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ADVENTURE RUNS WILD

Western Immoren is a big, dangerous place with new threats around every corner. Ready to stand against these challenges are tribes of brave and cunning folk who must use every trick at their disposal merely to survive. Some groups you already know—farrow, gatormen, Nyss, pygs, Tharn, trollkin—but you will encounter many others who call the forests, mountains, and swamps of the wilds their home.

This supplement introduces several new races to *Iron Kingdoms Unleashed* and provides new options for core races from the *Iron Kingdoms Full Metal Fantasy Roleplaying Game*. New careers, equipment, and warbeasts are included as well as new encounters, new creatures, and a full adventure for Game Masters to engage and challenge their players.

Wild Adventure also includes new rules for players and Game Masters, covering the creation of potent magical items and weapons as well as the use of mystical rituals to manipulate the weather, bind feral spirits into service, or even reshape the very landscape.

Iron Kingdoms Unleashed: Wild Adventure will help you take your *Unleashed* adventures to a level of wild savagery unlike anything before!

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WILD FOLK

The tribes and peoples of western Immoren's wilderness are a varied group. Some are newcomers to the land, working to find their place among the shifting boundaries and loyalties of other tribes. Others are stalwart, living now as they did millennia ago. Despite their differences, they share one thing in common: the struggle to survive. Faced with rival tribes, hungry monsters, and the steady encroachment of civilization, all must stand with their allies in defense of a world where survival is not guaranteed—a land where those who cannot defend themselves are subjugated—or worse—by the more powerful.


CROAK TRIBES

Croaks (or *anura*, as they are sometimes called) are a primitive, amphibious race native to the tropical expanses of the Shattered Spine Islands of southeastern Immoren. Hunting, community, and a close relationship with the land are the central tenets of

life within a croak tribe. A wide variety of croak subspecies can be found throughout the island chains, each varying in custom and appearance. Many of these tribes hold a general policy of isolation, and only recently have these natives of the southeast been ushered into the forests and swamplands of western Immoren.

The Skorne Empire has subjugated numerous races to further its ambitions for westward expansion, and the croaks are no exception. When the Army of the Western Reaches crossed the burning sands of the Bloodstone Desert in pursuit of new conquests, they brought with them croaks captured from the Shattered Spine Islands. The skorne believed that the croaks' natural skill for navigating and hunting within forests and wetlands would prove a major boon in the west. Many of these captives continue to serve the skorne, though it was not long before some of them slipped the leash of slavery and disappeared into the wilds.





Croak territories extend throughout the vast Shattered Spine Islands and portions of the Alchiere subcontinent. Croaks prefer areas with dense foliage and high water levels. Many of their tribes have called the same islands and coastal forests home for generations, relocating only when presented with an insurmountable threat.

Geography and a stringent sense of isolationism have kept many tribes separated for hundreds of years, if not thousands. Flora and fauna in these regions vary considerably, and the physiologies of the many croak subspecies in these regions carry the same degree of variation, most notably in the coloration of their skin and the shape of their hands. Skin tones among croaks range from a muddy greenish-brown to a vibrant yellow, depending on the flora of the environment. Many subspecies have two opposable thumbs; others have only one. Their fingers also vary, both in number and in shape. The fingers of some subspecies end in circular suction cups more conducive to climbing, but all croaks possess an aptitude for scaling trees.

Recently introduced into the west, croaks are still working to find their niche in a new world filled with dangerous rivals such as bog trogs and gatormen. Scattered pockets of small communities dot the land from Scarleforth Lake to the central Thornwood. Other significant holdings exist in the Fenn Marsh and the Marchfells, though even the largest croak tribes in western Immoren pale in comparison to the populations of neighboring races.

SOCIETY AND CULTURE

Croaks live in communal tribes of fifteen to fifty members. Tribes live in a series of huts constructed from branches and reeds, nestled within the low forks of large trees. These communities are located along waterways or within wetlands. Hunting and fishing provide the majority of sustenance for the croaks. Armed with spears, croak fishermen hunt amid the massive roots of marsh groves, watching the water's surface for their next meal as their young clamor amid the treetops above.

The positioning of croak villages on the waterfront or in the treetops hovering over wetlands is also essential for the tribe's spawning pools. Like other aspects of croak life, spawning pools are a communal affair. As a result, young croaks are considered to be the responsibility not of a specific pair, but rather of the community at large.

With no traceable lineage among the tribe, croaks do not inherit positions of authority based on birth. Instead, leadership roles are granted by merit. Positions within the tribe's central leadership are earned through a series of mating and dominance displays. The tribe's most accomplished hunters commonly fill these roles. At the height of each season, croak hunters participate in a contest to see who can slay the largest beast for the season's feast. This competition pushes young croaks to take unnecessary risks so that they can later boast of their deeds. Croaks are known for belting out pronouncements of their accomplishments in Kworak, the Croak language. Each caste within the tribe also chooses a representative who may be called upon by the council of hunters. These representatives are asked for their opinions on matters regarding their areas of expertise but are rarely included in the decision-making process.

TRADITIONS AND BELIEFS

Croaks' spiritual beliefs center on the twin deities Tagasca and Dagascar. The two are conjoined, sharing the same body but possessing separate heads and arms. Though their depictions vary from one subspecies to the next, they always resemble their worshippers, and their form is regarded as the height of perfection. Tagasca, the goddess of the hunt, guides the croaks in manners of survival, hunting, and warfare. She knows the land intimately, and her blessings help her followers run down their prey and remain unseen by their enemies. Upon making a kill, croaks invoke Tagasca's name and offer choice organs to her, typically by dropping them into rivers or other bodies of water to be consumed by the water spirits they believe inhabit the bodies of fish. Dagascar, the god of mysteries, represents the croaks' connection to the arcane. Croaks attribute the occurrence of miracles and overall good fortune to Dagascar, who is said to see the true path of all currents and to lead the anura through the tides of life, death, and rebirth. Wisdom, history, and the knowledge of tools are all associated with Dagascar. Though each deity bears authority over different aspects of croak life, the twins are often referred to as a single being, their names used interchangeably.

Conjoined twins are not common among the croaks, but they are less of a rarity than they are among other races. The birth of conjoined twins is celebrated and viewed as a minor manifestation of the gods, and they are held in high regard within a tribe. Unlike Tagasca and Dagascar, one twin in each pair tends to be malformed. These weaker twins depend on their stronger siblings for survival, but in turn they provide poorly understood benefits, such as augmented arcane powers. These arcane talents lend further credence to the perceived divinity of conjoined croak twins. Some tribes, believing these twins to share the wisdom of Dagascar himself, seek their opinions on important matters; others treat them as prophets. Conjoined twins are also said to channel the essence of Tagasca and are potent tools in times of war, wielding their arcane power to break the strength of enemy raiders.

RELATIONSHIPS WITH OTHERS

Until their recent capture and relocation to the west, croaks had little contact with other races. Bad relations with their skorne captors have caused croaks to distrust other races of similar appearance, including humans and elves. Most of their new territories are remote, and many of them overlap those of gatormen, bog trogs, and trollkin. For the most part, encounters with these races are mutually beneficial, and croak hunters often provide their services to powerful tribes and groups, including the Blindwater Congregation and the United Kriels, in exchange for supplies. When contact with others incites hostilities, croak tribes relocate rather than engage in protracted violence.

GOBBER TRIBES

Two races of goblins inhabit western Immoren, each differing from the other in both physical appearance and cultural norms. Gobbers, the smaller of the two, are generally timid and live peacefully within the societies of other races. Of the few who have not settled in cities, most live seminomadic lifestyles, traveling the roads and paths of western Immoren in small family groups and occasionally stopping to sell their wares and services. Many of these individuals have an aptitude for alchemy, scavenging, and tinkering—skills primarily useful in civilized cities but also appreciated by those living in the wilds. Such caravans, which carry news as well as trade goods, are welcome in almost any camp in western Immoren.

Under the Molgur alliance, gobbers not only orchestrated the acquisition and delivery of supplies, but also infiltrated enemy strongholds to sabotage operations and steal valuable resources. The defeat of the Molgur left the diminutive gobbers without the support of the larger races. Over time, gobbers made themselves useful in the shifting social climate and migrated into cities or sought shelter with the tribes and kriels of the wilds, though some groups, like the swamp gobbers and bands of tinkers, managed to get by on their own.

Pockets of gobbers exist throughout western Immoren, both in their own communities and in those of other races. Tinkers, mechaniks, and alchemists occupy the cities and roads, and groups of swamp gobbers maintain a strong presence along the Dragon's Tongue River and within the Widower's Wood, where their cunning and ingenuity allow them to fill niche roles among river pirate crews and groups like the Blindwater Congregation.

SOCIETY AND CULTURE

Whether it consists of a small band of tinkers on the road or an entire tribe, community is the linchpin of gobber society. Due to their size, gobbers have long banded together when faced with a threat, and a danger to one member of the community is considered a danger to all. When pressed by larger foes, gobber tribes rely on gang tactics, ingenuity, and cunning to win the day.

Gobbers value adaptability and consider resourcefulness a virtue. They take pride in making the most out of whatever materials are at hand, whether assembling something useful from scrap parts or cooking a particularly fine stew from nothing more than grasses, fungus, and a few morsels of meat. The distribution of resources among gobbers is tied to their sense of community. Possessions are shared freely between individuals, and personal ownership is a foreign concept for most, a fact that sometimes leads to trouble with other races.

Though gobbers nearly always learn the language common to the region in which they live, all gobbers speak some form of Gobberish. Gobberish maintains elements of a language that predates the Molgur alliance, but it has become somewhat diluted over the generations, splintering into a number of dialects. Gobbers incorporate other languages into their own, bodging together words and phrases the same way they might compile various junk parts into a cohesive and functional machine.

TRADITIONS AND BELIEFS

Since the fall of the Molgur, gobbers have set aside the Devourer Wurm in favor of Dhunia, seeking a closer relationship with the earth and desiring harmony rather than the continued violence they engaged in under the Molgur alliance. Though many gobbers keep shrines to Dhunia, those living among other races celebrate the holidays of other prominent religions, helping to cement their acceptance within the community.

For gobbers roaming western Immoren's backroads, particularly those who are tinkers by trade, scavenged objects carry their own significance, especially if the recovered item has an interesting story attached to it. Such items are regarded as treasures and are sometimes used as collateral in games of chance between roving gobbers.

RELATIONSHIPS WITH OTHERS

Their amicable nature and general usefulness make gobbers common intermediaries between the civilized world and the peoples of the wilderness. Whether dealing with temperamental gatormen or Cygnaran merchants, gobbers find a way to get along affably with almost everyone, and they are welcome additions to adventuring companies. Their ability to craft new gear and utilize alchemical components makes them particularly valuable in wilderness settings.

BOGRIN TRIBES

Bogrin are slightly larger than their gobber cousins and are widely considered to be the more aggressive of the two races. Rather than seek refuge within the cities of other races, many bogrin carve out a hard existence in the wilds, relying on tight-knit tribes to fend off those who would prey upon them. Although they are more combative than gobbers, bogrin prefer not to resort to violence until they have superior numbers, and they rely on traps, poison, fire, and ambush tactics to even the odds against some of the more physically powerful entities they contend with. For the bogrin, the old ways are the best ways, and their existence is rooted in the primal nature that has ruled them since the birth of their race.

During their time under the Molgur alliance, bogrin carried out countless ambushes against early Menite patrols, dropping unsuspecting soldiers into spiked pits or snagging them with ropes and hauling them into trees. They also used their understanding of primitive alchemy to set fire to numerous human villages and outposts, an act for which modern bogrin share an affinity. Once the alliance collapsed, the bogrin continued their raiding activities, though not without a note of caution. Whereas gobbers sought to integrate themselves into the societies of stronger races, bogrin took a more self-reliant approach and turned inward, preserving their numbers by any means necessary and taking supplies from those they could easily overpower rather than depending on trade.

Bogrin can be found in some of the Iron Kingdom's less savory cities, such as Five Fingers and Berck, but the majority reside in isolated wilderness areas, particularly within hard-to-reach mountain regions. Due to their resilience, bogrin can inhabit



even the harshest climates. Bogrin tribes tend to be large and are known for the tenacity with which they defend their territory from outsiders. Bogrin take great pride in their ability to fend off opponents twice their size, and their reputation alone is often enough to keep would-be assailants from attacking an entrenched bogrin village.

SOCIETY AND CULTURE

Generations spent battling bigger and stronger foes have instilled in bogrin a powerful communal spirit. Much like gobbers, bogrin share resources among all members of a tribe, though not always in equal measure. The largest and most physically imposing bogrin are given first pick when it comes time to divide the spoils of hunts or raids, claiming whatever choice cuts of meat or trinkets catch their eye and leaving weaker bogrin to squabble over the remains. Though viewed as ruthless and deceptive by outsiders, bogrin demonstrate a keen sense of loyalty to others of their tribe.

