of new art images.

Healthcare has a slight change in that most civilized creatures gain the crutchwalking skill much faster now. While mostly for adventure mode, where fast traveling does not improve the skill the same way that walking the distance would, fortress mode obviously benefits from the change.

### Pastures

A number of creatures in Direforged are grazers, among them the domestic shellok (a small turtle-like animal liked for its shell).

In addition, the grazing formula has changed – for the most part, large creatures require less food, and small creatures require more food. Any grazing animal should be able to survive now.

### The Butcher's Shop

All of the hoofed animals now have higher butchery yields due to having different body plans compared to the stock game.

### The Screw Press

In the screw press, pressing a honeycomb now yields three units of honey rather than a single unit. In addition, it allows pressing plant matter for essences.

#### ***Press Essences from Plants/Growths***

These reaction allow a dwarf to take an essence-bearing plant or plant part, and press an essence from it into a jug, for further use in the Alchemist's Laboratory. Currently, the essence-bearing plants are:

Plant name (part)	Essence name	Essence Type
Blade weed	Essence of blade weed	Strength essence
Dimple cup	Essence of dimple cup	Enhancement essence
Eyestalk colony (mushroom only)	Essence of eyestalk mushroom	Enhancement essence
Plump helmet	Essence of plump helmet	Strength essence
Weavervine	Essence of weavervine	Agility essence
Whip vine	Essence of whip vine	Agility essence

### The Kitchen

#### ***Smoke Coalhollow***

This reaction allows a dwarf to take a coalhollow plant gathered or grown, and expose it to smoke from charcoal or coke it in the kitchen, creating a coal tube which then can be brewed into coalbrew. This reaction requires fuel to perform.

### The Still

#### ***Make Spiderdew***

This reaction allows a dwarf to take dew spider thread (as well as a barrel to contain the alcohol) and extract the alcoholic 'dew' from the thread, creating the alcoholic drink known as spiderdew.

#### ***Make Crysmead***

This reaction allows a dwarf to take crysant jelly (as well as a barrel to contain the alcohol) and brew it into crysmead, much like the creation of mead.

### The Smelter

#### ***Make Coke from Flarestone***

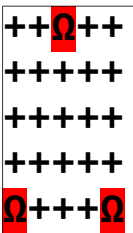
If you do not have the materials to create a Halls of Flame, but have flarestone, you can make coke from flarestone with this reaction, working the same way as making coke from bituminous coal does - using fuel, and creating three bars of coke.

#### ***Make Plierenus***

This reaction, taking a bar of gold, a bar of copper, a boulder of flarestone, and fuel, creates one bar of plierenus, flamegold, a valuable decorative alloy.

#### ***Make Quecamedas Wafers***

This reaction, taking strands of quecamedas (see further below) and fuel, creates quecamedas wafers, which are used like metal bars.



## The Halls of Light

The Halls of Light is a special workshop that allows you to harness the powers of light, possibly at the risk of temporarily blinding a dwarf working in the workshop. To build a Halls of Light, you need a dwarf with the Glassmaking labor activated, three glass blocks, and three glass statues. The Halls of Light takes up a 5x5 square and contains three **unwalkable** tiles.

### Extract Star Silver

This reaction allows you to create star silver, a strong weapon material for edged weapons and very valuable, from normal silver. To perform this reaction in the Halls of Light, you need 20 bars of silver and a glassmaker, and you get 1 bar of star silver as well as several bars of ash.

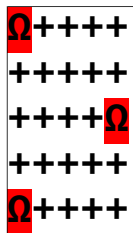
### Extract A Luminous Glob

This reaction allows you to create a glob of light and two bars of ash from three bars of star silver. This light is even better for edged weapons than star silver, but cannot be worked outside the Halls of Light - rather, it needs to be used in further reactions in the halls.

**Bug note: The luminous glob shows up as just 'luminous' in game.**

### Make a Luminous Axe, Sword, or Spear

These three reactions allow you to take two luminous globs, and create the appropriate weapon in the Halls of Light – a battleaxe, a short sword, or a spear, creating a powerful, if expensive weapon.



## The Halls of Flame

The Halls of Flame is a special workshop that allows you to harness the powers of flame with the help of special incense, possibly affecting the dwarf working in the workshop with drowsiness. To build a Halls of Flame, you need a dwarf with the Furnace Operating labor activated, three obsidian blocks, and three obsidian statues. The Halls of Flame takes up a 5x5 square and contains three **unwalkable** tiles.

### Separate Incense from Frozenflame Bush

This reaction allows you to take any frozenflame bush that you may have grown or gathered, and turn it into incense of flame, which is used in certain reactions in the Halls of Flame.

### Hallow Flarestone into Coke

This reaction allows you to take a boulder of flarestone (see further below) and a unit of incense of flame, and hallow the flarestone into five bars of fuel, without requiring fuel itself, making it potentially the best way to make fuel – if you have the materials to build the Halls of Flame and flarestone available.

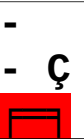
### Meditate on Fire

In meditating on fire, a dwarf burns a unit of incense of flame, with a small chance to summon a tame fire snake.

**Bug note: Vermin created from reactions do not fully work in the game.**

## Bless Steel into Summersteel

This reaction, which takes a bar of steel, two units of incense of flame, and a boulder of flarestone, blesses the steel into summersteel, a metal stronger than steel.

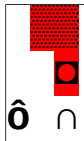


## The Sawmill

The Direforged mod includes a variant of roqi's sawmill mod, usable in Fortress mode by the dwarves. In the sawmill, built with one common building object (log, block, stone, or bar), your dwarves can make many more wood planks than in the carpenter's workshop. The sawmill takes up a 3x3 square and contains three **unwalkable** tiles.

### Cut Logs in Planks

This reaction takes any log cut down by a dwarf, and cuts it into four planks of the same material, usable as blocks.



## The Alchemist's Laboratory

The Halls of Flame is a special workshop that allows you to perform alchemical processes, such as combining essences into grand essences. To build an Alchemist's Laboratory, you need a dwarf with the Alchemy labor activated, a fire-safe building block (boulder, block, or log), a cauldron, a glass vial, and a table. The Alchemist's

Laboratory takes up a 3x3 square and contains three **unwalkable** tiles.

### Make Essence of Might/Grace

This reaction takes a jug of strength/agility essence and a jug of enhancement essence, and creates the grand essence of might/grace, put into a third jug, which can be evaporated at the censer to increase the strength/agility of nearby humanoids for a while.

## The Censer

The Censer is a special workshop that allows you to evaporate grand essences, affecting those nearby. To build a censer, you need a dwarf with the Alchemy labor activated and a cauldron. The Censer takes up a single tile and contains no unwalkable tiles.

### Evaporate a Grand Essence

This reaction takes a jug of grand essence and a wood plank to burn, causing a mist of a grand essence to cover nearby tiles.

## Decorative Workshops

Based on the pedestal workshop by INSANEcyborg, the pedestal and the presenting statue are purely decorative. They can be used to increase the room value and to keep artifacts safe, or to just place any object anywhere you fancy. To build a pedestal, you need one set of blocks, and one item that you want to place on the pedestal. To build a presenting statue, you need a statue rather than a set of blocks as well as the item you want presented. Building either of these workshops does not require a special labor.

## Weapons and Ammunition

While the Direforged mod currently adds only one new weapon for the dwarven civilization to use – the ball and chain – several new weapons exist for most entities to use.

### Dire Hooks

The dire hook is a sword-skill weapon with a tiny contact area but great penetration depth. More of a torture implement than a true weapon, it is used by the deep evils, and their surface outposts use the weapon as well.

### Flambard

The flambard is a long sword with a flamed blade. This results in lower size, but greater contact area. Encars wield this blade in battle.

### Rose Sword

A blade that size-wise sits between the long sword and the short sword, it is crafted so that even the small sprites among the vicious carmine fey can wield it. They are named for their pommel design, belying the cruelty of their owners.

### Iris Spear

Sharp, long spears whose tips are made to resemble iris petals by the carmine fey, iris spears can be wielded by all members of this evil fey court no matter the size.

### Trident

A three-pronged spear-like weapon used by many civilizations.

### Ball and Chain

A heavy mace-skill weapon, the ball and chain consists of a huge metal ball on a sturdy metal chain. It is an all-around slow weapon – slow to swing, and slow to ready again. Furthermore, it is hard to use along with other attacks. Used by the deep evils, dwarves, hobgoblins, and lyroaka, it is the second-most used of the new weapons.

### Kris

A dagger with a flamed blade, the kris is a weapon used by the wurad, *sometimes in a ritualistic fashion*. It can be used to make swifter attacks than other weapons.

**Bug note: Adventurers can start with any spear and dagger-skill weapon when the civilization does not have access to its own dagger/spear weapons.**

### Thorn Bolts

One entity uses a new type of ammunition – the carmine fey use thorn bolts. These are smaller than normal bolts, their tips have a smaller contact area, and they can penetrate deeper than normal bolts.

Ammunition	Type	Size	Damage Type	Contact Area	Penetration	Velocity	Users
Thorn Bolt	Bolt	50	Edge	1	2500	1000	Carmine Fey

Weapon	Skill	Size	Mat Size	Min Size	Two-Handed	Damage Type	Contact Area	Penetration	Velocity	Attack Speeds	Users
Dire Hook	Sword	800	4	50000	75000	Edge (hook) Blunt (shaft)	10 10000	27500 (6000)	1000 1250	3 in, 3 out 3 in, 3 out	Deep Evils, Ekodu, Fachen, Itarin
Flambard	Sword	600	4	52500	57500	Edge Edge Blunt (flat) Blunt (pommel)	75000 63 60000 100	6000 3000 (6000) (1000)	1250 1000 1250 1000	3 in, 3 out 3 in, 3 out 3 in, 3 out 3 in, 3 out	Encars
Rose Sword	Sword	450	3	5000	47500	Edge Edge Blunt (flat) Blunt (pommel)	25000 50 25000 100	5000 2000 (5000) (1000)	1250 1000 1250 1000	3 in, 3 out 3 in, 3 out 3 in, 3 out 3 in, 3 out	Carmine Fey
Iris Spear	Spear	600	4	5000	77500	Edge Blunt (shaft)	10 8000	10000 (6000)	1000 1250	3 in, 3 out 3 in, 3 out	Carmine Fey
Trident	Spear	600	3	50000	77500	Edge (x3) Blunt (shaft)	20 10000	12500 (6000)	1000 1250	3 in, 3 out 3 in, 3 out	Deep Evils, Encars, Goblins, Hobgoblins, Humans
Ball and Chain	Mace	5000	12	42500	87500	Blunt	200	(8000)	9000	5 in, 5 out	Deep Evils, Dwarves, Hobgoblins, Lyroaka
Kris	Dagger	170	1	5000	27500	Edge Edge Blunt (pommel)	1250 7 20	800 1000 (600)	1250 1000 1000	2 in, 2 out 2 in, 2 out 3 in, 3 out	Wurad

Armor and Clothing

A few pieces of new armor and clothing are used by all civilizations, and one piece of armor is used in adventure mode reactions.

**Bug note: Due to a bug in material usage by civs, shell coats are not generated with their intended materials. As such, they can also be created with metal.**

Full Armor

Heavy armor called upon by magical means, full armor protects much of the body on its own, though use of gauntlets, boots, and helmets remains important.

Shell Coats

Coats made from shells, these pieces of armor are favorites of the carmine fey.

Conical Caps

Simple leather or cloth caps found among human and auride cultures.

Cylindric Hats

Hats in the form of a cylinder, made from cloth or leather, used by the carmine fey and humans.

Drooping Hats

Hats of cloth or leather that droop downwards somewhat. They can be found among elven and human societies.

Fillets

Fillets are thin cloth or leather bands used by aurides, dwarves, elves, and humans.

Hair Nets

Nets placed on top of the hair made of cloth found among aurides, dwarves, humans, and wuradi.

Headbands

Broad cloth bands used by a large number of cultures.

Horned Circlets

Made from metal or bone, horned circlets are used by the deep evils and the surface itarin outposts, and goblins have adopted them as well.

Open Helms

Common helms that keep the face relatively free for better vision, they naturally provide slightly less protection. They are used chiefly by the aurides.

Pointed Hats

Cloth or leather hats that taper to a point. They are used by auride and human cultures.

Wide-Brimmed Hats

Hats of cloth or leather with a wide brim. They can be found in wuradi and human societies.

Manicas

Long armguards that protect the whole arm, manicas are used by the aurides.