Equally capable of withstanding harsh cold or sweltering heat, bogrin can be found in a wide range of environments. They have a knack for seeking out remote, easily defended locations that are unlikely to draw attention. Regardless of the location, bogrin find ways to construct clever traps from whatever

resources are on hand, making the idea of assaulting one of their lairs a risky proposition. Like gobbers, many bogrin speak Gobberish, but a good number of tribes continue to speak Molgur-Bog, a tongue now unrecognizable by all but the bogrin themselves.

TRADITIONS AND BELIEFS

Bogrin abide by a belief system much more dualistic than those of other wilderness races, and they worship both the Devourer Wurm and Dhunia in equal measure. Each deity is associated with particular aspects of bogrin life: Dhunia tends to matters involving healing and childbirth, and the Wurm plays a role in hunting and warfare. Bogrin settlements commonly take root in mountain caves or abandoned mines to feel closer to the Great Mother, who they believe reaches out to them through the surrounding stone to shield them from harm. When facing foes not easily overcome with traps and ambushes, bogrin tribes offer blood sacrifices to the Wurm in the hope of tipping the odds in their favor.

Body modifications, including piercings, tattoos, and scarification, are common among bogrin. Some bogrin have even taken to branding themselves as a sign of loyalty to a tribe or a network of tribes.

RELATIONSHIPS WITH OTHERS

With their hostile nature and history of preying on weaker neighbors for survival, bogrin have earned the ire of many civilized nations and are not permitted inside most cities. Still, bogrin who have been exiled or whose tribes have suffered overwhelming losses often find work with adventuring companies as guides or enforcers. Despite their seemingly hostile demeanor, many of these adventuring bogrin form attachments to their companions similar to those they form with other bogrin. They view the group as an extended family and will go to great lengths to see to the safety of its members.

OGRUN CLANS

Ogrun are known far and wide for their great size, incredible strength, and fierce sense of loyalty. Though most extant clans descend from Rhulic traditions, some few remain independent and connected to their ogrun heritage. These clans are among the most reclusive of all the races that once made up the Molgur alliance, and they inhabit only the most isolated corners of western Immoren. They are a hardy and proud people capable of carving out a living from cold mountain peaks and barren hills. Although they are slow to make bargains with others, their word is their bond, and their sense of honor is matched among wilderness races only by that of certain trollkin kriels.

After the defeat of the Molgur, the ogrun were set upon a path of loss and persecution. Menite purges completely destroyed many ogrun clans and drove others from their homes. Compounding their plight, a time of great famine left the ogrun tribes desperate. Battered, beaten, starving, and actively hunted, many ogrun tribes sought aid from the Rhulfolk against whom they had recently waged war, swearing fealty to the dwarven houses and eventually becoming full citizens of Rhul. Others, seeking places where the Menites were unlikely to follow, took refuge amid the highest peaks of the northern mountain ranges or scattered to the far corners of the map. A few clans continued to clash with mankind, resulting in the destruction of most of their members. The descendants of these refugees and holdouts now live an isolated existence in harsh landscapes, unwilling to abandon the wilderness despite the expansion of the kingdoms of men.


Since the induction of their brethren into Rhulic society, little has changed for the ogrun who live beyond the scope of cities. Pockets of these clans exist throughout northern Khador and Llael, particularly within the Borokuhn Mountains and the Shard Spires. Other clans occupy the Murata Hills of Ord and the upper reaches of the Wyrmswall to the south, and a few now inhabit the Rotterhorn beyond the eastern border of the Protectorate of Menoth.

SOCIETY AND CULTURE

Ogrun villages consist of stone dwellings whose multiple tiers provide a defensive advantage. Some of these structures are built into steep cliff faces and offer limited routes of approach. Multiple extended families live together within the dwellings, sharing in the responsibilities of cooking, crafting, and protection of the home. A single ogrun clan can consist of dozens of these collected families with upwards of two hundred individual ogrun.

All ogrun clans place great emphasis on loyalty and upholding one's oaths. Young ogrun leave their villages to strike out on their own for a time and prove themselves worthy of acceptance into adulthood. These excursions, which can last years, are thought of as a means to temper an individual's character through both hardship and experience. The young ogrun undergoing this trial are known as *bokur*, or "unsworn,"





and they travel through the wilds and into industrialized communities in order to experience the wider world. They also hone vital hunting, fighting, and survival skills during this time. Upon their return, these ogrun swear loyalty to a *korune*, whom they serve so long as they both live. Such oaths are the foundation of the hierarchy that exists at the center of each clan. From this point forward, the sworn ogrun are known as *rokur*, an ogrun word that roughly translates to “vassal.” A rokur is subject not only to the will of his korune, but also to that of any korunes farther up the chain. Each oath denotes a link in the clan’s overall structure.

At the top of this chain stands the chieftain, who controls the entirety of his village through oaths sworn to his subordinates. Rather than valuing only strength, ogrun place equal emphasis on wisdom and the capacity for solid leadership. A true ogrun chieftain is able to guide his clan during times of famine, employ cunning strategies in times of war, and cut down hardy foes with axe and polearm.

Although wilderness clans occasionally come into contact with one another, their numbers are so few as to make these encounters a rarity. The majority of this contact comes in the form of traveling bokurs. A young bokur who finds a mate while traveling between various ogrun communities may elect to swear an oath to a korune from a different clan, ensuring fresh bloodlines and building stronger relationships between clans. Familial ties are strong among ogrun, and their indomitable will to protect blood relations has made all the difference in their continued survival. Clan warfare is almost unheard of, and disputes between members of the same village are often settled through feats of strength designed to allow both parties to survive the disagreement, such as tossing boulders over great distances.

TRADITIONS AND BELIEFS

Of all those united under the Wurm against the Menites, the ogrun were the least invested in the frequent and bloody rituals meant to call upon the god for its favor. Worship among the ogrun clans had been subdued before the rise of the Molgur, and their practices were more structured and disciplined than those of their allies. With the defeat of the Molgur alliance, ogrun clans became instilled with doubt about their worship of the Beast of All Shapes. The defeat and subsequent splintering of their people signified steps down a wrong path, and the ogrun shook off their long-standing devotion to the Devourer, turning instead to Dhunia and asking the Great Mother to help them recover from the losses suffered in the war against the Menites. For the ogrun, this casting off of the Wurm carried great significance, signaling a return to the core concepts of honorable conduct and clan unity.

Because literacy is uncommon among the ogrun clans of the wild, much of their history is passed on through oral storytelling. Ogrun clans also inscribe images depicting major events or important individuals into large rock faces known as ancestral walls. These walls, which are typically found inside mountain caves or on cliffsides, display carvings predating the Molgur alliance. Such sites are considered sacred among the

clans and sometimes serve as burial sites for honored dead. Many young ogrun make pilgrimages to remote ancestral walls during their formative years, leaving a small inscription to denote their place in the clan’s history or to relate the deeds of a fallen family member.

Ogrun who honor the old ways place much value on the acquisition of battle trophies. When such an ogrun vanquishes a worthy foe, such as a dangerous beast or an accomplished warrior, he often commemorates his victory by removing a trophy from the defeated opponent. So it is with the ogrun of the Greybranch Mountains, who take a single vertebra from each of their kills, boil and clean them, and weave them into the extensive braids that descend the backs of their warriors. As these warriors age and their accomplishments grow, an extensive braid bound around the bones of their enemies provides ample evidence of their combat prowess. The eldest and most skilled of these warriors possess braids that rattle with the bones of countless defeated foes. Although the majority of ogrun who dwell within the borders of civilized nations have long shunned the collection of such trophies, recent generations within Rhul and Cygnar have taken to leaving the battlefield with mementos of their own, though their trophies tend to be less gruesome than those of their wild brethren.

RELATIONSHIPS WITH OTHERS

Even though reclusive wild ogrun clans make their homes in locations of little interest to the nations of men, their lives are not without territorial disputes. Bogrin tribes take up residence in the same mountainous regions, and bloody feuds between the two races are frequent. Though exceptions exist, animosity between the two groups runs deep.

Ogrun clans sometimes strike deals with other Dhunian races, particularly trollkin, to combat a common foe or simply to occupy the same region without fear of hostilities. Gobber tinkers are welcome in most ogrun villages, and they facilitate the trade of supplies between the clans and human or Rhulic cities. Young ogrun bokurs sometimes pick up interesting companions on the road, throwing in with mercenary or adventuring companies in order to make the most of their time abroad. The ogrun living near the Shard Spires had long maintained peaceful relations with the Nyss inhabiting those frozen peaks, but the recent appearance of dragonspawn has taken its toll on both the ogrun clans and the Nyss shards. A large portion of the ogrun in the area have succumbed to the blight raging through the region.

NEW RACES

BOGRIN



Bogrin are related to the more common gobbers, but they are taller, heavier, and harder than their diminutive cousins. Quick, sly, and considered more than a little underhanded, bogrin are a Dhunian race, though some tribes are more closely associated with the Devourer Wurm due to the collective ferocity of their tribal societies. Naturally able to resist extreme temperatures, bogrin range across all of western Immoren in areas as varied as the Wyrmwall Mountains and the Bloodstone Marches, and they are one of the few races that inhabit the Burningfrost Plains.

Bogrin stand four feet tall on average and have lithe, wiry builds. Their heads are broad, and their ears are long and pointed. They have the same mottled green-gray skin gobbers do, but the sagittal ridge running from above the nose to the back of the head provides a distinctive look that separates them from the more common gobbler.

Bogrin societies are loose knit, violent, and almost incomprehensible to most outsiders. Bogrin appear tribal on the surface, but factions within each tribe vie not only against one another, but also against the tribe's chieftain. Those who are strong enough to take something from another view it as their natural right. This chaotic structure carries over to their dealings with their allies. Although bogrin living among other groups forge loyal relationships with members of their "adopted tribe," their aggressive nature can get the better of them, and a simple misunderstanding can escalate to violence in moments. Bogrin often end up instigating trouble among their adopted brothers and sisters in pursuit of their own goals. Like gobbers, they care little for the idea of personal property and can find themselves in the midst of arguments and accusations of thievery.

BOGRIN

	STARTING VALUE	HERO LIMIT	VET LIMIT	EPIC LIMIT
PHY	5	7	7	7
SPD	6	7	7	7
STR	4	5	6	7
AGL	4	5	6	7
PRW	4	5	6	7
POI	3	5	6	6
INT	2	4	5	6
ARC	—	—	—	—
PER	3	4	4	5

Archetypes: Cunning, Mighty, Skilled

Languages: A bogrin starts the game with two languages: Molgur-Bog and one other he has picked up in his travels.

Height: 42–52 inches male, 40–50 inches female

Weight: 60–90 pounds male, 50–75 pounds female

Additional Characteristics:

Bogrin have a racial modifier of +1 DEF.

- **Deft** – Whether or not they have the Skilled archetype, bogrin characters start the game with the Deft archetype benefit. This benefit is in addition to any other archetype benefits the character starts with.
- **Temperature Resistance** – Bogrin gain +2 ARM against cold and fire damage and boosted rolls to resist the effects of exhaustion caused by extreme temperature.

CROAK



Croaks, called anura by some, are bipedal amphibians who live in small tribal communities throughout many wild swamplands. They stand around four and a half feet tall and have frog-like features and spotty skin that ranges from dull brown and green to bright yellow and orange. A heavy build and broad pads on their fingertips make them excellent climbers. Though often underestimated by more advanced cultures, they are an intelligent, if primitive, race. Croaks are native to the Shattered Spine Islands southeast of the Abyss, but many were enslaved long ago by the skorne. Some of these slaves were brought west with the Army of the Western Reaches, serving as hunters and scouts. Those who escaped found new homes throughout the wilds of western Immoren, where they enjoy a life of freedom.

Croaks wear simple clothing (when they wear any at all) and arm themselves with basic weapons and utilitarian tools. Mature croaks secrete a toxin from glands on their skin, and they coat the blades of their weapons with the substance. Being exothermic, croaks are most agreeable during the warmest part of the day. They are sluggish and difficult to engage when the temperature drops, and they avoid traveling to colder climates whenever possible.

Along with their natural skill at climbing and swimming, their mastery of spears and javelins makes croaks excellent hunters. They also excel as guides and warriors. Only a few croaks possess the capability for magic, almost all of whom are conjoined twins. These anomalies are revered among croak culture but rarely rise to positions of leadership, instead serving as councilors to tribal authorities.

Croaks' bulky bodies mask a surprising nimbleness, which they use to great effect. When fighting, croaks use their environment to maximum advantage; they will climb to great heights and hurl javelins from afar or hide underwater to attack their foes with their long spears. Male croaks can produce a loud, guttural call with a surprising range of sounds, and some have voices comparable to those of the fell callers of the trollkin. Other races can learn to interpret these calls, allowing croak scouts and guards to warn their compatriots of threats over great distances.