Crescent Shields

Crescent shields are smallish shields with a crescent form, taking less material to make than other shields, but also offering less protection. The encars and lyroaka use these

Armor	Armor Type/Layer	Layer Size	Layer Permit	Coverage	Mat Size	Materials	Armor Level	UB Step	LB Step	Users	Other notes
Full Armor	Body Armor, Shaped	20	50	100	15	Metal, Bone, or Leather	3	Max	Max	Reaction or Mood only	
Shell Coat	Body Armor, Shaped	20	50	100	6	Metal or Shell	1	1	2	Carmine Fey	
Conical Cap	Head Over, Shaped	10	15	50	1	Leather or cloth	None	None	None	Aurides, Humans	
Cylindric Hat	Head Over, Shaped	25	30	25	2	Leather or cloth	None	None	None	Carmine Fey, Humans	
Drooping Hat	Head Over, Shaped	25	30	25	2	Leather or cloth	None	None	None	Elves, Humans	
Fillet	Head Cover	5	100	5	1	Leather or cloth	None	None	None	Aurides, Dwarves, Elves, Humans	
Hair Net	Head Under	1	100	50	1	Cloth	None	None	None	Aurides, Dwarves, Humans, Wuradi	
Headband	Head Under	5	100	10	1	Cloth	None	None	None	Aurides, Dwarves, Hobgoblins, Humans, Wuradi	
Horned Circlet	Head Cover	2	50	50	1	Metal or Bone	None	None	None	Deep Evils, Goblins, Itarin	
Open Helm	Head Armor	20	20	75	1	Metal, Bone, Shell, or Leather	1	None	None	Aurides	
Pointed Hat	Head Over, Shaped	25	30	25	2	Leather or cloth	None	None	None	Aurides, Humans	
Wide-Brimmed Hat	Head Over, Shaped	25	30	75	2	Leather or cloth	None	None	None	Humans, Wuradi	
Manica	Hand/Arm Armor	20	10	100	4	Metal, Bone, Shell, or Leather	2	None	None	Aurides	Up Step: 2
Crescent Shield	Shield	N/A	N/A	Block: 15	3	Metal	2	N/A	N/A	Encars, Lyroaka	Up Step: 2
Long Shield	Shield	N/A	N/A	Block: 30	6	Metal(, wood)	2	N/A	N/A	Elves, Wurad	Up Step: 2



shields.

**Long Shields**

Used by the elves and wurad, long shields take more material to create than other shields, but also provide better protection than those.

**Trap Components**

The Direforged mod adds three new trap components for dwarves to use.

**Neckbreaker Maces**

Neckbreaker maces are heavy trap components that are swung very quickly in traps. They can be made from wood or from metal.

**Needle Masses**

Needle masses are trap components that can cause many stings when triggered. They can be made from metal.


**Sharp Fans**

Sharp fans are light trap components that can cause several quick slashes when triggered. They can be made from metal.

Trap Comp	Size	Mat Size	Hits	Material	Dam. Type	Contact Area	Penetration	Velocity	Attack Speeds	Users
Neckbreaker Mace	4600	8	1	Wood or Metal	Blunt	100	(10000)	10000	5 in, 5 out	Dwarves, Goblins, Hobgoblins, Wurad
Needle Mass	2000	4	10	Metal	Edge	10	200	1000	1 in, 7 out	Carmine Fey, Dwarves
Sharp Fan	500	6	5	Metal	Edge	100	1000	5000	1 in, 7 out	Aurides, Dwarves, Encars, Humans

**Other New Fortress Mode Items**

The Direforged mod includes two new toys, the mini-chest and the toy sword, and two new instruments, the ocarina and the syrinx (pan pipes), of which the mini-chest is available to dwarves. Dwarves can also now create cauldrons at a metalsmith's forge, used for the censer and the alchemist's laboratory.



In addition, beekeeping in evil regions can yield a fancy crystalline structure from artificial crysant hives (see further below). These structures can currently only be sold to traders.

## PLANTS, MATERIALS, AND IMPORTANT CREATURES

The Direforged mod adds several new plants and trees both aboveground and in the caverns, with some of them having unique uses. In addition, several default plants are essence-bearing, with the essences used for alchemy. The essence-bearing plants are as follows:

Plant name (part)	Essence name	Essence Type
Blade weed	Essence of blade weed	Strength essence
Dimple cup	Essence of dimple cup	Enhancement essence
Eyestalk colony (mushroom only)	Essence of eyestalk mushroom	Enhancement essence
Plump helmet	Essence of plump helmet	Strength essence
Weavervine	Essence of weavervine	Agility essence
Whip vine	Essence of whip vine	Agility essence

### Aboveground Plants

#### *Coalhollows and Coal Tubes*











Coalhollows are bamboo-like plants growing around rivers and small pools. They can be ground into coal dye, a slate gray dye, and dwarves can smoke them in the kitchen to produce coaltubes, which then can be brewed into coalbrew. Consumption of coalbrew by nondwarves is not recommended.

#### *Desert Moons*

Desert moons are round desert plants which can either be used to extract a sweet liquid, liquid moonlight, for use in cooking, or to create moon dye, a silver dye.

#### *Froststalks*

Froststalks are bamboo-like plants of the tundra and taiga, which are the source of frost dye, a valuable aqua dye.

Plant	Tiles	Seasons	Edible	Grow Dur	Seeds	Brewable	Millable	Thread	Oil	Biomes	Other notes
Coalhollow		SU/AU	No	300	Cookable	No	Coal Dye (slate gray)	No	No	Any land, wet	Smoke into coal tube in kitchen
Coal Tube		NA	No	NA	None	Coalbrew* (v 7)	No	No	No	None	*Coalbrew has ingested syndrome; dwarves are immune
Desert Moon		SU/AU	No	300	Cookable	No	Moon Dye (silver)	No	No	Tropical savannah and grassland, any desert	Extract to barrel > liquid moonlight, cookable
Frost Stalk		SU/AU	No	500	Yes	No	Frost Dye (aqua, v 30)	No	No	Tundra and taiga	
Mire Bush		SP/SU/AU/WI	No	300	Edible	No	No	No	Seeds	Any wetland	Extract to flask > goldscent, value 50
Murkbloom		SP/SU/AU/WI	No	300	None	No	No	No	No	Any wetland	Explodes into acid when picked
Ogre Nose		SP/SU	Yes*	300	None	Ogre blech* (v 2)	No	No	No	Evil; Temperate and tropical plains	*Plant and alcohol have ingested syndrome
Pig Plant		SP/SU/AU/WI	Yes	300	Cookable	No	No	No	Seeds	Any land, dry	
Starberry		SP/SU/AU/WI	Yes	300	Cookable	Starberry wine (v 1)	No	No	No	Any land, dry	
Weavervine		SP/SU/AU/WI	No	300	Cookable	Firewine	No	Yes	No	Tropical savannah, grassland, and shrubland	Agility essence

#### *Mire Bushes*

Mire bushes are nut-bearing bushes of the wetlands. The plant itself can be used to extract a valuable scented essence called goldscent, while the nuts can be pressed for oil.

#### *Murkblooms*

Murkbloom are pale violet flowers found in wetlands. If disturbed by being picked, a murkbloom spits a cloud of acid.

#### *Ogre Noses*

Ogre noses are noxious mushrooms that can be brewed into the similarly noxious ogre blech alcohol. They are only edible when cooked, and even then, they cause nausea.

#### *Pig Plants*

Pig plants are edible pumpkin-like, orange-red plants with a growth reminiscent of a pig's snout.

#### *Starberries*

Starberries are edible yellow berries in the shape of a five-pointed star. They can be brewed into starwine, a cheap alcohol.

#### *Weavervines*

Weavervines are plants found in warm regions. They are brewed into firewine, and are also used to make threads and cloth. They can be pressed for essence of weavervine, which is an agility essence used in alchemy.



## Underground Plants

### Cavern Gourds

Cavern gourds are round underground crops that can be eaten raw. Their seeds can be pressed for oil.

### Crested Helmets

Crested helmets are white underground mushroom with a crest-like growth on their cap. It is edible raw and can be brewed into crestbrew.

### Deep Morels

Deep morels are simple brown underground mushrooms that can be eaten raw.

### Demon's Hands

Demon's hands are red mushrooms with fingerlike growths. They are only found in the deepest caverns, are edible raw, and can be brewed into valuable dark wine.

### Eyestalk Colonies

Eyestalk colonies are colonies of underground mushrooms resembling eyes on stalks. The mushrooms themselves can be processed into bags and eaten or pressed for essence of eyestalk mushroom, an enhancement essence used in alchemy, and the colony can be processed into barrels, creating a valuable substance called ocular concentrate.

### Frozenfire Bushes and Incense of Flame








Frozenfire bushes are bushes growing in the deep caverns. The bushes can be milled into flamedye, a crimson dye, or processed into incense of flame at the Halls of Flame.

## Underground Grass

### Clattering Teeth

Clattering teeth are an underground growth akin to normal grass, but consisting of tooth material. Occasionally, clattering teeth bite on each other, *creating the sound they are named for*.

Grass	Tiles	Biomes	Other notes
Clattering Teeth		Layers 2 and 3	Tooth material

Plant	Tiles	Seasons	Edible	Grow Dur	Seeds	Brewable	Millable	Thread	Oil	Biomes	Other notes
Cavern Gourd		SP/SU/AU/WI	Yes	300	Cookable	No	No	No	Seeds	Layers 1 to 3	
Crested Helmet		SP/SU/AU/WI	Yes	300	Cookable	Crestbrew (v 1)	No	No	No	Layers 1 to 3	
Deep Morel		SP/SU/AU/WI	Yes	300	Cookable	No	No	No	No	Layers 1 to 3	
Demon's Hand		SP/SU/AU/WI	Yes	300	Cookable	Dark wine (v 5)	No	No	No	Layer 3	
Eyestalk Colony		SP/SU/AU/WI	No	500	Edible	No	No	No	No	Layers 2 and 3	Process to bag > eyestalk mushroom (edible; or enhnc. essence); Extract to barrel > ocular concentrate, value 150
Frozenflame Bush		SP/SU/AU/WI	No	500	Cookable	No	Flamedye (Crimson; v 30)	No	No	Layers 1 to 3	Separate to incense of flame at Halls of Flame
Incense of Flame	NA/ 	SP/SU/AU/WI	No	NA	None	No	No	No	No	None	Used in several Halls of Flame reactions

Aboveground Trees

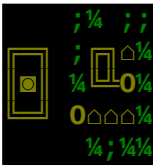
Fly Stumps

Fly stumps are short, nonbranching trees found in evil regions, with rather worthless wood of black color. The trunk also grows leaves in the same color. They *often* exude a sap *reeking of decay, which attracts flies*.



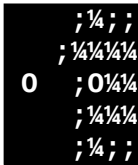
Sawwoods

Sawwoods are tall and broad deciduous trees found in the savage lands. They have a wood that keeps edges surprisingly well. As with other deciduous trees, their leaves start to grow red in early autumn and drop off in late autumn. They can splinter at certain times, *creating cutting and piercing hazards around them*.



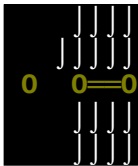
Silver Trees

Silver trees are tall, slender trees of silvery color found in good regions, with wood that is quite valuable. They never lose their leaves, though calling them evergreens would not be quite right – their leaves have the same silvery color as their trunks, as do the flowers which develop over spring and summer, to grow into the aqua-colored silver tree fruit.



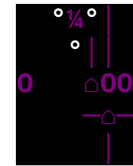
Spiderroot

Spiderroot are willow-like trees found in good wetlands. They grow strands that are of a similar consistency as spider silk that they carry most of the year, but which do fall of in midwinter.



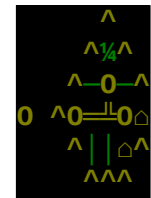
Strange Tentacles

Strange tentacles are odd tree-like growths found in evil wetlands. They consists of purple, muscle-like tissue covered in strong thorns, *which allows them to thrash about doing harm*, and their twig-like tendrils grow blinking eyes that survey their surroundings. Occasionally, they grow pseudo-real maws, *which bite at nearby creatures, causing great harm*.



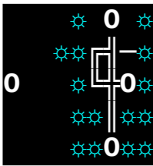
Warg Thorns

Warg thorns are stout desert trees growing under savage conditions. The trunk is branching readily, and develops into thick branches covered in leaves. These branches often end in vicious thorns. Starting in early spring, the thick branches develop red flowers, from which the equally red warg thorn berries grow in early summer. These berries can be eaten, but must be cooked for that.



Winterbright

Winterbrights are trees found in the savage temperate forests and taigas. Most of the year, they are barren, only starting to developing leaves resembling large snowflakes in late autumn, followed by flowers and fruit in the depths of winter.



Wyrmblood Trees

Wyrmblood trees are evergreens that can be found in savage deserts and tropical forests. They have long, vaguely bladelike leaves, and develop white flowers. Later, they grow inedible red berries and *when wounded, they* exude a blood-red resin that gives them their name. *That resin can be used to create a carmine dye, or for alchemical purposes*.



Underground Trees

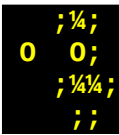
Blood Tubes











































Blood tubes are undergrounds trees with unusable wood in the form of a thin bark, filled with a blood-like substance. When cut down, the blood spurts out.



Deep Bamboo

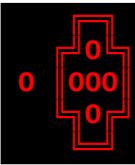
Deep bamboo is a light underground tree, with wood a good quarter of the weight of many common woods.



Tree	Tree/Log/Leaf/Other	Biomes	Other notes
Fly Stump	  	Aboveground; Non-freezing; wet, evil	Poor quality wood
Sawwood	    	Aboveground; Non-freezing; savage	Max Edge 30000; drops splinters (final tile)
Silver Tree	    	Aboveground; Non-freezing; dry, good	Value 5; Silver fruit (final tile) brewable into silver wine
Spiderroot	  	Aboveground; Any wetland; good	
Strange tentacle	    	Aboveground; Any wetland; evil	
Warg thorn	    	Aboveground; Desert; savage	
Winterbright	    	Aboveground; Temperate forest, taiga; dry, savage	Fruit tree (final tiles: flower, hanging, gathered)
Wyrmblood tree	    	Aboveground; Tropical forest, desert; dry; savage	
Blood Tube	 	Underground; Layers 2 and 3	Leaves no logs when cut, but a puddle of blood
Deep Bamboo	 	Underground; Layers 2 and 3	Value 3, Solid Density 120
Flaring Fungus	 	Underground; Layers 2 and 3	Value 4, Fixed Temp 10149 (181°F or ~83°C)

Flaring Fungi

Flaring fungi are great underground fungi radiating heat. The heat of the wood is considerable, high enough to melt fat, but not high enough to damage skin. The caps of flaring fungi grow buds *which can be used to grow new fungi.*



Minerals and Ores

Astral Tears

A rare ore that can occasionally be found in any kind of stone, but also as an inclusion in native silver and galena veins, astral tears can be smelted into silver bars, and sometimes into the rare and valuable star silver. *Some say that the astral tear deposits truly are tears of the stars, or even of the gods.*

Flarestone

A mineral that can be found in any kind of stone, flarestone can be turned into coke, and used to make the valuable alloy plierenus, but its true strength can only be harnessed in the Halls of Flame that the dwarves can build. However, mining it is not without its dangers, as flarestone is volatile, and small sections can burst into flame easily.