CROAK

	STARTING VALUE	HERO LIMIT	VET LIMIT	EPIC LIMIT
PHY	5	7	7	8
SPD	6	7	7	7
STR	4	5	6	7
AGL	4	5	6	7
PRW	4	5	6	7
POI	3	5	5	6
INT	2	4	5	6
ARC	*	4	6	7
PER	3	4	6	7

Archetypes: Cunning, Gifted, Mighty, Skilled

Languages: A croak starts the game with three languages: Kworak, Havaati (see *Iron Kingdoms Unleashed: Skorne Empire*), and one other he has picked up in his travels.

Height: 48–60 inches male, 44–56 inches female

Weight: 130–165 pounds male, 95–150 pounds female

Additional Characteristics:

- **Amphibious** – Croaks treat water as open terrain and gain concealment while within water. Amphibious characters never make Swimming skill rolls and can always advance their full SPD while swimming (*Iron Kingdoms Unleashed Roleplaying Game: Core Rules*, p. 194). A croak can remain submerged for a number of turns equal to twice his Physique stat.
- **Poison Glands** – A croak can spend a quick action to coat one of his melee or thrown weapons with poison, which affects the weapon's next attack. A character damaged by a poisoned weapon must immediately make a PHY roll against a target number of 12. If the roll succeeds, nothing happens. If the roll fails, the target suffers an additional d3 damage. Croaks are immune to the effects of croak poison.

OGRUN



Ogrun are a tall, formidable race. Ruddy skin, pointed ears, and dark hair provide them with a somewhat monstrous but regal look. Standing over seven feet tall, ogrun are known for their physical prowess and ability as warriors and laborers. While most ogrun have integrated themselves into the civilized lands of the Iron Kingdoms and Rhul, some few still call the wilds home. There they form small, nomadic tribal communities.

Due to their size, ogrun make excellent warriors, hunters, and laborers. They take great pride in whatever they do; even a simple ogrun laborer views his place in the scheme of life as worthy of respect, conducting himself honorably and never shirking a promise. Although many ogrun warriors have learned more practiced fighting styles while in civilized lands, some simply rely on brute force and determination in battle. Even if they do not respect the intentions or actions of a foe, ogrun are wary at all times and never assume an enemy will be easy to defeat in battle. Those ogrun who call the wild lands home often exhibit great skill as tinkers, scouts, or guides in addition to their fighting prowess. A Dhunian race, ogrun possess a deep spirituality across their culture that is nearly unmatched by other races. This spirituality informs their belief in the sanctity of oaths, honor, and respect.

Most ogrun live in Cygnar, Khador, Ord, Llael, and Rhul and have fully integrated into civilized society. However, when young ogrun bokurs travel in search of a worthy korune to serve, some instead feel a call to the wilderness and a simpler lifestyle. These ogrun seek out clans that dwell in the wilderness as their ancestors did, swear allegiance to the clan's mightiest korune, and join the clan as new members. Wilderness tribes who gain new members from the sooty streets of the Iron Kingdoms benefit greatly from the talents of the once-civilized ogrun, often learning new techniques for smithing, stoneworking, and similar professions.

Ogrun are unfailingly loyal to their friends and expect the same in return. An ogrun who has been betrayed feels the treachery deep in his heart and may well swear an oath of retribution for such an act of disloyalty.

OGRUN

	STARTING VALUE	HERO LIMIT	VET LIMIT	EPIC LIMIT
PHY	6	7	8	9
SPD	5	6	6	6
STR	6	8	9	10
AGL	3	5	5	6
PRW	4	5	6	7
POI	3	4	5	6
INT	3	5	5	6
ARC	—	—	—	—
PER	2	4	5	6

Archetypes: Cunning, Mighty, Skilled

Languages: An ogrun starts the game with two languages: Molgur-Og and one other he has picked up in his travels.

Height: 90–105 inches male, 82–97 inches female

Weight: 450–500 pounds male, 330–380 pounds female

Additional Characteristics:

Ogrun have a racial modifier of +1 ARM.

- **Huge Stature** – An ogrun can wield two great weapons, can use Two-Weapon fighting with great weapons, and can wield a weapon in one hand that usually requires two hands to wield, but he suffers –2 on attack rolls with that weapon.
- **Unshakable Oath** – This character can declare an oath and select another friendly character to swear the oath to. Until that character is destroyed, this character gains +1 on non-attack skill rolls if his actions align with the terms of the oath. When the chosen friendly character becomes disabled, this character gains +2 on attack and damage rolls for the remainder of the encounter.

SWAMP GOBBER



Most gobbers have integrated themselves fully into human society, but others dwell in the Thornwood Forest and the Widower's Wood, living a tribal existence similar to that of other less-civilized races. These gobbers typically settle in swamplands and are known by most (unsurprisingly) as swamp gobbers. Standing around three feet tall, these diminutive people have mottled green-gray skin and thin, wiry physiques, and many become excellent swimmers. Their patchy skin changes color slightly based on their mood; some have learned to control this fluctuation to a small degree.

Friendly and curious, swamp gobbers normally avoid violence except as a last resort. When pressed to fight, they are mindful of their small stature and rely on numbers, cleverness, and the land they call home. Swamp gobbers seek to know their environment as intimately as possible so as to take full advantage of it, both in their everyday lives and when confronted by outsiders. Their curiosity, lack of social graces, and unwillingness to recognize the concept of personal property often leads to such confrontations, and when violence erupts swamp gobbers stick together, attacking quickly and then retreating to safety.

Swamp gobbers live in seminomadic communal settlements of fifty to a hundred members, and these communities possess a culture distinct from that of other races, even that of their city-dwelling cousins. Although swamp gobbers are a Dhunian race that worships the Greater Mother, overt religion plays only a small role in their lives. Many swamp gobber communities have modest shrines to Dhunia and pay their respects to her, but these observances are nominal compared to those of races like ogrun or trollkin.

Swamp gobbers live in simple, crude huts made from local flora, though some tribes who trade with other races enjoy finer amenities, such as cast-iron cook stoves and simple steam engines. They can, as a group, pick up and move their entire community in a matter of hours, traveling to wherever food is more abundant and predators more scarce. Due to their kind's mistreatment by others, many swamp gobbers are hesitant to form friendships with the larger races.

SWAMP GOBBER

	STARTING VALUE	HERO LIMIT	VET LIMIT	EPIC LIMIT
PHY	4	6	7	7
SPD	6	7	7	7
STR	3	4	5	6
AGL	4	5	6	7
PRW	4	5	6	7
POI	3	5	6	7
INT	3	4	5	6
ARC	—	—	—	—
PER	3	4	5	6

Archetypes: Cunning, Mighty, Skilled

Languages: A swamp gobber begins the game with two languages: Gobberish and one other he has picked up in his travels.

Height: 34–42 inches male, 32–40 inches female

Weight: 42–60 pounds male, 38–55 pounds female

Additional Characteristics:

Swamp gobbers have a racial modifier of +1 DEF.

- **Deft** – Whether or not they have the Skilled archetype, swamp gobber characters start the game with the Deft archetype benefit. This benefit is in addition to any other archetype benefits the character starts with.
- **Hunting Ground (swamp)** – Swamp gobber characters start the game with the Hunting Ground (swamp) ability. This ability is in addition to any others the character gains from his starting careers.
- Swamp gobbers suffer –1 on attack rolls with two-handed weapons and rifles and must wield all great weapons two-handed.

NEW CAREERS

The following section presents new careers for *Iron Kingdoms Unleashed*. These careers are based on old traditions and adaptations to the ever-evolving world of western Immoren. Characters with these careers have found a niche in the wilds

and developed their talents and skills to fill it. Some are tied to a particular race or culture; others are holdovers from an older, much more savage world.

BERSERKER

PREREQUISITES: NONE

STARTING ABILITIES, CONNECTIONS, AND SKILLS	Abilities: Berserk (p. 24), Relentless Charge Connections: Connections (character's tribe) Military Skills: Choose two: Great Weapon 1, Hand Weapon 1, Thrown Weapon 1, Unarmed Combat 1 Occupational Skills: Intimidation 1, Survival 1
STARTING ASSETS	Leather armor and 25 gc
BERSERKER ABILITIES	Berserk (p. 24), Blood Quenched (p. 24), Blood Thirst (p. 25), Hyper Aggressive (p. 25), Overtake, Relentless Charge, Savage Strike (p. 26), Two-Weapon Fighting
BERSERKER CONNECTIONS	Connections (character's tribe)
BERSERKER MILITARY SKILLS	Great Weapon 4, Hand Weapon 4, Thrown Weapon 4, Unarmed Combat 4
BERSERKER OCCUPATIONAL SKILLS	General Skills 4, Survival 4



The berserker uses the simplest of weapons to great effect, carving through walls of enemies with ferocious ease. He deals significant damage, making him a premier melee combatant. Many berserkers worship the Devourer Wurm and demonstrate their devotion in bloody rites of sacrifice, following a path established by the Molgur warriors of yore. Some follow other gods such as Kossk or the wrathful incarnation of Dhunia, and a few simply devote themselves to the art of the kill. A berserker is a frontline fighter by nature, typically taking the brunt of any attacks. Berserkers are found in most cultures, and Tharn and many tribal humans honor berserkers above other warriors.

Berserkers are regarded by all as fearsome melee attackers. Even their friends and allies know to stay out of the way when a berserker steps to the fore in battle. They often smear themselves with the blood of fallen foes or paint themselves with fierce countenances as a show of pride in their ability and success. Many a chieftain keeps a berserker by his side as a personal bodyguard that he can unleash upon those who defy him.

Playing a Berserker: Play the Berserker if you want to be a bloodthirsty madman who is a danger to friends and foes alike. A Mighty Berserker can cleave through particularly tough opponents, while a Skilled Berserker is a deadly maelstrom of steel. The Berserker is a strong melee career focused on offense. For a more well-rounded character, pair this career with careers like the Scout or Warrior, which offer a broader skill base and defensive capabilities. As the Berserker gains experience, he earns access to abilities, such as Overtake and Hyper Aggressive, that increase his mobility on the battlefield as well as those that make him even better at destroying his enemies. Veteran Berserkers should pick up Savage Strike as soon as possible to maximize the damage of their strikes.

CROAK CONJOINED TWIN

PREREQUISITES: CROAK, GIFTED,
STARTING CAREER

STARTING ABILITIES, CONNECTIONS, SKILLS, AND SPELLS	Abilities: Conjoined (p. 25) Connections: Connections (croak tribe) Military Skills: Hand Weapon 1 or Thrown Weapon 1 Occupational Skills: Detection 1, Lore (arcane) 1, Survival 1 Spells: Bounder (p. 79), Mudfoot (p. 79), Venom Special: A character who chooses Croak Conjoined Twin as one of his two starting careers gains the Fast Caster Gifted archetype benefit.
STARTING ASSETS	75 gc
CROAK CONJOINED TWIN ABILITIES	Conjoined (p. 25), Empower Weapon, Great Power, Haruspex, Powerful Attack (magical) (p. 26), Share the Load (p. 26)
CROAK CONJOINED TWIN CONNECTIONS	Connections (Blindwater Congregation), Connections (croak tribe)
CROAK CONJOINED TWIN MILITARY SKILLS	Hand Weapon 2, Thrown Weapon 2
CROAK CONJOINED TWIN OCCUPATIONAL SKILLS	General Skills 4, Survival 2
CROAK CONJOINED TWIN SPELLS	Spells from the Croak Conjoined Twin spell list

Comprised of a pair of twins—one a full-bodied protector, the other a malformed, parasitic lesser twin—the conjoined twin is off-putting to many who do not understand them. Seemingly a defect of nature, the conjoined twin is seen among croaks as an imperfect reflection of their god, a single entity who wields great sorcerous power gifted by its bizarre form. The malformed twin uses its strange nature to cast a variety of spells with great skill, from simple protections to devastating magical strikes. As the protector of the pair, the larger twin shares the burden of their sorcerous gift, ensuring that the lesser twin is not as heavily taxed by the effort of weaving spells.

Conjoined twins are revered among their fellow croaks, but they rarely rise to a position of leadership. Instead they often fill the role of sage or vizier to a dominant hunter. The words of a conjoined twin carry great weight, and they can sway a chief hunter's opinions in important matters. A conjoined twin is two personalities in one body, and the two can sometimes be seen arguing quietly with each other. Most who encounter them view them as aberrations and avoid eye contact with the malformed twin in favor of dealing with the larger twin. This revulsion can lead outsiders to underestimate these powerful croaks.

Playing a Croak Conjoined Twin: If the saying "Two heads are better than one" really resonates with you, play a Croak Conjoined Twin. Essentially two characters in one, Croak Conjoined Twins are powerful spellcasters with a range of abilities that let them control the battlefield better than many of their peers. The Croak Conjoined Twin career is not potent in combat beyond the power of the spells at its disposal, so a stronger combat career is ideal for those who plan to hold the front lines with their allies. Thanks to the abilities Conjoined and Share the Load, Croak Conjoined Twins can make the most of their arcane abilities. At the Veteran level, Powerful Attack (magical) allows a Croak Conjoined Twin to conserve arcane resources while blasting out attacks with boosted attack and damage rolls.



DHUNIAN PARAGON

PREREQUISITES: DHUNIAN RACE (BOGRIN, FARROW, GOBBER, OGRUN), STARTING CAREER

STARTING ABILITIES, CONNECTIONS, AND SKILLS	<p>Special: Choose a season: spring, summer, fall, or winter.</p> <p>Abilities: Dhunia's Strike (p. 25)</p> <p>The Dhunian Paragon gains one of the following, depending on the chosen season:</p> <p>Spring: +1 PHY and +1 to racial maximum PHY at each level</p> <p>Summer: Summer's Wrath</p> <p>Fall: +1 PER and +1 to racial maximum PER at each level</p> <p>Winter: Winter's Respite</p> <p>Connections: Connections (character's tribe)</p> <p>Military Skills: Choose two: Great Weapon 1, Hand Weapon 1, Shield 1, Unarmed Combat 1</p> <p>Occupational Skills: Intimidation 1, Lore (Dhunian) 1, Medicine 1, Survival 1, Swimming 1</p>
STARTING ASSETS	75 gc
DHUNIAN PARAGON ABILITIES	Battle Plan: Desperate Pace (p. 24), Defender, Dhunia's Strike (p. 25), Fearless, Mother's Vengeance (p. 26), Overflowing Health (p. 26), Remedy (p. 26), Roll with It, Self Sacrifice (p. 26), Shield Guard, Shield Slam, Spring of Vitality (p. 27), Storm of Leaves (p. 27), Thick Skin (p. 27), Winter's Respite (p. 27)
DHUNIAN PARAGON CONNECTIONS	Connections (any Dhunian tribe or kriel)
DHUNIAN PARAGON MILITARY SKILLS	Great Weapon 3, Hand Weapon 3, Shield 3, Unarmed Combat 4
DHUNIAN PARAGON OCCUPATIONAL SKILLS	Command 4, General Skills 4, Interrogation 2, Medicine 2, Negotiation 2, Oratory 4, Seduction 2, Survival 4

Dhunia provides many blessings to her followers regardless of their race or arcane inclination. Some, blessed with superior fighting skills, use their access to divine energy to support

and defend their homes and loved ones. For races that worship Dhunia but lack magical abilities, such as gobbers and ogrun, these paragons are highly esteemed and revered within their communities. For other races, the path of the paragon offers another avenue to becoming one with the Great Mother.

When chosen by Dhunia, a paragon develops a predilection for a particular season of the year. The paragon can access Dhunia's gifts throughout the year, but they are particularly strong during this favored season. Spring paragons are often especially healthy, resilient, and virile, much like the wilds of Caen after a long winter's sleep. Summer paragons channel the brutality of a summer heat wave, making them potent forces of aggression and wrath. Autumn paragons are turbulent and full of change and can use their gifts to protect others and to help them hunt prey when food is scarce. Winter paragons can be harsh like the cold air and frozen earth, but their abilities protect them and others from enemy attacks and the harmful effects of nature.

Playing a Dhunian Paragon: Play a Dhunian Paragon if you want to play a character with near-magical abilities who isn't Gifted. The Dhunian Paragon allows a player to be a "good guy" with deep and compelling character, and the influence of the character's chosen season on his behavior and disposition provides plenty of roleplaying potential.

All Dhunian Paragons have strong support abilities that help protect fellow characters. The Dhunia's Strike ability allows the paragon to take on enemies who can be affected only by magical weapons, which can be extremely useful in a group without Gifted characters, such as a tribe of bogrin or gobbers.



GUIDE

PREREQUISITES: NONE

STARTING ABILITIES, CONNECTIONS, AND SKILLS	<p>Abilities: Advance Move (p. 24), Language (any)</p> <p>Connections: Connections (character's tribe)</p> <p>Military Skills: Choose two: Archery 1, Hand Weapon 1, Pistol 1, Rifle 1, Thrown Weapon 1</p> <p>Occupational Skills: Lore (extraordinary zoology) 1, Navigation 1, Survival 1</p> <p>Special: A Guide can be a member of any adventuring company, regardless of its requirements.</p>
STARTING ASSETS	75 gc
GUIDE ABILITIES	Advance Move (p. 24), Applied Knowledge (p. 24), Battle Plan: Double Time (p. 24), Dodger, Forager (p. 25), Language (any), Mark Target (p. 26), Survivalist, Traceless Path, Tracker (p. 27)
GUIDE MILITARY SKILLS	Archery 3, Great Weapon 2, Hand Weapon 3, Pistol 3, Rifle 3, Thrown Weapon 3, Unarmed Combat 2
GUIDE OCCUPATIONAL SKILLS	Command 3, General Skills 4, Medicine 2, Navigation 4, Negotiation 3, Survival 4, Tracking 4

A guide is among the most valuable individuals a group of travelers can bring with them if they want to avoid a messy death in the wilds. A guide spends years studying the wilderness in which he operates, learning all the landmarks and becoming a repository of knowledge about weather, migratory patterns, and anything else that can help him ply his trade. Although some guides receive formal training, a few simply learn by doing, gaining a suite of hard-won skills along with a network of remarkable scars.

Despite the seeming simplicity of their trade guides are quick to point out that their skills are nuanced and invaluable. They rarely hesitate to remind others just how dangerous getting lost can be. Guides treat each other as elite members of a special guild, and they take time to discuss and share secrets with each other whenever they meet. They move in many circles, trading information wherever they can.

Playing a Guide: If you want to save your comrades from a slow death by starvation—or a fast one as something else's dinner—play a Guide. A versatile career that can help others survive the harshest wilderness, the Guide has abilities that improve the survival chances of everyone in his adventuring company, including himself. With access to a mix of military and occupational skills, the Guide can take many different paths, from a Guide/Scout who is a true master of the wilderness to a more combat-oriented Archer/Guide who uses his knowledge of terrain to set up swift ambushes with the Advance Move ability. As a Guide gains experience, he can pick up a diverse set of occupational skills to make him even more useful. At the Veteran level, the Guide's Applied Knowledge ability allows his entire adventuring company to choose which branch of an enemy's life spiral to damage, thereby capitalizing on the best method of disabling powerful creatures.



HUNTSMAN

PREREQUISITES: NONE

STARTING ABILITIES AND SKILLS	Abilities: Camouflage, Harry (p. 25) Military Skills: Choose two: Archery 1, Crossbow 1, Hand Weapon 1, Rifle 1, Thrown Weapon 1 Occupational Skills: Craft (skinning) 1, Lore (extraordinary zoology) 1, Survival 1, Tracking 1
STARTING ASSETS	100 gc
HUNTSMAN ABILITIES	Big Game Hunter, Camouflage, Cautious Advance, Crossbowman, Dual Shot (archery), Dual Shot (rifle), Harry (p. 25), Hunter, Hunting Ground, Keen Eyed, Knife Thrower, Prey (p. 26)
HUNTSMAN MILITARY SKILLS	Archery 4, Crossbow 4, Hand Weapon 3, Pistol 3, Rifle 4, Thrown Weapon 4
HUNTSMAN OCCUPATIONAL SKILLS	Craft (fletcher) 2, Craft (gunsmithing) 2, Craft (skinning) 4, General Skills 4, Navigation 2, Sneak 2, Survival 4, Tracking 4



The huntsman is a master of the trail—a veteran tracker and hunter of singular repute. He knows his prey and can stalk it through all manner of wild lands, closing in stealthily to take it down with ease. This prowess makes the huntsman invaluable to a tribe, but it can also serve well in battle. The huntsman moves silently along the edge of the battlefield as he surveys the combat, revealing himself only to deal pointed ranged attacks before vanishing into the foliage again.

A huntsman's skill set also extends to aiding others in sneaking and hiding as needed. His knowledge of animals and monsters in general, and their habits in particular, is superlative and allows him to provide protection, combat capability, and food in equal measure. Some huntsmen decorate their clothing and equipment with trophies of their most recent kills. A huntsman often harbors a secret goal of tracking and killing a particularly dangerous beast; once this is accomplished, however, he will likely choose a new, even more difficult target, continuously testing his own skill.

Playing a Huntsman: If the concept of playing a stealthy, self-sufficient hunter proficient in the use of long-ranged weapons appeals to you, pick the Huntsman. The Huntsman career focuses on staying hidden from prey and striking it from a distance. A Skilled Huntsman is particularly dangerous, and a Cunning Huntsman has a wealth of options to enhance his skills. Paired with the Monster Hunter career, the Huntsman becomes the premier killer of beasts from long distance, supporting his allies from behind the lines or from the safety of expertly chosen cover. A Veteran-level Huntsman should pick up the Prey ability as soon as possible in order to maximize the chance that every shot fired will kill its intended mark.

SKINWALKER

PREREQUISITES: HUMAN, STARTING CAREER OR CONNECTIONS (CIRCLE ORBOROS) , RESTRICTED 2ND CAREER

STARTING ABILITIES AND SKILLS	Special: A character starting with the Skinwalker career must choose Berserker, Chieftain, Scout, Shaman (Devourer), Sorcerer, Circle Warlock, Warrior, or Wolf of Orboros for his second career. Abilities: Warborn (p. 27) Connections: Connections (Circle Orboros), Connections (human tribe), or Connections (Wolves of Orboros) Military Skills: Great Weapon 1, Unarmed Combat 1 Occupational Skills: Detection 1, Intimidation 1, Survival 1, Tracking 1
STARTING ASSETS	Full plate armor (tailored to the skinwalker's transformed anatomy and wearable only in beast form) and 50 gc
SKINWALKER ABILITIES	Fearless, Hunting Howl (p. 25), Hyper Regeneration (p. 25), Jaws of the Beast (p. 25), Life Drinker (p. 27), Load Bearing, Pursuit, Relentless Advance (p. 26), Retaliatory Strike, Warborn (p. 27)
SKINWALKER CONNECTIONS	Connections (Circle Orboros), Connections (human tribe), Connections (Wolves of Orboros)
SKINWALKER MILITARY SKILLS	Great Weapon 4, Unarmed Combat 4
SKINWALKER OCCUPATIONAL SKILLS	General Skills 4, Survival 4, Tracking 4

Warborn skinwalkers are a perfect blend of man and beast. A martial arm of the Circle Orboros, these warriors are chosen to be blessed with a deeper connection to the Beast of All Shapes. The best hunters, trackers, and soldiers are handpicked to receive a draught distilled from the elixir that turns men into warpwolves. Combined with rituals performed by the blackclads of the Circle Orboros, this potion immediately sets these men and women to howling and writhing in pain as their bodies begin a wrenching transformation. Their muscles stretch and strengthen, fang-filled maws erupt from their face, fur covers their bodies, and their senses magnify tenfold. Emerging from the ritual stronger than almost any man and an impeccable hunter, a warborn skinwalker is ready to slaughter the Circle's enemies and strike fear into their hearts.

The Circle Orboros uses warborn skinwalkers as elite shock troops. These vicious warriors sow terror and death across the battlefield, but their use away from the front lines can be just as frightening. During the day, skinwalkers can maintain their human forms, allowing them to infiltrate more civilized populations or scout locations for their masters. In their transformed bestial state, they bring fear and death to isolated communities that refuse to heed the words of the blackclads.

Playing a Skinwalker: If playing as a half man, half beast who stalks the wilds of western Immoren with unbridled savagery and ferocity appeals to you, consider playing a Skinwalker. Although the Skinwalker is strictly a martial career, its versatility comes through in the ability to shift between man and beast during daylight hours. The second career for a Skinwalker character is restricted, but those careers can add even more depth to an already interesting character. The Chieftain, Scout, and Wolf of Orboros careers all

increase the efficacy of the Skinwalker's hunting and fighting aspects while allowing the character to select abilities that can help his party; by contrast, a Gifted Skinwalker has access to potent spells and benefits while in human form. A Circle Warlock/Skinwalker is truly a monster among men, capable of enhancing his own melee prowess with fury harnessed from his warbeasts. Such characters are truly spectacular and terrifying while in their bestial state.



TINKER

PREREQUISITES: NONE

STARTING ABILITIES AND SKILLS	Abilities: Scrapper (p. 26), Tinkering (p. 27) Military Skills: Hand Weapon 1 or Pistol 1 Occupational Skills: Craft (any) 1, Negotiation 1, Streetwise 1
STARTING ASSETS	85 gc, tinker's kit
TINKER ABILITIES	Appraise, Conniver, Demolish (p. 25), Jury Rig (p. 25), Scavenger (p. 26), Scrapper (p. 26), Tinkering (p. 27)
TINKER MILITARY SKILLS	Hand Weapon 2, Pistol 3
TINKER OCCUPATIONAL SKILLS	Craft (any) 4, Deception 4, General Skills 4, Negotiation 4, Streetwise 4, Survival 2

Master scavengers and craftsmen, tinkers utilize a variety of discarded or seemingly useless materials and gear to create useful items for themselves and their compatriots. They can break down the unneeded items people carry to create something of use and lasting value, bashing together rubbish into odd-looking but effective devices. Tinkers carry a variety of tools on their belts and bandoliers, and they constantly scavenge fallen foes and campsites for items they can use.