Raw Quecameda

Found only in intrusive igneous layers, raw quecameda, or stone blood, is an ore containing strands of the metal quecameda, which can be extracted at the craftsddwarf's workshop.

**Bug note: The craftsddwarf's workshop will show two different Extract Metal Strands jobs, not making it clear which job is used for quecameda and which for adamantine.**

Metals and other Inorganic Materials

Plierenus

An alloy of copper, gold, and flarestone, plierenus (or flamegold) is a valuable decorative metal, usable for the same objects that gold is. It is of a golden color, with reddish-orange inclusions resembling flames.

Quecameda

A metal existing in strand form, the blood red quecameda is a valuable decorative metal, but ill-suited for combat purposes. Much like adamantine, it can be used in strand form, or be smelted into wafers, which act as bars.

Star Silver




A rare and valuable metal, star silver has the strength of steel while weighing half as much and keeping a much better edge. It can occasionally be smelted from astral tears ore, but dwarves can extract a single bar of it from a lot of silver in the Halls of Light.

Summersteel

Steel with a yellowish sheen, summersteel is blessed in the Halls of Flame. It is considerably stronger than steel, and has a higher melting point.

Magic Light

The material that luminous weapons from the Halls of Light are made of, magic light exceeds even adamantine in lightness and sharpness, yet is created at significant cost and effort.

Mineral	Tiles	Environments	Uses
Astral Tears		Any stone (Small clusters); Silver or galena (single clusters)	Ore of silver; Ore of star silver (25%)
Flarestone		Any stone (veins)	Coke, make plierenus, Halls of Flame reactions
Raw Quecameda		Igneous intrusive (veins)	Extract quecameda strands

## Domestic Creatures and Non-Exotic Pets

The Direforged mod adds one new domestic creature, the shellok, and a number of non-exotic creatures that may be available for embark under the right circumstances.

### Shelloks

**S** Shelloks are small shelled creatures resembling turtles, with bluish to greenish scales and shell. They are barely larger than a cat, slow in movement, and some would say slow in aging, as they can reach ages that no one has truly bothered to record. Content shelloks tend to whistle, purr, and mutter, and they are usually very calm. They are grazers, though they need little grass to remain fed, and they lay clutches of five to fifteen eggs from which their young, often called torties, hatch. Apart from being kept domestically, shelloks can also be found in about every wetland and in the higher underground lakes.

Butchering a shellok tends to yield 7 fat, 7 meat, 4-6 bone, 2 lung, intestines, liver, tripe, brain, skull, shell, and scale. The size of an average adult shellok is 12,000.

### Cravasis

**C** Cravasis are large crimson crab-like creatures found in wetlands, jungles, oceans, and rivers across the world. They are prized as pack animals and mounts, capable of carrying as much as a horse despite being smaller. Their pincers, while weaker than what you might expect from their size, are still capable of killing their opponents (or, oddly enough, wresting away weapons and using those to kill).

Butchering a cravasi tends to yield 2 eye, heart, intestines, brain, 20 chitin, 20 fat, and 21 meat. The size of an average adult cravasi is 350,000.

### Gurishos

**G** Gurishos are large feline hunters found in tropical savannahs, grasslands, and shrublands. They are similar to lions in appearance, but slightly smaller, and both genders have a reddish mane. They are readily trained and ridden, and they are favorite mounts for the wurad.

Butchering a gurisho tends to yield hair, 12 fat, cartilage, 2 lung, heart, intestines, liver, tripe, sweetbread, spleen, 2 kidney, nervous tissue, brain, skull, skin, 13 meat, 2 tooth, and 18 bone. Gurisho products are worth twice of what other creatures' products are. The size of an average adult gurisho is 175,000.

### Gear Golems

**G** Gear golems are magical automatons whose creation dates back to before the Chaos Age. Moving with clicks and whirrs, the gear golems are iron constructs that somehow use steam to function – breaking parts off the golem releases the steam. They can be trained for war, and they leave behind usable iron mechanisms after their death. The size of an average gear golem is 50,000.

### Su'ulreghs

**S** Su'ulreghs are large bovine underground animal prized for its milk. They are horned and have sharp front hooves, which has led to them being trained for battle.

Butchering a su'ulregh tends to yield 2 eye, cartilage, 2 lung, 8 hoof, 16 fat, heart, intestines, liver, tripe, sweetbread, spleen, 2 kidney, hair, nervous tissue, brain, skull, skin, 20 meat, 2 horn, and 24 bone. The size of an average su'ulregh is 600,000.

### Weaving Orsists

**S** Weaving orsists are small underground spiders that are content to live in groups and weave their webs roughly once per season, though a solitary orsist won't do so. Butchering a female orsist tend to yield 1 meat, 1 fat, and 1 chitin.

The size of an average weaving orsist is 2,000 for females and 1,000 for males.

### Woolworms

**W** Woolworms are a type of underground centipede often domesticated by dwarves. They are mostly prized for their bristles that make a good yarn. They are prone to flee at even minor disturbances, and when they flee, they exude a cloud of short-term acid, destroying their bristles for quite some time, and turning their flesh poisonous to eat. Butchering a woolworm tends to yield 2 meat, 2 chitin, brain, intestines, heart, 2 fat, and 2 bristles. The size of an average woolworm is 20,000.

## Creatures Useful for their Products

A number of creatures in the Direforged mod are interesting for the products that you can gain from them, whether silk, alcohol, fur, or other things.

### Crysants

Crysants are small white antlike creatures found in evil regions. They build colonies defined by a crystal core plated with iron, protecting a red waxy structure similar to a honeycomb, containing red jelly, which can be brewed into crysmead. It takes them one and a half year to complete these structures. They can be placed in an artificial hive in order to secure the hive products for yourself. In the end, the hive produces three bars of iron, one fancy crystal structure, and a crysant wax honeycomb.

A crysant hive is divided into workers, soldiers, drones, and queens. The workers and soldiers both have a venomous bite, which the flying soldiers are more likely to use. The bite can usually cause swelling and pain, and occasionally also causes necrosis.

### Dew Spiders

Dew spiders are tiny black spiders found in any forest. Their webs are of particular interest as, apart from being silk, they can be processed into an alcoholic drink named spiderdew, extracting a dew-like substance from the thread. Dew spiders have a light venom causing some pain, but they rarely bite.

### Other Spider Types


These spiders all can weave webs yielding silk of various worth.

Umbral spawn are tiny black underground spiders found in the second and third layers of the deep. They possess a venom that can temporarily blind the victim.

**G** Gildengleams are golden spiderlike beasts with strange powers. They look almost mechanical in nature, - their legs are pole-like, their main body is oval, and they have not just eyes between the legs, but also a large eye on top of the main body. The size of an average adult gildengleam is 500,000.


**S** Spire recluses are gray mountain-dwelling spiders of great size and savage and evil nature, weaving webs of cerulean color. The size of an average adult female spire recluse is 60,000, while that of a male is 20,000. Their venom can cause pain and

severe blisters.

 Silkblood spiders are large white underground spiders dwelling in the first two underground layers. These strange creatures possess a venom similar to that of spire recluses, and bleed silk that unfortunately is too sullied to be used. The size of an average adult female silkblood spider is 80,000, while that of a male is 16,000.

Rumor also speaks of the umbrarachnes, demonic spiders of darkness and shadow. If they exist, they dwell in the deepest reaches of the underground.

***Snow Beasts***


 Huge furred and horned herbivores of the frozen reaches, snow beasts are generally benign creatures. Tame snow beasts can be shorn for their valuable gray fur, or can be butchered for a considerable amount of meat. They are grazing animals. The size of an average adult snow beast is 1,710,000. Snow beast products are worth four times of what other creatures' products are.


**Other Creatures to be Aware Of**


A number of creatures in the Direforged mod are notable not for being available to your civilization or their products, but for other reasons

***Goblin Siege Beasts***


The goblin siege beasts are three humanoid underground creatures (bonehelm brutes, quicktrolls, and smangeskåbus) that can easily accompany goblin sieges just as trolls do.

 Bonehelm brutes, as their name says, have a head protected by a helmet of bone growing out of their shoulders. These tall, gray-skinned and gray-blooded humanoids can learn, but their rage and anger causes them to be slow in that regard. The size of an average adult bonehelm brute is 450,000.


 Quicktrolls are fast and small cousins of the normal trolls. They can heal extremely fast, and like their cousins, grow a fur that goblins can shear for clothing. Despite their speed at other tasks, they are slow to pick up new skills, possibly because little can keep their attention for long. The size of an average adult quicktroll is 25,000.

 Smangeskåbus, or goblin slave beasts, are great humanoids with black and white spotted skin. They are often used for labor, such as pack animals or draft animals. The size of an average adult smangeskåbu is 225,000.

***Oak Treants***

 Oak treants are huge oaks, animated by natural magic. Found in forested regions of all kinds, they do not take lightly to buildings in their forests, and attempt to destroy them at any chance they get. These creatures are a good reason to invest in not only an axe, but also armor, when embarking in forest regions. The size of an average oak treant is 2,800,000.

***Sprites***

 Sprites are tiny, mischievous fey akin to elves. They fly about curiously anywhere, giggling and laughing, and will attempt to steal any unobserved object that strikes

their fancy. The size of an average adult sprite is 6,000.

For more information on other creatures, see the Adventure Mode Bestiary section, further below.



## YOUR NEW NEIGHBORS

The Direforged mod introduces several new civilizations that can have an impact on your fortress. They are given a short description here as far as it pertains Fortress mode. More detailed descriptions of the people, cultures, and lore can be found in the Adventure mode Civilizations section, further below.

### Aurides

**AA** Aurides, also known as the Golden Folk for their typically golden skin that fades towards silver as they age, are a humanoid people that have a knack for trading and for intellectual pursuits. They are one of the few people to have developed steelmaking apart from the dwarves, and will start to trade with middling fortresses, bringing their guarded caravans in winter. A diplomat will arrive at the same time to work out trade agreements. The size of an average adult auride is 70,000.

### Carmine Fey

The fey of the carmine court are as various as they are evil, with no less than seven distinct creatures serving the king of hearts and queen of veins, whether by stealing away children to enslave, or attacking fortresses.

**r** The most common singular servants of the carmine court are the redcaps, small murderous fey of great strength and speed with metal-like claws. The size of an average adult redcap is 50,000.

**N\*** Nuckelavees are large centaur-like creatures with a single, glowing eye. They have no skin, and black blood courses through their veins. In battle, they can breathe a withering curse onto their foes. The size of an average adult nuckelavee is 500,000.

**D** Dullahans are headless humanoids with great skill in battle, preferably fighting with swords. They are among the most ambitious of the carmine fey, perhaps because they are the closest to humans in size and shape. The size of an average adult dullahan is 70,000.

**S** The most common group of servants of the carmine court are the dark sprites - blood sprites, thorn sprites, and needle sprites. Small, agile fliers, they can barely contain their activity. Blood and thorn sprites may look quite normal to a casual observer, with the blood sprites capable swordsmen, and thorn sprites masters of the spear. The needle sprites, however, are visibly different, having hooks and needles of bone for limbs, rather than hands and feet. The size of an average adult sprite is 6,000.

**M** Morrigans are probably the single most dangerous and rarest of the carmine fey - huge female humanoids with metallic claws like redcaps, as well as black blood and a withering breath like a nuckelavee. Along with their impressive strength and agility, they can face many foes and live. The size of an average adult morrigan is 7,000,000.

### Deep Evils

The deep evils are a group of three races found in camps underground and in limited surface outposts. They are evil ambushers and siegers that can attack very early. The three races are the ekodus, the fachen, and the itarin.

**E** The ekodus are legless humanoid creatures with six arms and eight eyes. These green-scaled creatures are rather fast, live for a long time, but are slow to grow up. The size of an average adult ekodu is 80,000.

**F** The fachen (singular fachen) are strange creatures with a single arm, leg, and eye. Despite this, they are capable warriors, and able to wield most weapons single-handedly. The size of an average adult fachen is 90,000.

**I** The itarin (same singular) are naturally occurring skeletal undead. The common itarin are intelligent skeletal humanoids, but more powerful variations exist in the doomlord, a strong warrior type, the blightlich, which can cast sickening spells, and the firelich, which can use fire magic. The size of an average itarin is 70,000.

### Encars

**EE** Encars are reptilian humanoids that can be born with the distinction of being crested, bearing a feather, or being horned. Feathered encars tend to be great thinkers, crested encars tend to be great fighters, and horned encars tend to be huge brutes. On occasion, an encar hatches with two such distinctions, usually crest and feather. These so-called twiceborn tend to combine the best traits of their distinctions. And rarely, a thriceborn hatches. It is said that these encar, possessing all three distinctions, are destined for greatness.

Encars trade in the summer, and will trade even with smallish fortresses, but will usually send no diplomats. The size of an average adult feathered encar, crested encar, encar twiceborn, or encar thriceborn is 70,000, and that of a horned encar is 100,000.

### Hobgoblins

**H"** Hobgoblins are larger, but much less supernatural relatives of the goblins, building empires on the backs of stolen slaves and with the aid evil overground creatures like ogres and oshkras. Having a knack for handling animals, they may well use even more creatures beyond those. The size of an average adult hobgoblin is 70,000.

### Lyroakas

**L** Lyroakas are large savage humanoid felines, great hunters that are glory hounds and prone to fits of anger. Sometimes likened to humanoid lions, the males have imposing manes. The size of an average adult lyroaka is 84,000.

### Wurad

**ww** The wurad (singular wuradi) are a red-skinned humanoid people with white markings. They are well capable of handling animals of all kinds, and their spring caravans may well bring exotic beasts with them. Along with the caravan, an initiate to the civilization's shaman will arrive to work out trade agreements with the fortress. The size of an average adult wuradi is 70,000.



# ADVENTURE MODE

## CIVILIZATIONS

### Overview

In adventure mode, you can play as a dwarf, elf, human, auride, encar (crested, feathered, horned, twiceborn, or thriceborn), or wuradi. You'll always start in a site of your own civilization – villages, towns, or cities for aurides, encars, hobgoblins, humans or wurad; hillocks, fortresses, or mountain halls for dwarves; or forest retreats for elves. You often can find soldiers to recruit for your adventures in friendly keeps, whether in towns, or in outdoor keeps, as the humans, aurides, encar, and wuradi have them.

You can find adventure at many sites - enemy sites *and fortresses*, caves (if you find them or townspeople talk about their location), mausoleums, towers, monster lairs, or down below in the sewers, catacombs, and dungeons beneath cities. In a few cases, you might not be attacked by the inhabitants, but often, they will be hostile. Enemy civilizations that build fortresses are carmine fey, ekodu, fachen, itarin, and hobgoblins, while kobolds and lyroakas can be found in caves.

Caves also provide entrance to the caverns below. While in fortress mode, the animal people and deep evils (ekodu, fachen, and itarin) found down there are hostile, they can be friendly to adventurers.

### Entity Creatures with Powers

Some civilized creatures in the Direforged mod have abilities that usually can be accessed with the x menu, though most of them are not playable for the time being. Some types of adventure mode magic are also accessible via tools – see the Adventure Mode Magic section for details. Most entity creatures can spit, not that you should.

#### ***Carmine Fey***

**Flying:** All of the evil sprites can fly. To fly up, simply use the < key.

**Withering Breath:** Nuckelavees and morrigans can breathe clouds of necrotic gas.

#### ***Encars***

**Flying:** Encar thriceborn can fly. To fly up, simply use the < key.

**Firebreath:** Encar thriceborn can, similar to a dragon, breathe fire at their opponents, but in the form of a fiery jet.

#### ***Itarin***

The itarin liches can cast a small number of offensive spells. Each spell requires the use of the itarin's hand for the intricate gestures, and a line of sight to their target. These spells can target a tile, however.

**Jet of Fire:** Itarin fireliches can cast a jet of fire at their foes.

**Nauseating Vapors/Cone of Nausea:** Blightliches can cast a spell to surround themselves with a cloud of nauseating vapors, or shoot such a cloud at their opponents.

## Aurides

Aurides, also known as the "Golden Folk," are an empathic people with a talent for trade and diplomacy. *They are known for traveling the seas and waterways of the world*, and for knowing just which goods will fetch good prices.

### Appearance

Aurides are humanoid creatures that have a generally golden or bronze complexion which seems slightly metallic at first glance. Their typically straight hair is raven black, any brown, or rarely orange-blond. They prefer to grow their hair long, and males tend to grow short beards. Their eyes are typically of a silver-gray coloration, with the occasional red and yellow eyes, and a few other rare colors. The back of their head is slightly elongated compared to humans, and their noses are typically short and thin.

Aurides live slightly longer than humans do, averaging approximately ten years longer. As an auride ages, the skin and hair colors shift toward gray, granting a silvery appearance at old ages.

### Cultures and Society

*There are two basic types of cultures among the aurides, the city-fleet born, and the landborn.*

*City-fleets are large fleets in which aurides travel the world, trading for essential goods, and often diving for rare sea-based resources. When a city fleet reaches an interesting spot, or needs to do forge- or furnace-work, it usually anchors for several years, and the inhabitants may build a town on the coast, or stilt houses just off shore if the general area is unwelcoming.*

Landborn aurides are usually the children of such towns, staying behind when the city-fleet continues its travels. They have left behind the nomadic lifestyle of their ancestors, but are still able traders.

While the details of their duties and privileges differ, most auride civilizations, whether alliances of city-fleets or landbound cities, are led by a small group of consuls, usually consisting of three to five individuals. *On city-fleets, the consuls almost always are in charge of the fleet's schedule and admiralty. Matters of law are usually settled by the argent elder, an individual who has proven to be a fair judge, most commonly an older person whose skin has begun silvering.*

Overall, most auride cultures value *knowledge, life experience*, and trade, and hold the law in high regard. They tend to see eloquence, decorum, cooperation, stoicism, and self-control as valuable in any dealings they make, and respect skill, hard work, competition, and craftsmanship.

The vast majority of auride cultures place their faith in pantheons of deities, usually including deities of trade, wealth, and coasts. *City-fleets tend to have ships specifically dedicated to several gods, much like a communal temple, as well as at least one so-called Black Ship, where the dead are interred in balms that help stave off rot until such a time where they can be buried in dry soil.*

### Traits and Personality

Aurides tend to be weaker physically than humans, but have a better sense for the emotions of others, memory, and analytical ability. However, for their sense of empathy, they are less likely to be moved by sympathy and more likely to distance themselves from others in their dealings. They are likely to pursue intellectual challenges, and are curious about the workings of things they encounter. However, they are likely to develop streaks of

greed, vanity, and pride. They are capable speakers and negotiators, and are well able to determine the value of goods. They have about the same sensory abilities as humans.

Site Types	Hamlets and Cities; <i>Outdoor Keeps</i>
World Constructions	Roads and bridges, <i>walls</i>
Civilization Government	A high consul Two consuls appointed by the high consul; one of them succeeds the high consul on death
Site Governments	An elected mayor in major sites An administrator in conquered sites A guard captain responsible for keeping the site save.
Weapon/Shields	Battle axe, crossbow (bolts), flail, halberd, long sword, mace, morning star, pick, pike, scourge, short sword, war hammer, whip Buckler, shield
Possible Clothing/Armor	Breastplate, leather armor, mail shirt, toga Cap, conical cap, fillet, hair net, headband, hood, open helm, pointed hat Gloves, manicas Boots, low boots, sandals, socks Greaves, leggings, loincloth, pants
Toys/Tools/Instruments	Mini-chest, puzzlebox, toy boat Bowl, cauldron, ladle, mortar, pestle Arcane rod, boning knife, carving fork, carving knife, meat cleaver, slicing knife Hive, jug, large pot, nest box Flute, harp, ocarina, piccollo, syrnix
Currency	Copper (1*), Silver, (5*), Gold (15*), Platinum (20*)

# Carmine Fey

Carmine fey is the common term used for the fey creatures serving the Crimson Court, a formerly minor fey court that rose to prominence and infamy through strange dealings and through the use of mortal blood in their empowering. At least seven types of fey are known to serve the Court, with several more rumored to exist.

## Appearance

Most of the known fey of the Carmine Court are at least vaguely humanoid. The goblin-sized redcaps, the tiny blood and thorn sprites, and the huge morrigans are strongly humanoid, having practically the same body plan. The human-sized dullahans are also strongly humanoid, but they lack a head. Needle sprites lack hand and feet, their lower arms and legs ending in sharp, bony needles. The large nuckelavees finally are skinless tauric creatures, having a single-eyed humanoid torso on a quadrupedal body.

Most of the carmine fey have hair in various red tones, and skin in various red or pale tones. They tend to have yellow eyes, with the exception of the nuckelavees, who have a glowing red eye. Nuckelavees as well as morrigans have black blood, and morrigans and redcaps are known to have sharp nails.

## Cultures and Society

Much of the society in the Carmine Court is unknown, but what is known seems to point to the court being caught in a spiral of backstabbing, hatred, and destruction, surviving only because the leaders, the King of Hearts and the Queen of Veins manage to overcome their spite and make the outside world the target of the feys' aggression.

*The King of Hearts and the Queen of Veins are grudgingly aided by their children, the Prince of Thorns and the Princess of Blades, with rumors suggesting that a third child, the Pale Child, has been sold to a major fey court, the Court of Night and Winter, for protection. From audiences held by the royal family, it appears that infidelity is a common grievance for everyone.*

Overall, the court puts extreme value on eloquence, decorum, and tradition, and almost as much on the family. Further important to the court are the law, strength in combat and in planning, having power, showing independence, and loving merriment. Artwork and romance are respected. Fairness, cooperation, trade, and peace are considered nonsense at best.

## Traits and Personality

All of the known carmine fey have near-perfect memory, rarely show any weakness beyond some immoderation, and are assertive. They are quite unlikely to show any sympathy or empathy.

Redcaps are fast, agile, strong, and tough for their size, and are well versed in unarmed fighting techniques. They have a nigh-perfect sense of smell.

Nuckelavees possess a withering breath that passes a dire curse onto any creature other than a carmine fey.

Dullahans are prone to ambition and shows of bravery. They are capable sword fighters, and quite adept in using their armor effectively. Lacking heads, they have no sense of smell.

Sprites are almost always active. Blood sprites know the way of the sword, thorn sprites the way of the spear. Needle sprites, befitting their anatomy, are capable unarmed warriors.

Morrigans are powerful, having enormous speed, strength, agility, and toughness, a withering breath, and the ambition and bravery to use them. Like redcaps, they have a nigh-perfect sense of smell.

Site Types	Forest retreats; <i>Outdoor Keeps</i>
World Constructions	<i>Walls</i>
Civilization Government	A king of hearts or queen of veins A prince of thorns or princess of blades appointed by the king or queen, appointing captains as needed
Weapon/Shields	Crossbow (thorn bolts), flail, iris spear, large dagger, mace, morning star, rose sword, pick, scourge Buckler, shield
Possible Clothing/Armor	Breastplate, cloak, leather armor, mail shirt, robe, shell coat, toga Cylindric hat, helm, hood, mask Gloves, gauntlets Boots, low boots, shoes Greaves, leggings, loincloth, pants
Toys/Tools/Instruments	Toy axe Bowl, cauldron, ladle, mortar, pestle Boning knife, carving fork, carving knife, meat cleaver, slicing knife Jug, large pot Drum
Currency	Copper (1*), Silver, (5*), Gold (15*)

## Deep Evils (Underground)

The deep evils are a group of three races found in camps underground and in dark keeps on the surface. They consist of the ekodus, he fachen, and the itarin.

### Appearance

Ekodus are legless, green-blooded creatures with six arms and eight black eyes, covered in green scales, slightly larger than a human.

The fachen are large and strange creatures with a single arm, leg, eye, and ear. A fachen's skin is tan and its eye is solid white.

The itarin are skeletal undead that occur *mostly* as humanoid skeletons. *Their eye sockets contain flame-like apparitions in various colors, but most commonly red and green.*

### Cultures and Society

Ekodu societies value martial prowess above all else, and greatly respect power and perseverance.

Fachen cultures consider cunning to be the most worthy aspect of live, and also hold power, eloquence, decorum, and stoicism in high regards.

To the itarin, there are no greater values than power, skill at arms, and cunning. All of the deep evils loathe concepts like friendship, harmony, and romance – the itarin even more so than the ekodus and fachen, and find peace absolutely repulsive.

### Traits and Personality

Ekodus are swift despite lacking legs, and are capable melee fighters and perfect climbers, needing but their tail to scale obstacles. They are egg-layers, and while they are slow to grow up, they are also slow to grow old. They are immune to paralysis, and can't be caught in thick webs. They are a combative people, prizing dutifulness, perseverance, bravery, and cruelty. They show practically no humor, empathy, sympathy, or gratitude. Depression and anxiety are nearly unheard of among them. They have a great sense of smell and perfect darkvision.

Fachen are strong and destructive, *and have an affinity to mystic events and powers.* Despite their single eye, they have great vision. They are inclined towards cruelty, curiosity, abstraction, and openmindedness for new ideas. Much like ekodus, they have little to no sympathy or empathy, and are mostly unconcerned by depression and anxiety. They can see perfectly well in the dark.

Itarin have a number of different powerful variants beyond the basic itarin. Doomlords are strong and enduring, and are masters of melee combat and armor use. Fireliches and blightliches are capable spellcasters of their respective magical spheres, and also are experts on armor use. They know no cheer, love, or fear, only cruelty and perseverance. These undead beings have no sense of smell.