Tinkers travel between the worlds of civilization and the wilds, collecting what they need. They carry a great many broken or seemingly useless materials in backpacks, rucksacks, and pouches. Some haul carts laden with potentially useful scrap, unsure of their plans for a particular piece until another component sparks their imagination. For some wilderness communities, the passage of a tinker is a great boon, allowing the tribe to acquire new tools, weapons, and armor that would not otherwise be available in its territory.

Playing a Tinker: If you like the idea of playing a wandering dabbler who improves weapons and armor with the liberal application of trash, play a Tinker. This career has few combat abilities, but it makes up for this lack of martial prowess with the ability to transform items, and even build all-new gear, using the broken bits left behind after a battle. The Scrapper and Tinkering abilities define a Tinker, allowing him to collect scrap tokens and spend them in a variety of ways. Tinkers have a solid occupational skill set, including the Streetwise skill, which helps them navigate the sticky world of the civilized. At the Veteran level, the Tinker gains access to Jury Rig, which allows him to transform a cartload of junk into virtually any item—perfect for extricating him (and his friends) from dangerously awkward situations.

TRAPPER

PREREQUISITES: NONE

STARTING ABILITIES, CONNECTIONS, AND SKILLS	Abilities: Astute, Cautious Trapper (p. 24) Military Skills: Hand Weapon 1 and either Archery 1 or Rifle 1 Occupational Skills: Detection 1, Lore (extraordinary zoology)1, Rope Use 1, Survival 1
STARTING ASSETS	75 gc
TRAPPER ABILITIES	Astute, Brutal Trapper (p. 24), Camouflage, Cautious Advance, Cautious Trapper (p. 24), Hidden Traps (p. 25), Prowl, Skilled Trapper
TRAPPER MILITARY SKILLS	Archery 3, Hand Weapon 2, Rifle 3
TRAPPER OCCUPATIONAL SKILLS	General Skills 4, Rope Use 4, Sneak 2, Survival 4

The trapper's value lies in his ability to craft traps that protect territory, secure food, and set up ambushes that help his compatriots overcome superior foes. Trappers function best when left to their own devices to ply their trade, but the results of their ingenuity are appreciated by all—at least all those on their side. A trapper can bolster a community's food reserves and sell or trade unneeded skins, horns, and furs for other items the tribe lacks.

Being a trapper requires a sharp mind. No two targets are exactly the same, and choosing the perfect spot to set a tripwire, dig a pit, or string a noose requires great patience and keen observation. A successful trapper must be adept in dealing with small woodland creatures, pack hunters, solo predators, and intelligent species alike, and he must modify his tactics to fit his target's tendencies.

Trappers often take great delight in the pain and confusion wrought by their tricks and traps. Some trappers have a

mischievous streak, much to the chagrin of their traveling companions. Many bogrin have a natural aptitude for trapping, and some of the most skilled trappers live in bogrin communities.

Playing a Trapper: If you are intrigued by playing a meticulous character who sets up a battlefield to his advantage before the combat even begins, play a Trapper. A Trapper can set up deadly surprises to make the most out of his environment, and his abilities frequently let him win an encounter without firing a single shot or swinging a weapon. The Cautious Trapper ability guarantees that he will not fall victim to his own traps or those of the enemy, and the Hidden Trapper ability makes even his largest traps go unnoticed by his targets. The Brutal Trapper ability allows a Veteran-level Trapper to maximize the lethality of his traps, letting him take down dangerous beasts and powerful enemies with one well-placed tripwire.



CAREER OPTIONS

The options available to *Iron Kingdoms Unleashed* characters are described below. A player can choose to use as many career options as he wishes during character creation and can take some or all of the options his character meets the requirements for.

BLACKCLAD MIST RIDER (BLACKCLAD)

When the Circle Orboros seeks to protect its most remote and sacred locations, it turns to its mist riders. Mounted on fleet-footed Skirovik mountain goats, these blackclads patrol isolated Circle holdings and protect vital ritual sites from intrusion. Relying primarily on hit-and-run tactics, mist riders strike with the unbridled power of ice and storm, leaving their enemies in ruins before vanishing in an arcane shroud of fog and mist.

Only a character who begins the game with the Blackclad career can be a Blackclad Mist Rider.

A character taking this option:

- Begins the game with the Arcane Rider (p. 24), Light Cavalry, and Trained Rider (Skirovik mountain goat) abilities but not with the Aegis and Long-Lived abilities.
- Begins the game with Riding 1 but not with Negotiation 1.
- Begins the game with the Blizzard and Shock Bolt spells but not with the Summon Vortex spell.
- Begins the game with custom battle armor, a druid voulge, the cloak and robes of a blackclad, a Skirovik mountain goat, and tack.

	COST	RNG	AOE	POW	UP	OFF
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SHOCK BOLT 2 8 — 12 NO YES

This spell causes electrical damage. On a critical hit, instead of suffering a normal damage roll, a non-incorporeal character hit is slammed d3" directly away from the spellcaster regardless of its base size and suffers a POW 12 electrical damage roll. Collateral damage from this slam is POW 12

BLOODWEAVER NIGHT WITCH (BLOODWEAVER/BONE GRINDER)

Equal parts bloodweaver and bone grinder, night witches take the brutality and barbarism of Tharn culture to new levels. Capable of drawing power from the death of her enemies, a night witch can also use the remains of the slain to create powerful fetishes that enhance her powers and those of her allies. Should the need arise, she can also draw on the power of her own lifeblood, empowering her strikes with brutal efficiency.

Only a female Tharn character who begins the game with the Bloodweaver and Bone Grinder careers can be a Bloodweaver Night Witch.

A character taking this option:

- Begins the game with the Blood Ritual (p. 24) and Empower Weapon abilities but not with the Blood Rites ability.
- Begins the game with the Blood Magic: Accurate Strike, Blood Magic: Bleeder, and Marked for Death spells but not with the Blood Magic: Brutal Strike and Spirit Lash spells.
- Begins the game with an axe, a sacral blade, Tharn leathers, an apothecary's kit, skinning tools, any one bone grinder fetish, and 25 gc.
- Adds Killing Spree (p. 26) to the Bloodweaver career's list of potential abilities.



Bloodweaver Night Witch

PYG BURROWER (SCOUT)

As the United Kriels continues to fight for survival, the role of pygs among the embattled trollkin continues to evolve and expand. Pygs have proven useful allies on and off the battlefield, helping to build homes for displaced kin and fortifying crucial defensive structures. Pygmy trolls have recently gained notoriety among the kriels as excellent ditch diggers, earthmovers, and sappers, combining their size with a troll's natural resilience to dig makeshift tunnels incredibly quickly, even during combat. Burrowers tunnel behind foes and unleash devastating blasts from weapons like slug guns, making them a serious threat to the enemies of the United Kriels. They also make great forward scouts, flank reinforcements, and even thieves, raiding enemy camps and tunneling away before anyone can sound an alarm.

Only a pygmy troll character can be a Pyg Burrower.

A character taking this option:

- Begins the game with the Go to Ground and Tunneling (p. 27) abilities but not with the Pathfinder and Survivalist abilities.
- Begins the game with custom battle armor, a pickaxe or shovel, and 40 gc instead of the Scout's 75 gc.
- Adds Specialization (slug gun) to the Scout career's list of potential abilities.

SWAMP GOBBER RAIDER (BRIGAND)

The old adage of "brains over brawn" rings true when used to describe the tactics of swamp gobber brigands. Whether a swamp gobber brigand is passing unseen in an alchemical cloud of mist or hurtling toward his enemies with custom grappling guns, his cleverness is matched only by his ability to neutralize enemies twice his size. Swamp gobbers bring ingenuity to any role, making them invaluable allies to those who live on the fringes of society and law.

Only a swamp gobber character can be a Swamp Gobber Brigand.

A character taking this option:

- Begins the game with the Ambush and Gunfighter abilities but not with the Find Cover and Onslaught abilities.
- Begins the game with a grappling pistol or swamp gobber bellows, five canisters of bellows gas, and 25 gc instead of the Brigand's 75 gc.
- Adds Specialization (grappling pistol) to the Brigand career's list of potential abilities.

THARN BLOOD PACK (ARCHER/RAVAGER)

Ranging far ahead of a Tharn hunting party, members of a blood pack use massive hunting bows to take down prey with focused viciousness their people are feared and renowned for. Once their quarry is in sight, they loose arrows the size of small spears before closing in to unleash a devastating close-combat assault. Once their target lies at their feet, they consume its heart and give praise to the Beast of All Shapes.

Only a Tharn character who begins the game with the Archer and Ravager careers can be a member of the Tharn Blood Pack.

A character taking this option:

- Begins the game with the Bayonet Charge, Blur of Motion, and Specialization (Tharn bow) abilities but not the Adjust Aim and Dual Shot (archery) abilities.
- Begins the game with a Tharn bow, Tharn leathers, and a quiver of ten arrows as starting assets but does not begin with a Tharn axe.

Pyg Burrower



NEW ABILITIES

ADVANCE MOVE

Prerequisite: None

At the start of combat before initiative is rolled, this character can make a full advance.

APPLIED KNOWLEDGE

Prerequisite: Survival 3

When a friendly character in this character's command range hits a target with an attack, the friendly character chooses the branch of the target's life spiral or the column of the target's damage grid that is hit, if applicable.

ARCANE RIDER

Prerequisite: Gifted

This character does not suffer the firing from horseback penalty when making magic attacks while mounted.

BATTLE PLAN: DESPERATE PACE

Prerequisite: Command 3

The character can spend 1 feat point to use Battle Plan: Desperate Pace. Using a battle plan is a quick action. When a character uses this battle plan, each friendly character who follows the character's orders gains +2" of movement for one round.

BATTLE PLAN: DOUBLE TIME

Prerequisite: Survival 2, Command 3

This character can spend 1 feat point to use Battle Plan: Double Time. Using a battle plan is a quick action. When a character uses this battle plan, each friendly character in his command range can immediately make a full advance.

BERSERK

Prerequisite: None

When this character incapacitates or destroys one or more other characters with a melee attack during his turn, immediately after the attack is resolved he must make one additional melee attack against another character in his melee range.

BLOOD QUENCHED

Prerequisite: Willpower 12

This character gains a cumulative +1 STR and ARM for each living enemy he destroys with a melee attack during his activation. This bonus lasts for one round.

BLOOD RITUAL

Prerequisite: Hand Weapon 1

Each time this character makes a melee attack or damage roll during her activation, she can suffer d3 damage points to boost the roll. This damage is suffered before the roll is made.



BLOOD THIRST

Prerequisite: AGL 4

When this character charges a living character, this character gains +2" movement.

BRUTAL TRAPPER

Prerequisite: Survival 3

Traps constructed by this character gain boosted damage rolls.

CAUTIOUS TRAPPER

Prerequisite: Survival 1

If this character fails to disarm a trap, it does not cause the trap to trigger.

CONJOINED

Prerequisite: Croak Conjoined Twin

When this character becomes exhausted, his turn does not immediately end, but he still cannot cast spells next round.

CROAKER

Prerequisite: This ability can be taken by any croak character with a PHY of at least 7, regardless of career.

This character can spend a quick action to unleash a powerful croak. This sound can be heard for up to one mile.

DEMOLISH

Prerequisite: INT 4

This character gains boosted damage rolls against constructs and structures. At the Veteran level, this character gains an additional die on damage rolls against constructs and structures instead of boosted rolls.

DHUNIA'S STRIKE

Prerequisite: None

This character can spend a quick action to pray to Dhunia for the power to smite his enemies. The next melee attack made by this character this turn is considered to be made with a magical weapon, and the character can reroll the damage roll. A damage roll can be rerolled only once as a result of Dhunia's Strike.

FALL'S SHIELDING WIND

Prerequisite: Fall Paragon

Once per round, when a friendly character suffers damage from a ranged or magic attack while in this character's command range, this character can spend 1 feat point to reduce the damage by half, rounded up. The feat point is spent after the damage roll has been made.

FORAGER

Prerequisite: Survival 2

When this character makes a Survival skill roll to find food, he can treat any result worse than "No provisions" as "No provisions."

HARRY

Prerequisite: None

When an enemy character damaged by this character with a ranged or melee attack advances during the enemy character's activation, this character can advance up to eighteen feet (3").

HIDDEN TRAPS

Prerequisite: Survival 1

Other characters never gain bonuses on Detection skill rolls to spot traps set by this character.

HUNTING HOWL

Prerequisite: None

Once during each of his turns, this character can spend a quick action to unleash a terrifying howl. For the rest of his turn, he gains Terror [Willpower +2].

HYPER AGGRESSIVE

Prerequisite: None

When this character suffers damage from an enemy attack at any time except while he is advancing, after the attack is resolved he can immediately make a full advance directly toward the attacking character.

HYPER REGENERATION

Prerequisite: PHY 6

Remove d3 damage points from this character at the start of his Activation Phase. Additionally, this character regains d3 vitality points per hour in addition to normal healing.