<b>Weapon/Shields</b>	Ball and chain, battle axe, bow (arrows) (except ekodu), crossbow (bolts) (except ekodu), dire hook, flail (except ekodu), great axe, halberd, long sword, mace (except ekodu), maul (except ekodu), morning star (except ekodu), pick, pike, scimitar, scourge, short sword, spear (except ekodu), trident, two-handed sword, war hammer, whip Buckler, shield
<b>Possible Clothing/Armor</b>	Breastplate, mail shirt Helm, hood, horned circlet, mask Gauntlets Boots, low boots Greaves
<b>Toys/Tools/Instruments</b>	Drum
<b>Currency</b>	Copper (1*), Silver, (5*), Gold (15*)

## Deep Evils (Overground Outposts)

<b>Site Types</b>	Dark Fortresses; <i>Outdoor Keeps</i>
<b>World Constructions</b>	Tunnels and bridges
<b>Civilization Government</b>	A necrarch (itarin), greatest blade (ekodu), or great seer (fachen) A war master appointed by the above ruler
<b>Weapon/Shields</b>	Battle axe, bow (arrows) (except ekodu), crossbow (bolts) (except ekodu), dire hook, flail (except ekodu), great axe, halberd, long sword, mace (except ekodu), maul (except ekodu), morning star (except ekodu), pick, pike, scimitar, scourge, short sword, spear (except ekodu), two-handed sword, war hammer, whip Buckler, shield
<b>Possible Clothing/Armor</b>	Breastplate, mail shirt Helm, hood, horned circlet (itarin only), mask Gauntlets Boots, low boots Greaves
<b>Toys/Tools/Instruments</b>	Drum
<b>Currency</b>	Copper (1*), Silver, (5*), Gold (15*)

## Encars

Encars are reptilian humanoids that can be born with one, or rarely more, of three distinctions – being crested, bearing a feather, or being horned. Feathered encars tend to be great thinkers, crested encars tend to be great fighters, and horned encars tend to be huge brutes.

### Appearance

Encars are humanoid creatures, with most types being of human size, but with the horned encars being larger. Their scales can be various shades of brown, red, and yellow, and the crest and feather of the appropriate castes can have similar, but less variable, shades. The horns of the horned encars grow lifelong.

On occasion, encars hatch with two distinctions, usually crest and feather. These marked encars, called twiceborn, tend to be more capable in many aspects than the normal encar, and often attain leadership positions.

*Rarely, so that their existence often is regarded as myth*, an encar hatches with all three distinctions. These thriceborn often ascend to the highest ranks of encar societies.

Crested and feathered encars have a lifespan comparable to humans, whereas horned encars have a shorter lifespan. Encar twiceborn are known to have a lifespan somewhat shorter than dwarves, but little is known about thriceborn in this regard. Encars show few outward signs of aging beyond the growth of their distinctions.

### Cultures and Society

*Encar cultures typically tend towards the same varieties as human cultures do, from forming small alliances to forging large empires.* Though the different distinctions do suggest career paths for encars, among most cultures they are not usually seen as a straight requirement or obstacle to any given career, with the notable exception of the twice- and thriceborn. These are often seen as an impetus to form large empires under the banner of a thriceborn, and it is of some tradition to call such a leader a dragon emperor.

Encar cultures tend to place cooperation and *life experience* as their highest values, and respect power, mastery of arms, craftsmanship, skill, hard work, and *knowledge*. They have not quite as strong a connection to family as some other cultures.

Encars tend to place their faith in gods, with pantheons usually including deities of fire, war, and wisdom.

### Traits and Personality

Encar on the whole have some tendency towards activity and cooperation, and they have a somewhat empathic bent. They have better night vision than many races, and have a good sense of smell. As reptilian creatures, they do not sweat.

The interests of feathered encars tend towards the artistic and intellectual, and they have good memory, sense of space, analytical ability, focus, and creativity. However, they are weak and easily tire. They have an easy time to learn skills.

Crested encars are strong and brave, but have a few problems with memory, creativity, and analytical skills.

Horned encars are large, easy to anger, and violent. They too are strong, as well as hard to tire out, but they have more problems with creativity, memory, and analytical skills than crested encars do.

Encar twiceborn are quite capable in any of the areas that feathered and crested encars are good at, and they are quite assertive and ambitious, but tend to be proud.

Site Types	Hamlets and cities; <i>Outdoor Keeps</i> ; Mausoleums
World Constructions	Roads and bridges, <b>walls</b>
Civilization Government	A thriceborn as a dragon emperor A twiceborn or thriceborn as general appointed by the emperor
Weapon/Shields	battle axe, bow (arrows), flail, flambard, great axe, halberd, mace, maul, morningstar, pick, pike, scourge, spear, trident, two-handed sword Buckler, crescent shield
Possible Clothing/Armor	Breastplate, cloak, leather armor, mail shirt, robe, toga Helm, hood, mask Gloves, gauntlets Boots, low boots, shoes Greaves, leggings, loincloth, pants
Toys/Tools/Instruments	Toy axe Bowl, cauldron, ladle, mortar, pestle Boning knife, carving fork, carving knife, meat cleaver, slicing knife Jug, large pot Drum
Currency	Copper (1*), Silver, (5*), Gold (15*)



# Hobgoblins

Hobgoblins are larger, but much less supernatural relatives of the goblins, building empires on the backs of stolen slaves and with the aid evil overground creatures.

## Appearance

Hobgoblins look quite similar to their smaller cousins, having the same glowing red eyes and purplish shades of hair colors. However, where goblins tend towards gray and green skin colors, hobgoblins tend towards yellow, brown, and orange skin colors.

While hobgoblins, unlike goblins, are not immortal, they are long-lived compared to humans, and can almost live as long as a dwarf.

## Cultures and Society

Most hobgoblin cultures form into large-scaled kingdoms and empires, ruled with an iron fist by an imperant. A large organized army marches out at the imperant's command, and inquisitors enforce the laws and tend towards religious needs.

Though most hobgoblin societies are regimented, a number of harmful acts to people and possessions are commonly overlooked, and slave-keeping is a common occurrence in hobgoblin cultures.

Among the vast majority of hobgoblin societies, law, power, and skill at arms rule supreme, while cunning and loyalty are highly respected. The natural world, decorum, and tradition are further considered important. On the other hand, hobgoblin cultures rarely consider fairness a virtue, nor peace to be a desirable state.

Most hobgoblin cultures look upon pantheons of deities, usually including gods of war, victory, strength, death, and revenge.

## Traits and Personality

Hobgoblins are generally easy to anger, low on cheer, modesty, sympathy, and willingness to help, but tend to have a good sense of duty, and try to keep discord to a minimum. They are strong in nearly every physical aspect, have a strong will and social awareness, but lack some creativity and intuition. They have great skill at training animals.

They have a better sense of smell than many races, and have adequate night vision.

Site Types	Dark fortresses (Cities and hamlets); Outdoor Keeps; Mausoleums
World Constructions	Tunnels and walls
Civilization Government	An imperant A general appointed by the imperant, appointing lieutenants and captains as needed An arch inquisitor appointed by the imperant, appoining high inquisitors as needed Imperial majesties and imperial princes ruling over imperial domains and principalities, respectively
Site Government	A steward commanding warriors in lesser sites A knight-commander replaces the steward in more important sites, and commands knights
Weapon/Shields	Ball and chain, battle axe, bow (arrows), flail, great axe, halberd, large dagger, long sword, mace, maul, morning star, pick, pike, scimitar, scourge, spear, trident, two-handed sword, war hammer, whip Buckler, shield
Possible Clothing/Armor	Breastplate, cloak, leather armor, mail shirt, robe, tunic Cap, headband, helm, hood Gloves, gauntlets Boots, low boots, sandals, shoes, socks Greaves, leggings, loincloth, pants
Toys/Tools/Instruments	Toy axe, toy sword Hive, jug, large pot, nest box Drum
Currency	Copper (1*), Silver, (5*), Gold (15*)



# Lyroakas

The lyroakas are large feline humanoids, capable nomadic hunters.

## Appearance

Lyroakas are large feline humanoids with a tail and tan fur and yellow or golden eyes. The males have an imposing mane. Lyroakas have rather short lifespans.

## Cultures and Society

Lyroakas have a primitive *nomadic* society, with little in the way of power structures and hierarchies. They tend to worship regional powers found in the region they wander through.

Lyroaka tribes generally place skill at arms, competition, and their own independence above every other virtue. They can see the value of cooperation, and are more mindful of nature than some, but they are mostly disdainful, or even distrustful, of fancy speech, tranquility, romance, trade, and similar concepts.

## Traits and Personality

Lyroakas are very strong and tough, enduring, brave, and assertive, but they lack patience and are quick to anger. They seek excitement and adventure, to the point of being glory hounds, and it isn't rare that they join up with bandits or mercenaries, or become gladiators in large towns. They generally pay little mind to issues of privacy.

They have good noses and eyes that see better in the night than most races.

Site Types	Caves
Weapon/Shields	Ball and chain, bow (arrows), flail, mace, spear Crescent shield
Possible Clothing/Armor	Leather armor, tunic Helm, hood, mask Loincloth
Toys/Tools/Instruments	Drum

## Wurad

The wurad (singular wuradi) are a red-skinned humanoid people with white markings. They are well capable of handling animals of all kinds.

### Appearance

Wurad are very human-like creatures, sporting skin of various shades of red that is adorned with white markings. These markings often take somewhat recognizable shapes, which among some wurad are considered to be visible blessings from divine forces.

Wurad typically keep their hair at moderate lengths, and males tend towards neatly-combed or braided beards.

### Cultures and Society

Most wurad live in semi-tribal societies of allied towns, often ruled by chieftains either on the whole or on a local level. In many wuradi cultures, discipline and the importance of keeping oaths are of great importance, often regarded as pillars of society. Similarly, many wuradi cultures put great emphasis on their rapport with wild animals of all kinds. While these cultures do not share the militance of elves with regards to animal treatment, willful torture of animals is not taken lightly by them.

Wuradi cultures usually revere *hosts of animal nature spirits, called beast allies*, though they are also known to worship regional forces of nature or pantheons that usually contain deities of nature, discipline, and oaths.

Most wuradi societies place loyalty as the highest virtue, with family, friendship, and respect for the natural world close behind. Fairness, cooperation, skill at arms, perseverance, law, and tradition are usually also respected as well.

### Traits and Personality

Wurad tend to be enduring and strong of will and intuition. They are capable in the care and training of animals, and though it is usually regarded as a superstition, *their white markings have some effect on their capabilities*. Wurad are widely regarded to have a good sense of duty and self-disciple, being straightforward, and harboring sympathy. They are generally brave, and can be rather vengeful.

Wurad have about the same sensory abilities as humans do.

Site Types	Hamlets and cities; <i>Outdoor Keeps</i> ; Mausoleums
World Constructions	Roads and bridges, <b>walls</b>
Civilization Government	A chief Two beastmasters appointed by the chief A shaman Two initiates, appointed by the shaman; one of them succeeds the shaman on death
Weapon/Shields	battle axe, bow (arrows), flail, great axe, halberd, kris, mace, maul, morningstar, pick, pike, scimitar, scourge, spear, two-handed sword Buckler, long shield
Possible Clothing/Armor	Breastplate, cape, leather armor, mail shirt, shirt, vest Cap, face veil, hair net, headband, head scarf, head veil, helm, hood, turban, wide-brimmed hat Gloves, gauntlets Boots, low boots, shoes, socks Greaves, leggings, loincloth, long skirt, pants
Toys/Tools/Instruments	Toy axe, toy sword Bowl, cauldron, ladle, mortar, pestle Boning knife, carving fork, carving knife, meat cleaver, slicing knife Hive, jug, large pot, nest box Drum, harp, trumpet
Currency	Copper (1*), Silver, (5*), Gold (15*)

## ADVENTURE MODE CRAFTING

The Direforged mod includes a variant of Lofn's Wanderer's Friend mod that allows you to craft, gather, and decorate various objects.

### Material Gathering/Production

Reactions designed to provide you with resources, these reactions tend to be placeholders for planned Adventure mode features.

*Gather Rope Reed* uses Herbalism, and has a 10% chance to give you a rope reed plant.

*Gather Wood* uses Woodcutting, and allows you to use a simple axe to give you a pine log.

*Make Thread from Rope Reed* uses Plant Processing, and allows you to use a comb and a rope reed to make rope reed thread.

*Tan a Hide* uses Tanning, and allows you to use a scraper and a skin or scale received from butchery to make leather or scale hide usable for further production (as in fortress mode, chitin from butchery will be usable immediately).

### Tool Production

These reactions allow you create various stone tools with the Knapping skill, using two small rocks that can be found on the ground in many places, or to carve some tools from horn, bone, or tooth body parts using a carving knife, with the Bone Carving skill.

The tools that can be knapped from stone are scrapers, mortars, carving knives, simple axes, needles, and whetstones.

Needles can also be carved from bone, while combs can be carved from bone, tooth, and horn.

Arcane rods are an exception to the above rules – they can be carved from the bones of megabeasts and similarly powerful creatures, but also need an arcane gem to be created, and don't have an associated skill.

### Improvements

These reactions allow you to adorn any object that you possess and can take improvements with various materials. Each reaction adds one or more decoration of fitting types to the item.

The objects that you can adorn objects with, the associated skills, and the resulting decorations, are described in the following table.

Object	Skill	Rings	Bands	Spikes
Silk Objects	Weaving		100%	
Small Rocks	Stonecrafting	20%	20%	100%
Small Gems	Gem Setting	20%	100%	20%
Large Gems	Gem Setting	33%	100%	100%
Horn Objects	Bone Carving			100%
Shell Objects	Bone Carving	20%	100%	20%
Pearl Objects	Bone Carving		100%	
Leather Objects	Leatherworking		100%	
Bone Objects	Bone Carving	20%	20%	100%
Tooth Objects	Bone Carving			100%

### Weapon and Ammo Production

These reactions allow you to produce weapons and ammunition piecemeal from things you have gathered or otherwise created.