JAWS OF THE BEAST

Prerequisite: PHY 6

In addition to his normal attacks, while in beast form this character can make one unarmed melee attack with his jaws during each of his turns. This attack uses the Unarmed Combat skill and is POW 4.

JURY RIG

Prerequisite: Any Craft skill of 3 or more

This character can spend a full action and 1 or more scrap tokens to create improvised weapons and gear. The character must spend 1 scrap token for every 10 gc of the item's cost. Creating items with scrap tokens requires a tinker's kit.

CHARACTERS

KILLING SPREE

Prerequisite: PRW 5

When this character destroys one or more enemy characters with a melee attack during his combat action, after that attack is resolved this character can move up to six feet (1") and make one additional melee attack.

LIFE DRINKER

Prerequisite: None

When this character destroys a living enemy character with a melee attack, he regains d3 vitality points.

MARK TARGET

Prerequisite: PER 4

Friendly characters gain +2 on ranged attack rolls against enemy models within thirty feet (5") of this character and in his LOS.

MOTHER'S VENGEANCE

Prerequisite: Summer's Wrath, PRW 6

When an enemy attack incapacitates or destroys one or more friendly characters within thirty feet (5") of this character, after the attack is resolved this character gains +2 STR for one round and can immediately charge an enemy.

OVERFLOWING HEALTH

Prerequisite: Spring of Vitality, Survival 3

When this character spends a feat point to Walk It Off, he can immediately perform a quick action to cause a non-incapacitated friendly character in his command range to regain d3+1 vitality points.

POWERFUL ATTACK (MAGICAL)

Prerequisite: ARC 6

When attacking with a spell, this character can spend 1 fury point or gain 1 fatigue point to boost all attack and damage rolls for the attack.

PREY

Prerequisite: Military skill of 3 or more

This character can spend 1 feat point during his turn to use this ability. When this ability is used, the character designates one character as his prey. This character gains +2 on attack and damage rolls against his prey.

This character can use this ability only once per encounter unless the original target of this ability is destroyed, at which point he can spend 1 feat point to use this ability on a new target.

RELENTLESS ADVANCE

Prerequisite: None

When this character is damaged by an enemy attack, he gains +2 SPD for one round.

REMEDY

Prerequisite: Medicine 1

While this character is B2B with a non-incapacitated living character, he can spend a quick action and 1 feat point to cause any continuous effects on that character to expire or to grant that character an additional die on his next roll to resist poisons, toxins, or disease.

SAVAGE STRIKE

Prerequisite: PRW 6

On a critical hit with an unarmed or melee weapon attack by this character, he can spend 1 feat point to add an additional die to the damage roll.

SCAVENGER

Prerequisite: Scrapper, INT 5

When this character breaks down an item, he gains d3 scrap tokens.

SCRABBLE

Prerequisite: This ability can be taken by any croak character, regardless of career.

This character gains an additional die on Climbing skill rolls.

SELF-SACRIFICE

Prerequisite: Winter's Respite, Command 3

When a friendly living character in this character's command range suffers damage, this character can spend 1 feat point to suffer any amount of that damage instead. If this character suffers all the damage the other character suffered, the other character is no longer considered to have been damaged. After suffering the damage, this character regains d3 vitality points if he is not incapacitated by the attack.

SCRAPPER

Prerequisite: None

This character can spend a full action to break down an item like a weapon or suit of armor to gain 1 scrap token. This character can have up to three scrap tokens at the Hero level, four at the Veteran level, and five at the Epic level. Any extra scrap tokens are lost. This character can spend 1 scrap token to reroll a failed Craft skill roll to build or repair non-magical items.

SHARE THE LOAD

Prerequisite: Willpower 10

When this character removes fatigue points during his Maintenance Phase, he removes 1 additional point.

SPRING OF VITALITY

Prerequisite: Spring Paragon

While he is not incapacitated, this character regains 1 vitality point at the start of his Maintenance Phase. Additionally, the character can spend 1 feat point while B2B with an incapacitated character who needs to be stabilized to immediately stabilize that character.

STORM OF LEAVES

Prerequisite: Fall's Shielding Wind, Command 3

This character is no longer limited in the number of times he can use Fall's Shielding Wind each round.

SUMMER'S WRATH

Prerequisite: Summer Paragon

When this character disables an enemy character with a melee damage roll, he can spend 1 feat point to cause enemy characters within 1" of the disabled character to suffer the Fire continuous effect.

THICK SKIN

Prerequisite: None

This character can reroll the die to determine whether a continuous effect affecting him expires. Each roll can be rerolled only once per turn as a result of Thick Skin.

TINKERING

Prerequisite: INT 4

This character can spend a quick action and 1 or more scrap tokens to modify equipment in his possession or on another character B2B with him. When this character spends a scrap token, he designates an item and chooses one of the following effects. An item can be affected by only one tinkering effect at a time.

- **Armor** – Cause the next attack that hits the character wearing the selected armor to roll one fewer damage die. This effect lasts for up to one day.
- **Armor** – Reduce the SPD penalty or DEF penalty of a suit of armor by 1, to a minimum of 0, for one round.
- **Gear** – The next character who makes a skill roll that utilizes the gear gains an additional die on the skill roll.
- **Gear** – Repair d3 damage points from an item with damage boxes or damage capacity per scrap token spent.
- **Weapon** – Add an additional die to a melee or ranged weapon's next attack or damage roll. Discard the lowest die of the roll.
- **Weapon** – Increase the range of a ranged weapon by 2" for one round for each scrap token spent.
- **Weapon** – Reduce a weapon's Attack Modifier Penalty by 1 per scrap token spent, to a minimum of 0, for one round.

TRACKER

Prerequisite: Tracking 2

This character gains boosted Tracking skill rolls.

TUNNELING

Prerequisite: None

This character is proficient at digging tunnels he can use to undermine fortifications or bypass obstacles. The character must have appropriate tools to tunnel, such as a pick or shovel, and cannot tunnel through dense material, such as stone. Outside of an encounter, the Game Master determines how long the character takes to tunnel a given distance.

During an encounter, this character can forfeit his movement or action to tunnel underground. Replace the character's model with a marker of equal base size. While tunneling, the character's marker moves at half SPD and can move through other characters and obstacles even if he does not have enough movement to move completely past them. While tunneling, the character cannot be targeted by attacks. During his Activation Phase, the character can forfeit his movement or action to emerge from the tunnel. Replace the character's marker with the character's model. The character cannot emerge if his base would overlap another character's base or an obstacle.

WARPBORN

Prerequisite: None

This character has gone through the transformative rituals of the skinwalkers. Each night after dark, the character transforms into a terrifying man-wolf beast. He is unable to return to his human form from dusk until dawn. By day the character can enact this transformation at will, intentionally taking either beast or human form. During his turn he can either spend a full action to transform slowly or spend 1 feat point to transform immediately.

This transformation is quite painful and can be chilling to see. Any garments the character is wearing during the transformation from human to beast are torn apart, and armor and other goods are hastily shed as the character's distorted, hunched-over body rapidly increases in mass.

A character in beast form is much stronger and more physically powerful, and his senses are much sharper. However, his thoughts become more bestial and violent. While in beast form, a character gains +2 PHY, STR, and ARM and +3 to Detection and Tracking skill rolls, but he cannot upkeep spells or cast non-animus spells. Additionally, his speech becomes so broken that he can be understood only when conveying simple ideas.

WINTER'S RESPITE

Prerequisite: None

During combat, this character can spend 1 feat point to gain Immunity: Cold for the rest of the encounter. Friendly characters B2B with this character also gain Immunity: Cold for the rest of the encounter.

NEW GEAR

ARMOR

CAMOUFLAGED GREAT COAT

Cost: 30 gc

SPD Modifier: 0

DEF Modifier: -1

ARM Modifier: +5

Description: This version of the popular armored great coat is designed to provide hunters both concealment and the protection this type of coat is renowned for.

Special Rules: While standing still and hiding, a character wearing this armor gains concealment, and the target number for Detection and Tracking skill rolls to find him increases by 2.

CROAK ARMOR

Cost: 30 gc

SPD Modifier: 0

DEF Modifier: -1

ARM Modifier: +5

Description: Croak armor is minimalist and often incorporates the shells of tortoises and other natural armor in its construction held together with tough cords of rope woven from swamp reeds.

Special Rules: While worn by a Croak character, this armor's DEF Modifier is 0.

MELEE WEAPONS

NYSS CURVED HALBERD

Cost: 120 gc

Skill: Great Weapon

Attack Modifier: -1

POW: 6

Description: Known as *kelkovass* by the Nyss, this weapon is unique to the Menellyth shard. Following the diaspora of the Nyss, most of the Menellyth became hunters, using their halberds to take down big game and protect their homes from human savages. With Nyss culture in tatters, very few of the Menellyth remain to carry on the true fighting tradition of this weapon.

Special Rules: This weapon has Reach.

This weapon requires two hands to wield.

Nyss Curved Halberd

A character wielding this weapon gains +2 DEF against charge attacks, slam power attacks, and impact attacks originating in his front arc.

Once per round when an enemy character misses this character with a charge or power attack, this character can spend 1 feat point to knock down the attacking character.

ROPE DART

Cost: 17 gc

Skill: Rope Use

Attack Modifier: -1

POW: 3

Description: This weapon consists of a weighted blade, much like a spear point, fastened to the end of approximately twelve feet of rope. It is difficult to master, but a well-trained fighter can swing it with enough force to penetrate light armor. The rope can also be used in close combat to bind an opponent's limbs, leaving him open to attacks from others.

Special Rules: This weapon has Reach.

A character must have at least Rope Use 2 to use this weapon and uses PRW + Rope Use to hit.

If the character wielding this weapon is B2B with an opponent, he can attempt to entangle the opponent's limbs with the rope. The character must make a PRW + Rope Use skill roll against a target number equal to the target's DEF. If the roll succeeds, the target is grappled. A grappled target can escape by making a successful STR + Escape Artist skill roll against a target number of 14, or the character wielding the rope dart can spend a quick action to release the target.

RANGED WEAPONS

ATLATL

Cost: 5 gc

Ammo: 1

Effective Range: 60 feet (10")

Extreme Range: —

Skill: Thrown Weapon

Attack Modifier: 0

POW: 4

AOE: —

Description: The atlatl is a slotted stick with a cup or barb on one end that holds the butt of a javelin. When a character uses an atlatl to throw a javelin, the additional length significantly increases the range and force of the throw.

Special Rules: Add the thrower's STR to the POW of the damage roll.

A character must spend a quick action to fit a javelin into an atlatl and ready it for throwing. The atlatl is not thrown with the javelin and can immediately be reused.

BLOWGUN

Cost: 8 gc

Ammo: 1 (dart)

Effective Range: 42 feet (7")

Extreme Range: —

Skill: Survival

Attack Modifier: -1

POW: 8

AOE: —

Description: These projectiles are a favored weapon of croaks and other intelligent swamp tribes, who sometimes coat their sharp, needle-like tips in poison.

Special Rules: This weapon uses POI + Survival to hit. This weapon deals no damage. A damage roll that exceeds the target's ARM indicates that the dart has punctured armor and delivered whatever compound it was coated in. A living character is immediately subject to the effect of the dart's poison.

Only compounds described as a liquid, or those that contain organic oil, organic acid, or organic toxin in their ingredients, can be used to coat a dart.

Five darts cost 1 gc. The coating must be acquired or prepared separately.

GRAPPLING PISTOL

Cost: 50 gc

Ammo: Attached grappling hook

Effective Range: 36 feet (6")

Extreme Range: —

Skill: Pistol

Attack Modifier: -1

POW: 10

AOE: —

Description: These unusual pistols can shoot a grappling hook and rope at high speeds, embedding the hook deeply and securely into wood, stone, and even bone.

Special Rules: If this weapon damages a target with a base size equal to or smaller than that of the attacker, immediately after the attack is resolved the target can be pushed any distance directly toward the character armed with the pistol. This weapon also can be used to target heavy objects or terrain, allowing the character to propel up high distances without making a Climbing skill roll.

Additionally, after a successful hit against a non-incorporeal character, a small character such as a gobbler with Specialization (grappling pistol) can choose to be pushed any distance directly toward their target and then make a single melee attack.

SWAMP GOBBER BELLOWS

Cost: 150 gc

Ammo: 1 (gas-filled canisters with different alchemical affects)

Effective Range: 18 feet (3")

Extreme Range: —

Skill: Rifle

Attack Modifier: —

POW: See Bellows Gas Canister (p. 30)

AOE: See below.

Description: Designed by swamp gobblers for concealing themselves against stronger enemies and facilitating the occasional caravan raid, this ingenious contraption consists of a tank filled with a unique mixture of brewed liquids that combine inside the tank and are then dispensed as one of several types of alchemical gases with various effects.

Special Rules: This weapon requires two hands to operate.

A character armed with this weapon can spend a full action to place a 3" AOE anywhere within 1" of the character. The effect of the AOE depends on the type of alchemical mixture loaded in the tank.