*Knap/Carve Spearhead*: Either using two small rocks and the Knapping skill, or bone, horn, or tooth, a carving knife, and the Bone Carving skill, you can create a spearhead that can then be used to create a spear.

*Craft Wooden/Bone Spear*: Using a carving knife, a spearhead that then determines the spear material, and either a log (and the Wood Crafting skill) or a bone component (and the Bone Carving skill), you create a spear.

*Craft Bone Weapons*: Using a carving knife, two bone components, and a tanned hide, you can create a bone longsword, two-handed sword, warhammer, or great axe with the Bone Carving skill.

*Carve Bone Bow/Crossbow*: Using a carving knife, a bowstring, and a bone component, you can create either a bone crossbow or a bone bow with the Bone Carving skill.

*Carve Wooden Bow/Crossbow*: Using a carving knife, a bowstring, and a log, you can create either a woden crossbow or a wooden bow with the Wood Crafting skill.

*Weave a Bowstring*: With enough thread, using the Weaving skill, you can create a bowstring used in the creation of bows and crossbows.

*Knap/Carve Arrowheads*: Either using two small rocks and the Stonecraftomh skill, or bone, horn, or tooth, a carving knife, and the Bone Carving skill, you can create a bundle of arrowheads that can then be used to create bolts and arrows.

*Craft Bone/Wooden Ammunition*: Using a carving knife, an arrowhead bundle that then determines the ammunition material, and either a log (and the Wood Crafting skill) or a bone component (and the Bone Carving skill), you create fifteen bolts or arrows.

### Armor Production

These reactions allow you to create a number of armor pieces to wear.

*Craft/Sew Leather Armor*: You can sew leather cloaks, armor, and caps using a needle, some thread, and a tanned hide (leather, scale, or chitin), with the Leatherworking skill.

*Craft Bone Armor*: Using the Bone Carving skill, with a carving knife and bone components, you can carve a helm, gauntlets, a breastplate, or boots.

**Bug note: Gauntlets and gloves created by reactions do not have a handedness, and as such are unwearable.**

### Clothing Production

These reactions allow you to create a number of clothes to wear.

*Sew Cloth Clothing*: You can sew shirts and pants using a needle and enough thread, with the Clothesmaking skill.

*Sew Leather Clothing*: You can sew leather thongs and gloves using a needle, some thread, and a tanned hide, with the Leatherworking skill.

### Craft Production

These reactions allow you to create a number of trophies and crafts to sell or to display your prowess. You can carve them from bone, tooth, or horn body parts butchered from creatures, with the exception of trophies, which can be carved from any object of those materials. All items carved use the Bone Carving skill.

The items that can be carved this way are trophies, earrings, rings, figurines, amulets, crowns, and bracelets.

## Furniture Production

These two reactions allow you to create either a bucket or a barrel from a wood log using a carving knife, with the Carpentry skill.

## Gear Production

These reactions allow you to create useful items that do not fall under the above categories.

*Sew Leather Item:* Using some thread, a tanned hide, and a needle, you can create a backpack, a quiver, or a waterskin with the Leatherworking skill.

*Craft Leather and Wood/Bone Shield:* Using some thread, a tanned hide, a needle, and either a wood log or bone component, you can create a leather shield with the Leatherworking skill.

## Maintenance

These reactions allow you to take a number of items and potentially increase or decrease their quality.

With a needle and some thread, as well as the item in question, you can *repair* a backpack, a quiver, a waterskin, or a shield, using the Leatherworking skill.

With a needle, some thread, a tanned hide, as well as the item in question, you can *repair* a cloak, a leather armor, a cap, or gloves, using the Leatherworking skill.

With a carving knife, some bone, and the item in question, you can *repair* a helm, a breastplate, gauntlets, or high boots, using the Bone Carving skill.

With a whetstone and the item in question, you can *hone* a spear, a carving knife, or a simple axe, using the Weaponsmithing skill.

With a bowstring, a carving knife, some bone, and the item in question, you can repair a bow or crossbow, using the Bone Carving skill.

Tool	Skill	Size	Mat Size	Min Size	Two-Handed	Damage Type	Contact Area	Penetration	Velocity
Arcane Rod	Poetry	2500	6	4000	90000	Edge	100	10000	1000
Simple Axe	Axe	200	1	5000	27500	Edge Blunt (flat) Blunt (handle)	800 800 20	400 (400) (400)	1250 1250 1000
Scraper	Striking	20	1	NA	NA	Blunt	20	(600)	1000

*Adventure Mode Items*

Apart from the items described in the Fortress mode portion of the manual, the Direforged mod includes a number of items that are for the most part only relevant to adventure mode.

## Tools With Combat Use

### Arcane Rods

Sold in human and auride towns for a hefty price, or craftable from the bones of powerful creatures and arcane gems, arcane rods are one of the basic tools needed for adventure mode magic. They can also be used as weapons, using of the poetry skill.

### Simple Axes

Simple axes are just that, axes that you use to gather wood.

### Scrapers

Scrapers are simple small stone tools used to clean hides for tanning, though they can also be used to grind things in a mortar.

## Other Tools and Items

**Bug note: Attacking with a tool item that lacks a skill or tool use causes nameless phantom skills to appear.**

### Arrowheads, Bowstrings and Spearheads

These items, implemented as toys, are used in the creation of ammunition and ranged weapons, and in repairing repairing ranged weapons.

### Concoctions

Concoctions are objects created by magic reactions (see below) that can provide useful abilities when eaten.

### Combs

Combs are basic tools used to make thread.

### Dust

Dust is a special tool created for the adventure mode magic system, only existing as gem dust.

### Needles

Needles are basic tools used to create and repair various cloth and leather items, along with thread.

### Trophies

Trophies are toy items created by adventure mode reactions from body components of defeated foes that can then be sold.

### Whetstones

Whetstones are tools used to hone certain basic weapons, possibly influencing their quality level.

## ADVENTURE MODE MAGIC

Direforged contains a basic adventure mode magic implementation. To perform magic, you need the following

1. A grinding receptable (mortar) and a grinder (pestle or scraper), both of which you can knap with stones off the ground.
2. An arcane rod, which can be bought (expensively) in human and auride towns, or crafted from megabeast bones and arcane gems.
3. Gem dust from unimproved arcane large or small gems. You can grind any large gem into generic gem dust, but a few gems are arcane by nature and can be ground into the appropriate gem dust, and more of it. Generic gem dust can be consecrated into arcane gem dust with an arcane rod.

There are currently four kinds of magic – light, nature, fire, and water, each with a few associated gems and a single associated skill.

- The gems associated with light magic (discipline skill) are faint yellow diamond, clear diamond, red diamond, green diamond, blue diamond, and yellow diamond
- The gems associated with nature magic (druid skill) are emerald, green diamond, star sapphire, and star ruby
- The gems associated with fire magic (poetry skill) are ruby, red diamond, yellow diamond, black diamond, and star ruby
- The gems associated with water magic (balance skill) are sapphire, clear diamond, blue diamond, black diamond, and star sapphire

## Gem Grinding and Alchemy

These reactions allow you to grind gems into dust for the adventure mode magic system described below.

*Grind Arcane Gems* allows you to use small arcane gems with a mortar and either a pestle or scraper to create one unit of arcane gem dust.

*Grind Large Arcane Gems* allows you to use large, unimproved arcane gems with a mortar and either a pestle or scraper to create five units of arcane gem dust.

*Grind Large Lesser Gems* allows you to use any large, unimproved gem (including arcane gems, so be careful not to mishandle them) with a mortar and either a pestle or scraper to create one unit of generic gem dust.

*Consecrate Gem Dust* is a set of reactions that allows you to use an arcane rod to convert three units of generic gem dust into a single unit of arcane gem dust of the appropriate type.

The spells you can currently cast, apart from consecrating gem dust, are described below.

## Light magic

*Create flash concoction:* Creates a concoction that you can eat. When eaten, the concoction provides you with a short-time, one-use ability to cause a blinding, dizzying flash targeting one opponent. This spells uses one pile of gem dust

*Axe of light:* Creates a sharp battle axe of made of light. This spell uses five piles of gem dust.

*Luminous armaments:* Creates armor made of light, protective despite its lightness. This spell uses twelve piles of gem dust.

## Fire magic

*Create fire concoction:* Creates a concoction that you can eat. When eaten, the concoction provides you with a short-time, one-use ability to throw a small fireball. This spell uses a pile of gem dust.

*Create swift concoction:* Creates a concoction that you can eat. When eaten, you gain a boost to your speed for a while. This spell uses three piles of gem dust.

*Arms of the dragon:* Creates armor made of dragon bone. This spell uses nine piles of gem dust.

## Water magic

*Fill waterskin:* Creates three units of water in your waterskin, which must be empty and held in hand. This spell uses but a pinch of gem dust.

*Create lungwater concoction:* Creates a concoction that you can eat. When eaten, the concoction provides you with a short-time, one-use ability to disable the lungs of a target. This spell uses three piles of gem dust.

*Bounty of the seas:* Creates whale meat and has a chance to create boiled whale leather, in random quantities. This spell uses five piles of gem dust.

## Nature magic

*Fill waterskin with wine:* Creates one unit of fisher berry wine in your waterskin, which must be empty and held in hand. This spell uses but a pinch of gem dust.

*Create concoction of earthen skin:* Creates a concoction that you can eat. When eaten, you receive a tough skin that may prevent harm for some time. This spell uses four piles of gem dust.

*Arms of the hydra:* Creates armor made of hydra scale. This spell uses six piles of gem dust.

# Overground Beasts

## Carraighs

**C** Carraighs are small humanoid creatures of basalt that dwell in the mountains. When wounded, they bleed molten basalt, and leave a basalt boulder behind when they die. Carraighs can learn, but not speak, and are trainable. The size of an average carraigh is 55,000.

## Crag Foxes


**f** Crag foxes are small and swift predators of the mountainous regions. They have gray, black, or white fur and are known for their cleverness. They can be trained for hunting. The size of an average adult crag fox is 7,000.

## Cravasis

**C** Cravasis are large crimson crab-like creatures found in wetlands, jungles, oceans, and rivers across the world. They are prized as pack animals and mounts, capable of carrying as much as a horse despite being smaller. Their pincers, while weaker than what you might expect from their size, are still capable of killing their opponents (or, oddly enough, wresting away weapons and using those to kill).

Butchering a cravasi tends to yield 2 eye, heart, intestines, brain, 20 chitin, 20 fat, and 21 meat. The size of an average adult cravasi is 350,000.

## Crimson Stars

 Crimson stars are red, fiery spheres floating in the deserts. They have several flares shooting out of their main body, which is said to consist of ruby. The size of an average crimson star is 5,000.

## Desert Wargs

**W** Desert wargs are savage desert canines with a pronounced hump on their back. Their fur is spotted rust and yellow. They are trainable, though not easily so, and they can live up to 95 years. The size of an average adult desert warg is 145,000.

## Fire Hounds

**f** Fire hounds are canines found in the mountains. They like fires, and their blood is of great temperature. Their fur is usually red, orange, or yellow, and their eyes have orange irises. The size of an average adult fire hound is 40,000.

## Giant Solifuges

**S** Giant solifuges are large arachnids of the savage badlands. Though they lack the venoms of spiders and scorpions, their bite is nevertheless powerful and dangerous. Their chitin is of a tan color. The size of an average adult giant solifuge is 400,000.

## Gildengleams

**G** Gildengleams are golden spiderlike beasts with strange powers. They look almost mechanical in nature, - their legs are pole-like, their main body is oval, and they have not just eyes between the legs, but also a large eye on top of the main body. The size of an average adult gildengleam is 500,000.

## Gurishos

**G** Gurishos are large feline hunters found in tropical savannahs, grasslands, and shrublands. They are similar to lions in appearance, but slightly smaller, and both genders have a reddish mane. They are readily trained and ridden, and they are favorite mounts for the wurad.

Butchering a gurisho tends to yield hair, 12 fat, cartilage, 2 lung, heart, intestines, liver, tripe, sweetbread, spleen, 2 kidney, nervous tissue, brain, skull, skin, 13 meat, 2 tooth, and 18 bone. Gurisho products are worth twice of what other creatures' products are. The size of an average adult gurisho is 175,000.


## Ice Runners

**R** Ice runners are large and swift bipedal predators with red eyes found in the frozen lands. Their thick, white hide and their fat protect them from the cold. The size of an average adult ice runner is 450,000.

## Leornithes

**L** Leornithes (singular leornis) are swift, large flightless birds found in grasslands. They have a vicious beak and claws on their wings. Their feathers are of a golden-yellow color, and their heads are framed with several rows long feathers. The size of an average adult leornis is 200,000.

## Oak Treants

 Oak treants are huge oaks, animated by natural magic. Found in forested regions of all kinds, they do not take lightly to buildings in their forests, and attempt to destroy them at any chance they get. These creatures are a good reason to invest in not only an axe, but also armor, when embarking in forest regions. The size of an average oak treant is 2,800,000.

## Oshkras

**O** Oshkras are evil are lion-like creatures with black fur and red or purple eyes, surrounded by a shadowy glow. They have a freezing breath. The size of an average adult oshkra is 250,000.

## Snow Beasts

**S** Huge furred and horned herbivores of the frozen reaches, snow beasts are generally benign creatures. Tame snow beasts can be shorn for their valuable gray fur, or can be butchered for a considerable amount of meat. They are grazing animals.

The size of an average adult snow beast is 1,710,000. Snow beast products are worth four times of what other creatures' products are.

## Spire Recluses

**S** Spire recluses are gray mountain-dwelling spiders of great size and savage and evil nature, weaving webs of cerulean color. The size of an average adult female spire recluse is 60,000, while that of a male is 20,000. Their venom can cause pain and severe blisters.



### Sprites

**E** Sprites are tiny, mischievous fey akin to elves. They fly about curiously anywhere, giggling and laughing, and will attempt to steal any unobserved object that strikes their fancy. The size of an average adult sprite is 6,000.

### Stonescale Snakes

**S** Stonescale snakes are gray-scaled snakes living in the mountains. They are venomous, and their scales are harder than normal snake scales. The size of an average adult stonescale snake is 2,000, but they continue to grow until they die of old age, potentially reaching a size of 50,000. The venom of a stonescale snake causes pain, major swelling, and minor necrosis.

### Sun Vipers

**S** Sun vipers are yellow-scaled snakes of the deserts. They are swift and venomous. The size of an average adult stonescale snake is 1,600, but they continue to grow until they die of old age, potentially reaching a size of 40,000. The venom of a stonescale snake causes pain, swelling, and moderate necrosis.

### Torostriches

**T** Torostriches are vast flightless birds with a horn on their beaks and two horn-like growths on their heads. Though they are herbivores, these gray-feathered titans tend to be ill-tempered. They are grazing animals. The size of an average adult torostrich is 6,000,000.

### Vaulting Drachlings

**d** Vaulting drachlings are small six-legged reptilian predators that can be found in forests and wetlands. They have blue, azure, or cerulean scales, and attack with powerful jumps. They are said to be distant relatives of dragons. Tamed vaulting drachlings can be trained. The size of an average adult vaulting drachling is 56,000.

## Underground Beasts

### Bonehelm Brutes

**B** Bonehelm brutes, as their name says, have a head protected by a helmet of bone growing out of their shoulders. These tall, gray-skinned and gray-blooded humanoids can learn, but their rage and anger causes them to be slow in that regard. The size of an average adult bonehelm brute is 450,000.

### Brainspaw

**b** Brainspaw are a collection of strange creatures whose basic appearance can be described as floating brains with tentacles, though the exact details vary. The most commonly seen brainspaw is the so-called lashslave, a single-tentacled brainspaw with an average size of 70,000.

Other known types of basic brainspaw include the strangler, a three-tentacled brainspaw of size 140,000, the flameweaver, which can create fire from its three tentacles and is of size 180,000, and the deranger, whose mere presence can dizzy and confuse minds.

A more advanced for of brainspaw are called whelks, named so for their shells. Whelks usually are slower than other brainspaw, and may be unable to fly on their own, *carried by lashslaves*, but usually make up for it with strange and powerful abilities. The one

certainly known brainspaw whelk is the shieldwhelk, which supposedly strengthens the hide and shells of other brainspaw, and is a three-tentacled whelk of size 280,000. *Rumors exist that deep below the earth, a vast godswhelk is lurking, or perhaps forming still.*

*From careful observation, it appears that brainspaw attain their forms by merging with each other into the more powerful forms. They may be able to include other creatures in this process, but so far, none of those have been seen.*

### Gear Golems

**G** Gear golems are magical automatons whose creation dates back to before the Chaos Age. Moving with clicks and whirrs, the gear golems are iron constructs that somehow use steam to function – breaking parts off the golem releases the steam. They can be trained for war, and they leave behind usable iron mechanisms after their death. The size of an average gear golem is 50,000.

### Quicktrolls

**t** Quicktrolls are fast and small cousins of the normal trolls. They can heal extremely fast, and like their cousins, grow a fur that goblins can shear for clothing. Despite their speed at other tasks, they are slow to pick up new skills, possibly because little can keep their attention for long. The size of an average adult quicktroll is 25,000.

### Poison Weirds

**W** Poison weirds are snake-like creature consisting of brownish, poisonous vapor. This vapor induces nausea to the point that the victim will vomit blood. Their bite induces another venom, which will cause pain, swelling, and major necrosis. The size of an average poison weird is 160,000.

### Red Sludges

**O** Red sludges are slow-moving, but large red slimes. These creatures, found in the deepest caverns, emit nauseating gases and secrete a nauseating red slime, *some globs of which it can shoot at distant enemies*. The size of an average red sludge is 100,000.

### Silkblood Spiders

**S** Silkblood spiders are large white underground spiders dwelling in the first two underground layers. These strange creatures possess a venom similar to that of spire recluses, and bleed silk that unfortunately is too sullied to be used. The size of an average adult female silkblood spider is 80,000, while that of a male is 16,000.


### Smangeskåbus

**S** Smangeskåbus, or goblin slave beasts, are great humanoids with black and white spotted skin. They are often used for labor, such as pack animals or draft animals. The size of an average adult smangeskåbu is 225,000.


### Snapper Men

**S** Snapper men are small humanoid creatures with the head and shell of a turtle. They live in colonies in the watery regions of the caverns, as well as in small camps as is typical of the animal men. The size of an average adult snapper man is 52,625.


**Su'ulreghs**

 Su'ulreghs are large bovine underground animal prized for its milk. They are horned and have sharp front hooves, which has led to them being trained for battle. Butchering a su'ulregh tends to yield 2 eye, cartilage, 2 lung, 8 hoof, 16 fat, heart, intestines, liver, tripe, sweetbread, spleen, 2 kidney, hair, nervous tissue, brain, skull, skin, 20 meat, 2 horn, and 24 bone. The size of an average su'ulregh is 600,000.

**Weaving Orsists**


 Weaving orsists are small underground spiders that are content to live in groups and weave their webs roughly once per season, though a solitary orsist won't do so. Butchering a female orsist tend to yield 1 meat, 1 fat, and 1 chitin. The size of an average weaving orsist is 2,000 for females and 1,000 for males.

**Woolworm**

 Woolworms are a type of underground centipede often domesticated by dwarves. They are mostly prized for their bristles that make a good yarn. They are prone to flee at even minor disturbances, and when they flee, they exude a cloud of short-term acid, destroying their bristles for quite some time, and turning their flesh poisonous to eat. Butchering a woolworm tends to yield 2 meat, 2 chitin, brain, intestines, heart, 2 fat, and 2 bristles. The size of an average woolworm is 20,000.


**Beasts Above-and Underground**

**Shelloks**


 Shelloks are small shelled creatures resembling turtles, with bluish to greenish scales and shell. They are barely larger than a cat, slow in movement, and some would say slow in aging, as they can reach ages that no one has truly has bothered to record. Content shelloks tend to whistle, purr, and mutter, and they are usually very calm. They are grazers, though they need little grass to remain fed, and they lay clutches of five to fifteen eggs from which their young, often called torties, hatch. Apart from being kept domestically, shelloks can also be found in about every wetland and in the higher underground lakes. Butchering a shellok tends to yield 7 fat, 7 meat, 4-6 bone, 2 lung, intestines, liver, tripe, brain, skull, shell, and scale. The size of an average adult shellok is 12,000.

**Overground Vermin**

**Blood Rats**


 Blood rats are large rats that can transmit fevers. These pests can be found in most regions of the world. The size of an average adult blood rat is 450.

**Crysanths**


 Crysanths are small white antlike creatures found in evil regions. They build colonies defined by a crystal core plated with iron, protecting a red waxy structure similar to a honeycomb, containing red jelly, which can be brewed into crysmead. It takes them one and a half year to complete these structures. They can be placed in an artificial hive in order to secure the hive products for yourself. In the end, the hive produces three

bars of iron, one fancy crystal structure, and a crysant wax honeycomb. A crysant hive is divided into workers, soldiers, drones, and queens. The workers and soldiers both have a venomous bite, which the flying soldiers are more likely to use. The bite can usually cause swelling and pain, and occasionally also causes necrosis. The size of an average adult crysant is 1.


**Dew Spiders**

 Dew spiders are tiny black spiders found in any forest. Their webs are of particular interest as, apart from being silk, they can be processed into an alcoholic drink named spiderdew, extracting a dew-like substance from the thread. Dew spiders have a light venom causing some pain, but they rarely bite. The size of an average adult dew spider is 50.


**Diamond Butterflies**

 Diamond butterflies are small insects looking as if they consisted of several tiny diamonds. These mountain-dwelling insects are admired for their beauty. The size of an average adult diamond butterfly is 10.

**Flakeflies**


 Flakeflies are tiny flying creatures consisting of glowing snowflakes. These precious and unique creatures live in the cold reaches of the world. The size of an average flakefly is 1.

**Moon Beetles**


 Moon beetles are forest beetles with a strong shell that looks rather similar to the face of the moon and that can be white, yellow, or red. The size of an average adult moon beetle is 150.

**Underground Vermin**


**Ash Creepers**

 Ash creepers are small underground worms composed of ashes. They never die of old age, and slowly grow as they age. The size of an average ash creeper at age 100 is 500, and 2,000 at age 10,000.

**Crawling Scars**

 Crawling scars are small, crimson underground centipedes with a necrotic venom they can secrete from their many legs. The size of an average adult crawling scar is 250.

**Umbral Spawn**

 Umbral spawn are tiny black underground spiders found in the second and third layers of the deep. They possess a venom that can temporarily blind the victim. The size of an average adult umbral spawn is 1.

## Megabeasts and Semimegabeasts

Many of the megabeasts in Direforged (and a few other creatures) have stronger body materials than normal animals.

### Anurisphinxes

**A** Anurisphinxes are great winged lions with the head of a frog. They **hold ancient wisdom** in their wetland shrines, and can let out powerful croaks. They have tan fur and white wings. The size of an average adult anurisphinx is 2,550,000.


### Basilisk Crabs

**C** Basilisk crabs are large slate-gray crabs that dwell in the wetlands. They have a breath that **petrifies** their victims, a condition to which they themselves are immune to (currently, due to the lack of actual petrification, it paralyzes them, potentially permanently). The size of an average adult basilisk crab is 200,000.

### Bhotisphinxes

**B** Bhotisphinxes are great winged lions with the head and tail of a scorpion. These savage desert dwellers possess a potent necrotic poison. They have tan fur as well as black feathers and chitin. The size of an average adult bhotisphinx is 3,400,000.

### Black Stars

 Black stars are large spheres of dark flame floating through the world. They have several flares shooting out of their main body, which is said to consist of black diamond. The size of an average black star is 500,000.

### Divine Axes

**/** Divine axes are flying battleaxes made of star silver, animated by divine will. The extreme sharpness and material strength, as well as intelligence, makes divine axes dangerous foes, though those who can defeat one can then claim the weapon for their own. The size of an average divine axe is 250,000.

### Frost Wyverns

**W** Frost wyverns are large bipedal winged reptilian creatures whose scales look like ice plates. They have a freezing breath, and a stinger that injects a venom causing numbness and mild paralysis. The size of an average adult frost wyvern is 562,500.

### Great Sphinxes

**S** Great sphinxes are huge winged lions with the head of a human, with an enormous roar. They are creatures of great wisdom, **and often are in the possession of otherwise lost knowledge**. They have tan fur and white wings. The size of an average adult great sphinx is 13,000,000.

### Iron Devastators

**C** Iron devastators are large iron statues with four arms, animated by forgotten magic. Each of their four arms ends in a deadly weapon – a huge sword, a lance, a ball-and-chain, **and a launcher for sharp spinning disks**. The size of an average iron devastator is 15,000,000.

### Living Swords

**/** Living swords are flying short swords made of steel, animated by ancient magic. If one can defeat the powerful weapon and break its animating magic, they could then wield the weapon. The size of an average living sword is 150,000.

### Rock Wyverns

**W** Rock wyverns are large bipedal winged reptilian creatures whose scales look like stone. They have a stinger that injects a venom causing bleeding and swelling. The size of an average adult rock wyvern is 750,000.

### Saumen Kar

**S** Saumen kar (same singular) are huge yeti-like creatures with white fur, found in the frozen reaches. They will usually use weapons that they scavenged from their victims. The size of an average adult saumen kar is 5,000,000.

### Walkers in Frost

**&** Walkers in frost are ghostly creatures found in the cold lands. Their mere presence causes unnatural chills, **and they hold various powers of cold and ice**. Their origins are uncertain, though they may have been humans at some time. The size of an average walker in frost is 700,000.

## Night Creatures

### Coral Maidens

**C** Coral maidens are large humanoid women consisting of coral, and are beings of strange, yet deadly, beauty. They travel the world in search of lovers, whom they transform into creatures much like themselves. The size of an average adult coral maiden is 340,000, and the size of an average lover of the coral maiden is 240,000.

### Duskblooms

**D** Duskblooms are deadly nocturnal plants that travel the woodlands. As they do so, they transform certain of their victims into slave pods or warrior pods that help them procreate. The size of an average adult duskbloom is 400,000, though some duskblooms reach a size of 500,000. The size of an average slave pod is 120,000, and that of an average warrior pod is 180,000.

### Slaughterwar Masters/War Gaunts

**ÑÑ** Slaughterwar masters are undead warlords that are empowered by deities of chaos, war, and death. They are much larger than they were in life, **as when they arise from the battlefield where they died, they absorb the bodies of more dead**. They also increase in strength, are resistant to most weaponry, and can raise the dead as so-called war gaunts. These thin undead possess great strength and speed.

### Vermancers/Slave Spinners/Slave Spitters

**?Ñ** Vermancers are mages that have learned to fuse their beings with various aspects of insects, arachnids, and other arthropods, **called facets by them**. Their powers vary, but include web-shooting, spraying necrotic venoms, and raising the dead as slaves with similar, but weaker powers.