The AOE is a cloud effect and remains in play for one round.

A character carrying additional containers and a refueling hose can spend a full action to overfill the bellows, increasing the size of the cloud AOE to 5".

A full canister can produce three gas placements. A gobbler acting alone can spend a full action to refuel the tank or change the gas type in it. A gobbler aided by another character can spend a quick action instead.

Additional gas canisters cost 5 gc each.



AMMUNITION

BELLOWS GAS CANISTER

Cost: 5 gc

Description: Swamp gobbers have created a number of unique compounds to add to the clouds generated by the swamp gobbler bellows. Each of these compounds is tailored toward a specific effect.

Common varieties of bellows compounds include:

Blisterlung – A living character that enters or ends its turn the AOE must make a PHY roll against a target number of 13. If the roll succeeds, the character is unaffected by the gas. If the roll fails, the character suffers –2 on attack rolls and –2 DEF while within the AOE.

Cloud Cover – A thick cloud of mist-like smoke, this gas grants concealment to all characters within the AOE. The AOE remains in play for d3+1 rounds.

Flaming Mist – If a spark or flame is lit within the AOE, each character within the AOE must make an AGL roll against a target number of 14. If the roll fails, the character suffers the Fire continuous effect.



Fang Arrows

EQUIPMENT

CARTOGRAPHER'S KIT

Cost: 30 gc

Description: This small leather satchel contains parchment, pencils, compasses, and various other mapmaking tools.

Special Rules: A character can use this kit to create a map of an area he has traveled by making an INT + Navigation skill roll against a target number of 12. If the roll succeeds, he creates an effective map. A character trained in Navigation who uses a successfully created map gains +2 on Navigation skill rolls while in the mapped area. If the roll fails, the character creates a flawed map but is not aware of his failure. A character using a flawed map suffers –2 on Navigation skill rolls while in the mapped area.

HUNTING HORN

Cost: 15 gc

Description: Varying wildly in appearance across all cultures in Immoren, these horns are used to coordinate movements and signal fellow hunters across hunting parties.

Special Rules: A character can spend a quick action to sound this horn. A character who hears this sound gains +2 on Navigation skill rolls to navigate to its source. Additionally, when a character sounds this horn in combat, increase his command range by 2" for one round.

TINKER'S KIT

Cost: 15 gc

Description: A motley assortment of tools salvaged from old battlefields and pieced together from scrap, a tinker's kit is a unique expression of its owner's techniques and preferences.

Special Rules: A character with a tinker's kit gains +1 on Craft (metalworking) and Craft (gunsmithing) skill rolls and can repair 1 damage point per hour to vehicles, objects, and structures.

BONE GRINDER FETISHES

FANG ARROW

Description: This fearsome projectile is crafted from the sinew and fang of a wild predator. It channels the spirit of the beast to create wounds that do not heal naturally.

Special Rules: This item is ammunition that can be fired by any bow or crossbow. A character who suffers damage from this weapon suffers 1 damage point at the start of each of his Maintenance Phases until the wound is treated by a character with at least Medicine 1. A character must spend a full action to treat the wound but does not need to make a skill roll.

A character does not need to have the Bone Grinder ability to use this weapon. Regardless of whether it hits, this weapon falls apart after an attack is resolved and cannot be reused.

Creation: Creating this fetish requires a large tooth, sinew, and jaw tissue from a predatory animal at least as big as a wolf. (Wolves and wild cats are typical sources, but a character

can use the remains of any natural predator.) After one hour of labor, the character must make an INT + Alchemy skill roll against a target number of 14. If the roll succeeds, the character creates the fetish. If the roll fails, the character can make a new skill roll after another hour of labor.

TUSK DAGGER

Cost: 20 gc

Skill: Hand Weapon

Attack Modifier: +1

POW: 1

Description: This blade is crafted from the tusk of a razor boar. Bone grinders hone the already fearsome tooth to a sharp edge and trap the wild power of the boar inside the blade with powerful incantations.

Special Rules: If a character hits an enemy character with a melee attack roll with this weapon, he gains the Hyper Aggressive ability for d3 rounds. (When a character with Hyper Aggressive suffers damage from an enemy attack at any time except while he is advancing, after the attack is resolved he can immediately make a full advance directly toward the attacking character.)

On an attack roll of all 1s, this weapon is destroyed and cannot be used again.

A character does not need to have the Bone Grinder ability to use this item.

Creation: Creating this fetish requires an apothecary kit and six hours of labor. At the end of this time, the character must make an INT + Alchemy skill roll or an INT + Lore (extraordinary zoology) skill roll, whichever skill is lower, against a target number of 14. If the roll succeeds, the character creates the fetish. If the roll fails, the character can spend one hour adjusting his work and roll again.

RATTLESUIT

Description: The greatest practitioners of the bone grinder arts can fashion powerful armor out of the bones and sinews of mighty beasts, mystically tapping into a slain creature's essence to grant the wearer exceptional protection.

Special Rules: A character with the Bone Grinder ability wearing this fetish adds the Natural Armor value of whatever creature was used to fashion this item to his ARM stat. If the armor is made from a medium-based creature, the wearer suffers -1 DEF; if it is made from a large-based creature, the wearer suffers -1 SPD and -2 DEF.

Creation: Creating this fetish requires the carcass of a medium-based creature with the Eastern Beast or Native Beast ability or the carcasses of two small-based creatures with the Eastern Beast or Native Beast ability. It also requires a successful Craft (skinning) roll against a target number of 12, after which the character can use the components to make the fetish. After an additional four hours of labor, the character must make an INT + Alchemy skill roll or an INT + Lore (extraordinary zoology) skill roll, whichever skill is lower, against a target

number of 14. If the roll succeeds, the character creates the fetish. If the roll fails, the character can make a new skill roll after another hour of labor.

Once created, this fetish deteriorates, losing its arcane properties completely after 2d6 + 12 days.

WATERLUNG

Description: This fetish is crafted from the gills, lungs, and bone fragments of an amphibious creature. A bone grinder can use it to move through the deepest water as though it were air.

Special Rules: A character with the Bone Grinder ability can spend a quick action to activate this fetish. Once the fetish is activated, the character gains the Amphibious ability for d3 + 10 minutes. An activated fetish immediately begins to disintegrate into a watery mass and is destroyed at the end of this period.

Creation: Creating this fetish requires two hours of labor and the body of an amphibious creature. At the end of this time, the character must make an INT + Alchemy skill roll or an INT + Lore (extraordinary zoology) skill roll, whichever skill is lower, against a target number of 16. If the roll succeeds, the character creates the fetish. If the roll fails, the character can make a new skill roll after an additional hour of labor.



Rattlesuit

WILDERNESS ENCOUNTERS

The wilds of western Immoren are home to myriad dangers as well as abundant opportunities for those brave enough to exploit them. Hunters, bone grinders, brigands, and mercenaries find no shortage of risks and rewards across the continent.

What follows is a selection of wilderness scenarios that can be developed as part of a larger campaign. Each comes with plenty of background information for the Game Master, as well as simplified encounters, including stat profiles. Although some encounters suggest specific antagonists and settings, all are easily adapted to any corner of the wilds and any foe a Game Master desires.

EXTERMINATORS

Claws? Teeth? Bah! What is the loss of a little flesh in the pursuit of power?

—GORDEAS, FARROW BONE GRINDER

FOR THE GAME MASTER

Burrow-mawgs are a pestilence across western Immoren. They are vicious pack hunters large enough and aggressive enough to take a man as prey. Adapted to living in darkness, these creatures

make their dens in any subterranean or shadowy place. Even in cities, where civilization thinks itself safe from the forces of the wild, burrow-mawgs dwell in basements and tunnels, ready to prey on the weak. In the wilds, however, they are a plague that can be encountered anywhere. Many wilderness dwellers have lost their lives while sheltering in a darkened cave and blundering into a pack of nesting burrow-mawgs.

But not everyone despises the beasts equally. Alchemists and bone grinders alike have learned much by studying the burrow-mawg's anatomy, and the creature's adrenal glands are an essential component of several alchemical items and bone grinder fetishes. As a result, a thriving market for these glands exists in many places.

Centuries ago, the village of Fainsbridge was a thriving community near the southern edge of the Thornwood, but the shifting tides of war left the ruins abandoned for the wilds to reclaim. An abnormally large pack of burrow-mawgs has infested the catacombs of the ruins of the Fainsbridge Church of Morrow, and Gordeas, a bone grinder of the nearby Lurgald farrow tribe, has spread the word that he will pay handsomely for the corpses of any burrow-mawgs brought to him. Additionally, he will pay significantly more for any brought back alive.



Combat Encounter: Bring 'Em Back Alive



B: BURROW-MAWG

Bring 'Em Back Alive

Combat Encounter

Encounter Points: 28

Adversaries: 14 Burrow-Mawgs

Description: This encounter takes place in the catacombs underneath an abandoned and overgrown temple in the Fainsbridge ruins. The catacombs themselves and the tunnels that connect them provide ample opportunities for the PCs to either trap the burrow-mawgs or be trapped themselves.

An open set of stairs in the rear of the temple ruins leads down into the church's catacombs. If the PCs approach the entrance during the day, the burrow-mawgs are asleep and might be easier to capture.

Because Gordeas has promised 20 gc for each living burrow-mawg returned to him but only 5 gc for each corpse, the PCs have plenty of motivation to capture the creatures rather than kill them. A conscious burrow-mawg will handily chew through any sort of sack or wooden cage, so the PCs' plan for bringing the animals back alive can present a number of challenges.

Special Rules/Tactics: Once in the catacombs, each time a character makes a noise louder than a whisper, each burrow-mawg within twenty-four feet (4") makes a contested PER + Detection skill roll against the character's AGL + Sneak skill roll. If a burrow-mawg succeeds, it wakes up and attacks the nearest member of the party.

Because burrow-mawgs avoid the light as much as possible when selecting their dens, the twists and turns of the corridors will have put the PCs in near-total darkness by the time they encounter the creatures. Light sources brighter than a torch will wake any burrow-mawg within the light source's range of bright light (see "Light and Darkness," *Iron Kingdoms Unleashed Roleplaying Game: Core Rules*, p. 224).

The Game Master can either use the provided placement of burrow-mawgs within the tunnels or roll a d6 every turn. On a roll of 1 or 2, the party encounters a burrow-mawg. If they have a light source or some other means of seeing in the dark, such as the True Sight spell, the creature appears at the edge of their field of vision. If they are operating in darkness, they bump into the burrow-mawg, which immediately wakes up and attacks. The sound of combat wakes any burrow-mawg within thirty-six feet (6"), and these creatures come running to the battle.

Burrow-mawgs are not known for their intellect, and they typically run toward food without hesitation. This behavior can be useful for trapping them. Treat any source of raw meat—even the corpse of another burrow-mawg—as appropriate bait. A burrow-mawg presented with bait must make a Willpower roll against a target number of 16. If the roll succeeds, the burrow-mawg maintains its self-control and continues acting normally. If the roll fails, the burrow-mawg must make a full advance or charge directly toward the bait and begin feeding as soon as it reaches the food. For d3 + 1 rounds, the burrow-mawg does nothing but consume the bait or attack any character who approaches it.

Combat Encounter: Angry Prey



Angry Prey

Combat Encounter

Encounter Points: 35

Adversaries: 7 Burrow-Mawgs, 3 Burrow-Mawgs (Protector template), 5 Burrow-Mawgs (Starving template), 2 Burrow-Mawgs (Alpha template)

Description: This encounter is the same as the “Bring ‘Em Back Alive” encounter, except that two packs of burrow-mawgs have taken up residence in the catacombs due to dwindling food supplies in the area around Fainsbridge. Not only are there more burrow-mawgs in the catacombs, but some of them are much bigger, and all of them are famished and ready to devour anything in sight.

Additionally, a pregnant female from the larger pack is hidden in an alcove deeper in the catacombs. She is particularly vicious if cornered. The other burrow-mawgs in her pack fight fiercely to protect her, but Gordeas will pay the PCs 40 gc if they bring her in alive. Depending on how the Game Master wants to incorporate this encounter into his campaign, the bone grinder can tell the PCs in advance about the pregnant burrow-mawg, or they can discover the information themselves.

Special Rules/Tactics: The Game Master can either use the provided placement of burrow-mawgs within the tunnels or roll a d6 every turn. On a roll of 1–3, the party encounters a burrow-mawg. If they have a light source or some other means of seeing in the dark, such as the True Sight spell, the

creature appears at the edge of their field of vision. If they are operating in darkness, they bump into the burrow-mawg, which immediately wakes up and attacks. The sound of combat wakes any burrow-mawg within thirty-six feet (6”), and these creatures come running to the battle. Starving burrow-mawgs are awake even during the day, and they attack as soon as an intruder, even a burrow-mawg from the other pack, enters the same room.

The three burrow-mawgs closest to the pregnant female have the Protector template. Protectors and the pregnant burrow-mawg gain boosted Willpower rolls to resist the lure of bait.