**Wendigos**

**N** Wendigos are cannibalistic spirits cursed by the gods, forever prowling the world trying to sate their vile hunger. They are flying humanoid creatures with glowing red eyes, and the god-cursed among them can inflict a lesser version of their curse upon their victims. **Should such a lesser wendigo partake of humanoid flesh, they become true wendigos themselves.** The god-cursed also are capable of loosing a nauseating scream.

**Bug note: Looking at a wendigo or lesser wendigo in Legends mode has a chance to crash the game.**

**Special Creatures**

**A Alkicentaurs**

The fabled alkicentaurs are tauric creatures, with the upper body of a human and the lower body and antlers of an elk.

**A Arcus**

The arcus, thus far only seen mentioned in the rare surviving texts from before the Chaos Age, are supposed to be an intelligent arachnid race with an affinity to poison and the ability to weave webs.

**A Asuras**

The enigmatic, smoke-winged asuras are said to be denizens of another plane, anathema to stagnation and consistent leadership.

**C Cameloparcentaurs**

The cameloparcentaurs of myth are tauric creatures, with the upper body of a human and the lower body and – some say – neck of a giraffe.

**Dark Masters**

**&** Dark masters are great humanoid creatures capable of breathing fire. They are thought to be demonic in nature, and can lay claim to the rule of goblin nations. The size of an average dark master is 25,000,000.

**Eyes of Damnation**

**E** Little is known about the creatures called eyes of damnation. It is said that these floating beasts dwell in the Underworld, a round body with a large eye that can shoot lightning. They are claimed to be vast, and their blood supposedly damns anyone that touches it to a painful death.

**G Gorgons**

**G** The legendary gorgons, supposedly created by the Serpent Titan after its exile, are humanoid creatures with serpent-like features, such as snake hair or a leg-less, scaled lower body. They are said to petrify victims with but a gaze.

**O Onocentaurs**

**O** The onocentaurs of legend are tauric creatures, with the upper body of a human and the lower body of a donkey.

**S Sylvains**

**S** The unseen sylvains are said to be an intelligent plant people, of great vanity, and with the ability to disincorporate into a mass of twigs and leaves.

**Umbrarachnes**

**S** Umbrarachnes are enigmatic spiders of the deep, said to be enormous web-spinners. Though some say that but one of these monsters exist, as a guardian of a shadowy plane, others claim that their number is truly uncountable. Their venom is claimed to be able to render any potential survivor permanently blind.

**V Valriid**

**V** The valriid are claimed to be creatures of many forms from a plane beyond the planes. Supposedly, they are anathema to reality itself.

**V Vidal**

**V** The vidal, known only from texts from before the Chaos Age so far, are a frog-like race that supposedly had an affinity for growth- and sound-based magic.

# GENERAL

## ASSORTED CHANGES

A few small changes in the Direforged mod that do not impact the game greatly yet are documented here.

*Dwarf Civilization Names:* The names of dwarven civilizations have been tweaked to always include one of the words anvil, castle, chamber, citadel, city, fortress, guild, hall, house, mine, mountain, peak, pillar, pinnacle, tower, or wall.

*Word symbol groups:* Similar to the above, there are a few new word symbol groups controlling the names of a few objects, such as the name of the Carmine Fey civilization.

*Kill taunts:* Enemies that killed aurides or wurad get custom taunts for those feats.

*Creature variations:* The Direforged mod includes an unused birdkin creature variation, turning birds into humanoid creatures, a variation for “stealthier” hover flight gaits, and two strong material variations, modifying creature materials.

The mod also makes some changes to the stock giant creatures and animal men – they are somewhat rarer than their stock counterparts, and the animal people are closer to humans in size – the smaller ones close in at about 50,000, and the big sperm whale men are still larger than an elephant.

*Damaged bone tissue causes much less pain than it does in the stock game*

*Wood blocks are called planks*

*Discontinued available changes (No guarantee is made that these changes will be up-to-date):*

- The Direforged mod used to include parrots as vermin birds, and three birdkin using the birdkin creature variation - parrotkin, gracklekin, and eaglekin. The parrot and birdkin still can be found in the file noncreature\_direforged\_discontinued.txt.

# INSTALLATION

The Direforged mod is meant as a replacement to the vanilla raws, not an addition, and as such, makes several changes to vanilla raws. There are two versions, a raw-only version available at <http://dffid.wimbli.com/file.php?id=2061>, and a version merged with the Phoebus tileset, available at <http://dffid.wimbli.com/file.php?id=4294>. The Phoebus version does not currently include graphics for the new creatures in the Direforged mod, and its update to a new version depends on updates to the Phoebus tileset to a new version. None of the work on the Phoebus tileset itself has been done by me.

## Installing the raw-only version

To install the raw-only version of the Direforged mod, create a copy of your stock Dwarf Fortress folder, and rename the copy to mark it as containing the Direforged mod. Extract the zip file containing this mod into the main folder of the copy, overwriting existing files.

## Installing the Phoebus version (Windows/Linux with Wine)

To install the Phoebus version on Windows, or Linux if you run the game with Wine, simply extract the zip file to a folder. Note that you shouldn't extract the file to the Program Files (or equivalent) folder on newer Windows versions.

## Installing the Phoebus version (Linux)

To install the Phoebus version on Linux, extract the zip file to a new folder, create a copy of your stock Dwarf Fortress folder, and rename the copy to mark it as containing the Direforged mod. Copy the raw and data/speech folders from the Phoebus version over the new Direforged folder, as well as the data/init/init.txt file, overwriting existing files.

**v 0.01**

Original version

**v 0.05**

Added bonehelm brutes and quicktrolls as cavern beasts (goblins should be able to bring them in sieges natively).

Added oak treants as forest beasts.

Added cravasi as marsh/river/ocean beasts than can act as pack animals.

Added giant solifuges and sun vipers as desert beasts.

Added living swords as new semimegabeasts.

Added murkbloom as a dangerous wetlands plant.

Added red sludges, poison weirds, and gear golems as underground beasts.

Added sprites as nuisances present in all lands.

Added fachans as a layer civ, and turned itarin into a layer civ.

Made adjustments to previously added creatures and entities

**v 0.1**

Added languages for Aurides, Encars, and Wurad.

Added mini-chests and toy swords as new toys and pan pipes/syrinxes as a new instrument.

Added kris knives and flambards as new weapons.

Added horned circlets as new "helmets".

Added the ability to "tan" hair, scales, and chitin.

Added torostriches as tropical beasts.

Added demon's hands, eyestalk colonies, and frozenflame bushes as underground plants.

Added blood tubes as problematic deep underground trees.

Added deep bamboo and flaring fungi as useful underground trees.

Added desert moons as desert plants.

Added froststalks as taiga plants.

Added coalhollows as generic plants.

Added pedestals and presenting statues by INSANEcyborg

Made more adjustments to previously added creatures and entities.

**v 0.25**

Added dark masters as a sort-of megabeast that can take control of goblin nations.

Added ekodus as a new deep evil.

Added brainspaw as underground beasts.

Added tridents and balls-and-chains as new weapons.

Added ocarinas as new instruments.

Added a few shapes.

Added house pigs as a new domestic animal

Added plierenus as a valuable gold/copper/flarestone alloy.

Added sawwood, silver trees, and fly stumps as savage, good, and evil trees respectively.

Added quecamedas and raw quecamedas, as an ornamental threadable metal, and its raw form.

Changed mithral to star silver, and truesilver to astral tears.

Made more adjustments to previously added creatures and entities.

**v 0.5**

Added smangesk†bus as evil cavern beasts and as such as goblin pack beasts.

Added crimson stars as desert beasts.

Added black stars as megabeasts.

Added spire recluses as evil mountain beasts.

Added ash creepers as underground vermin.

Added moon beetles as forest vermin.

Added needle masses, neckbreaker maces, and sharp fans as trap component.

Added the Halls of Light custom building, built from three glass blocks and three glass statues.

Added Halls of Light reactions to extract a bar of star silver from silver bars, a luminous glob from star silver bars, and luminous weapons from luminous globs.

Added the ability (adventurer reaction) to search for rope reed and to turn it into thread.

**v 0.6**

Updated Wanderer's Friend inclusion

Updated Direforged mini-tanning to make fur instead of hair, made chitin from butchering be usable immediately.

Added iron devastators as new megabeasts.

Added coral maidens and duskblooms as new night creatures.

Added a building and a reaction that should cause kobolds to only use copper.

Removed feathered encars for the time being to deal with a weird caste-related worldgen crash.

Update to a number of creatures and entities to take advantage of the 31.17 features.

**v 0.62**

Bugfixes, returned feathered encars, and moved over to Toady One's temporary kobold fix.

Made two dark masters appear in world gen.

Turned the surface itarin into surface outposts of the deep evils. They should usually have only a single fortress (not dark fortress)

Reduced dwarven and elven banditry.

Increased the needed size for two-handed use of some weapons.

**v0.75 - Frozen Reaches, Rising Mountains**

Updated Wanderer's Friend inclusion

Added frost and rock wyverns and saumen kar as new semimegabeasts.

Added carraighs, crag foxes, and stonescale snakes as mountain beasts.

Added diamond butterflies as mountain vermin.

Added ice runners and snow beasts as arctic beasts.

Added flakeflies as arctic vermin.

Removed pigs due to their inclusion in 31.19.

Removed fur tanning in favor of the official wool use.

Basic implementation of strong creature materials loosely based Lofn's Wanderer's Friend mod for megabeasts and others.

Allowed copper anvils, made kobolds not eat and drink.



## v1.00 The Chaos Age has passed.

Updated Wanderer's Friend inclusion.  
Updated several raw files for new features.  
Added mire bushes as an aboveground source of nut oil and soap.  
Added crested helmets, deep morels, and cavern gourds as underground food crops. Crested helmets are brewable, cavern gourd seeds provide oil.  
Added starberries and pig plants as aboveground food crops. Starberries are brewable, pig plant seeds provide oil.  
Added adventurer reaction to knap stone mortars.  
Added lyroakas as a new entity.  
Added hobgoblins as a new entity.  
Added the carmine fey as a new entity, with some new weapons unique to them.  
Added vaulting drachlings as new forest/wetland beasts  
Added anurisphinxes and bhotisphinxes as new semimegabeasts.  
Added great sphinxes as new megabeasts.  
Added arcane rods and "dust" as new tools, used for adventure mode magic.  
Added basic adventure mode reactions for "spellcasting"  
Added crysants as a new hive-able evil vermin, and the associated "tool" fancy structure.  
Added clattering teeth as an evil underground grass.  
Added snapper men as new underground animal people.  
Added open helms, manicas, crescent shields, and long shields as new items.  
Allowed dwarves to make balls and chains.  
Added basic hardening of leather into boiled leather using normal leather and wax.  
Discontinued parrots and birdkin. Their raws reside in noncreature\_direforged\_discontinued.txt if you want to use them.  
Replaced itarin language. The old itarin language remains available on an unparsed file.  
Tweaks: Increased honey production from pressing honeycombs, increased crutchwalking skillgain, reduced mining skillgain, tweaked dwarf civilization names, made wood blocks be called planks, removed option to make copper anvils.

## v1.1 From the Ashes

Added nine nonexistent/fanciful creatures.  
Added gildengleams as a new savage/evil (for now) creature.  
Added crawling scars as new underground vermin.  
Added sawmill for several entities, including dwarves.  
Added “halo” gem cut for aurides  
Added slaughterwar master secret and wargaunt animation  
Added vermancer secrets and slave spinner/spitter animation  
Added wendigo curses  
~~Added near-specific secrets (not working as intended)~~  
Reduced trade capacities of animals to half their stock values.  
Change up for adventurer magic – dazzling light and flame arrow are replaced with flash concoction and fire concoction, added swift concoction, lungwater concoction, and concoction of earthen skin.  
Added hist fig taunts for having killed aurides and wurad.

## V1.1B Minor Update

Changed GRAZER formula from 60,000,000/body size to  $15 + (60,000,000/(\text{body size}^{(5/6)}))^{4/5}$ .  
Snow beasts and torostriches received GRAZER values based on the new formula rather than ones designed to keep them alive.  
Animal people are much closer to humans in size now.  
Reduced frequency and population numbers of giant versions and variation-based surface animal people.  
Trader problems with dangerous flarestone and/or firehound blood solved.

## V1.2 The Strange Lands

Updated raws, including, but not limited, for trees, civ values, and creature personality, gaits, senses, and odors. (Including hover flight gaits for brainspawn and a few others)  
Retired the V1.1B animal person/giant version population fix in favor of the official one.  
Added su'ulreghs, weaving orsists and woolworms as underground pets.  
Added desert wargs as savage desert predators/mounts.  
Added winterbrights as savage taiga and temperate woodland trees.  
Added wyrmblood trees as savage desert and tropical woodland trees.  
Added warg thorns as savage desert trees  
Added strange tentacles as evil wetland trees and spiderroots as good wetland trees.  
Added ogre noses as evil plants.  
Added the censer and alchemist's laboratory as new workshops.  
Added the ability to press essences from plant material as raw material for alchemy, and two grand essences as end products.  
Added hearthperson equivalent to a few civs, and expanded hobgoblin positions.  
Added eight types of headgear – conical caps, cylindric hats, drooping hats, fillets, hair nets, headbands, pointed hats, and wide-brimmed hats.  
Changed the bodyplans of all hoofed animals to increase their butchery yields.  
Increased wait period for several interactions to make them less rapid-fired.  
Reduced sawmill yield from 5 planks to 4 planks.  
Greatly reduced pain for bone damage.