FLASH FLOOD

Damn, I could use a drink.

—CORWIN BURSLEY, MONSTER HUNTER (DROWNED 607 AR)

FOR THE GAME MASTER

Flash floods are an unpredictable natural danger across western Immoren. Bog trogs, croaks, gatomen, and similar races do not often fear these events, but they can be dangerous or even deadly to other wilderness communities.

Most villages and kriels are built on or near the course of a waterway. Normally, this proximity to water is purely beneficial to the community, providing not only food, clean water, and a means of transportation, but also a means for disposing of refuse and protection from unexpected attack. More advanced communities harness the flow of the river to power mills that grind grain, cut wood, and perform sundry other tasks.

When normal seasonal flooding occurs, villages build earthen bulwarks to keep the rising waters from affecting their communities. This kind of flooding is seen as a routine part of life, and it can typically be managed. But flash floods come unexpectedly, leaving little or no time to prepare. The force of rushing water can sweep away villagers, destroy structures, and foul food stores, sweeping a torrent of debris along the river's course.

Even after the rushing waters abate, the danger is not over. Those unable to escape the flooding can become trapped beneath debris. If they are not rescued, their corpses can spread plague and draw the attention of hungry scavengers. Survivors often find themselves struggling to rebuild in the aftermath of a sudden flood, only to discover a pack of hungry beasts drawn by the dead but equally eager to feast upon the living.

ENCOUNTERS

Warming spring temperatures melt winter snowpack, producing annual runoff that swells rivers and often leads to flooding in low-lying areas, which can be both alarming and dangerous for adventurers unfamiliar with a region. Life-threatening flash floods can be triggered by heavy, localized rains and severe thunderstorms; a deluge that falls miles away can cause a sudden and unexpected flood in an area with calm, clear skies. In addition to such natural causes, flash floods can be the result of malicious intervention, whether it be straightforward sabotage or magical manipulations.

The flash flood in this scenario can be triggered by something as commonplace as an unseasonal storm or the surging tides of the Meredius or by something much more calculated and intentional like the destruction of a mad farrow warlord's dam or the summoning of a deluge by a vengeful blackclad.



Deluge

Skill Encounter

Encounter Points: N/A

Description: This encounter takes place near any river that suffers a sudden and powerful flash flood, but it works best when the PCs are already crossing the river, whether swimming across it or using a vessel of some kind. The reason for the flooding can vary, depending on the Game Master's campaign.

Special Rules/Tactics: This encounter occurs in three stages, as described below.

STAGE 1: IMPENDING DOOM

In the first stage, which lasts one round, a character can make a PER + Survival skill roll or PER + Detection skill roll against a target number of 14 to identify the source of the danger hurtling toward the party. A character with the Skilled archetype and the Preternatural Awareness benefit gains +2 to this roll. If the roll succeeds, the character identifies the roar of a flash flood hurtling down the river. If the roll is 15 or more, the character gains +1 to his AGL roll in the next stage.

STAGE 2: CRUSHING CASCADE

In the second stage, which lasts one round, the characters must survive a punishing strike from the wall of water crashing into them. Each character must make an AGL roll against a target number of 14. A character with the Roll with It ability or the Find Cover ability gains +1 to this roll for each ability. If the roll succeeds, the character suffers a POW 6 slam damage roll. (The POW of collateral damage is 6.) If the roll fails, the character is caught by the full force of the wave, suffers a POW 12 slam damage roll, and is slammed directly downstream. (The POW of collateral damage is 12.)

STAGE 3: RAGING RAPIDS

In the final stage, the characters must fight to stay afloat as they navigate the raging torrent. This stage lasts for three rounds, during which the PCs must evade three hazards. Each turn, all characters in the flood must evade the same hazard, as determined by the table below. A roll of 16 or more ("no hazard") counts against the total number of hazards the characters must evade. Characters who evade three hazards break free from the deluge and make it safely to shore.

Drowning – At the start of his Activation Phase, each character must make a STR + Swimming skill roll against a target number of 9 with a –3 penalty due to the speed of the currents and rapids. If the roll fails, the character suffers d6 damage points from choking. Consult the Swimming skill tables on page 194 of *Iron Kingdoms Unleashed Roleplaying Game: Core Rules* for additional modifiers.

At the start of each round, the Game Master should roll 3d6 and consult the following table to determine the appropriate hazard.

3D6 ROLL	RESULT
3-6	Waterfall
7-10	Boulders
11-14	Debris
16-18	No Hazard

Waterfall – The characters are swept over a waterfall, and they plummet twenty-four feet (4") into the raging river below. Each character must make a PHY + Jumping skill roll against a target number of 15. If the roll succeeds, the character suffers no ill effects. If the roll fails, the character falls badly and suffers a POW 10 damage roll. (See "Falling," *Iron Kingdoms Unleashed Roleplaying Game: Core Rules*, p. 205.)



Boulders – Characters must take care not to become pinned by the large rocks jutting from the turbulent water. Each character must make an AGL roll against a target number of 14. If the roll succeeds, the character avoids the rocks. If the roll fails, the character suffers a POW 14 damage roll and rolls one fewer die on his next Swimming skill roll because the wind has been knocked out of his lungs.

Debris – A wave of fallen trees, collapsed bridges, and other large debris threatens to crush anything in its path. Each character must make an AGL roll against a target number of 14. If the roll succeeds, the character avoids the debris. If the roll fails, the character suffers a POW 10 damage roll.

Aftermath

Skill Encounter

Encounter Points: N/A

Description: This encounter takes place in a washed-out river valley in the hours after a disastrous flash flood. The PCs may be survivors of the flood from the “Deluge” encounter, or they may have been summoned to the scene to help with the rescue effort. Scant hours before, a small village occupied the scoured flood plain on which the PCs now stand. Wiped clean off the map, the former village now consists of little more than sundered bridges, splintered cottages, and the shattered ruins of other large structures that have been carried miles downstream by the raging torrent.

Special Rules/Tactics: The characters have only a few short hours to locate and rescue any survivors trapped within the wreckage. If the PCs are successful, they will be celebrated as heroes for years to come.

LOCATING SURVIVORS

The PCs may spend five turns looking for survivors. There are three times the total number of PCs. Each turn, each character can make a PER + Tracking skill roll against a target number of 12. For each successful roll, one survivor is found. At the end of five rounds, any undiscovered survivors die from their injuries.

If a character rolls 15 or higher on his skill roll, he locates a person of some renown—someone who may be very appreciative (either monetarily or with influence) for his rescue. Depending on the individual, the PCs may gain a new connection for saving that person, such as Connections (trollkin kriel) for saving an influential member of a trollkin community, or Connections (Circle Orboros) for saving a trapped blackclad. Rewarding the PCs with the location of a valuable treasure, knowledge about a rare breed of warbeast, or other important information is a good way to introduce them to a new adventure or campaign.

ADMINISTERING AID

For each survivor found, one character can make an INT + Medicine skill roll against a target number of 14 to stabilize the survivor and ensure he does not perish from his injuries. Stabilized survivors suffer from slow recovery (*Iron Kingdoms Unleashed Roleplaying Game: Core Rules*, p. 216) and may require additional aid from the party.

PREDATOR'S DEN

Keep your distance from a wounded animal. Don't get between a mother and her young. Wait for the pack to spread out. All good hunters stick by these rules, but the best know when to break 'em. All 'cept one: never get caught in the den of the beast.

—ALTEN ASHLEY, MONSTER HUNTER, GUIDE, AND SELF-PROCLAIMED

LEGEND

FOR THE GAME MASTER

The dens of the wild creatures of western Immoren are as unique and varied as the beasts that inhabit them. Although each creature's preferred climate and habitat produce most of these differences, biology and natural instincts more often than not determine how each species chooses and maintains its dens. Some creatures require only a dark and reasonably warm cave to rest in after gorging on a fresh kill, while others halt their migrations in order to give birth to their young. More ferocious creatures take their prey back to their dens, which are littered with the bones of previous kills, but others enjoy luring their food to their lairs and splattering the walls with the blood of their prey.

The rules below explain what happens when characters encroach on the dens of some of the most ferocious beasts in western Immoren. This section includes three variations structured around specific beasts. As always, feel free to modify and tailor these rules to suit your players and their style of play.

General Rules: Most predators' dens are only partially lit by secondary light sources, such as sunlight reflecting off pools of standing water or streaming in from a cave's entrance, or minor light poking through an opening in the ceiling. This low light causes characters to suffer -2 to all Detection skill rolls and PER-based rolls involving sight. The remains of previous kills, including large piles of bones, litter the floor. These piles are between eighteen feet (3") and thirty feet (5") in diameter, depending on the size of the predator and how long it has inhabited its den. If a character attempts to cross a bone pile, he must make an AGL roll against a target number of 13. If the roll succeeds, the character passes through the bone pile but treats the area as difficult terrain. If the roll fails, the character cuts himself on scraps of sharp bones and suffers a POW 6 damage roll. Any character damaged this way must make a successful PHY roll against a target number of 14 or become sickened. A sickened character suffers -2 STR and DEF. A character remains sickened until he either receives a full night's rest or is treated with a successful INT + Medicine skill roll against a target number of 14. Additionally, failing the AGL roll causes a great deal of noise that will draw the attention of predators in the den.

Most predators are familiar with new or strange scents in their lairs, and they gain $+2$ to Detection skill rolls when searching for intruders in their dens.



Cold Storage

Skill/Combat Encounter

Encounter Points: 30

Adversaries: 3 Winter Trolls

Description: The lairs of the northern winter trolls are truly horrific. These hardy beasts have adapted to the scarcity of food in their wintery habitats by dragging wounded prey back to their frozen lairs, storing their victims, and consuming the frozen remains bit by bit as their hunger requires. These nightmarish food stores sometimes attract competing predators or scavengers, and it is not uncommon for one winter troll to encroach on the lair of another, particularly if the den is well stocked. The resulting battles between these fearsome beasts feature a flurry of pounding fists and blasts of frigid breath. Explorers and survivalists stay away from these lairs for the most part, but a few daring (or foolhardy) souls brave these dens to scavenge valuable items carried by unfortunate travelers and to harvest rare specimens for study.

Special Rules/Tactics: Instead of the bone piles of a standard den, mounds of frozen carcasses riddle a winter troll's lair. These mounds have the same general composition and rules as

a bone pile, but a character who fails an AGL roll while trying to cross a mound suffers a POW 6 damage roll and is knocked down as he slips on the ice and is pierced by a jagged ice shard, bone fragment, or antler.

While within six feet (1') of a mound, once per round a character can make a PER + Detection skill roll against a target number of 12 to identify any useful items on a carcass. If the roll succeeds, the character can make an attack roll against the frozen mound to retrieve the item inside the ice. Only an attack with a POW of 12 or higher can crack the ice. Once an item is retrieved, the Game Master rolls a d6 to determine whether the item is usable. On a roll of 1 or 2, the item is unusable.

Only a single winter troll is present at the beginning of the encounter, but a pair of winter trolls will arrive after d3 rounds to usurp the food stores for themselves. During the ensuing combat, each character can make an AGL + Sneak skill roll against a target number of 13 to avoid being detected. Once per round, each undetected character in the lair must make an AGL roll against a target number of 13 to avoid being hit by an errant blast of ice breath from the battling trolls. If the roll fails, treat the character as if he had been directly hit by the ice breath attack of a winter troll.

Griffon's Roost

Skill/Combat Encounter

Encounter Points: 45

Adversaries: 5 Rotterhorn Griffions

Description: Making its nest in the high peaks of the Rotterhorn, the Rotterhorn griffion is a formidable creature whose territory should not be encroached upon lightly. Two or three mated pairs roost in a nest of dead trees and thick scrub brush from the Bloodstone Marches piled atop sheer cliffs near the peak of the mountain. Although these nests contain the same hazards most other predatory dens do, the powerful winds and thin atmosphere of these high-altitude locations present the greatest dangers. Those attempting to battle in the wind-blasted nest of a Rotterhorn griffion often have difficulty hearing each other, and their projectiles are likely to fly off the mark.

Special Rules/Tactics: This encounter uses the thin air hazard (see *Iron Kingdoms Unleashed Roleplaying Game: Core Rules*, p. 228).

The high winds that assault the Rotterhorn provide unique challenges for characters in the nest. When the encounter begins, use the High Winds result from the table below.

To determine the effect of the winds, roll a d6 at the beginning of each round and then consult the following table. An effect remains in play until another result is rolled.

D6 RESULT	EFFECT
1-3	High Winds: Characters suffer -1 on ranged attack rolls and -2" to their command range.
4-5	Wind Gust: Characters suffer -2 on ranged attack rolls and -4" to their command range. Characters or creatures with Flight gain +1 SPD when charging.
6	Full Storm: All the rules for Wind Gust apply. In addition, all AOE range attacks that miss their targets deviate an additional twelve feet (2"), and all cloud effects leave play at the end of each turn.





Skin and Bones

Combat Encounter

Encounter Points: 70

Adversaries: 2 Pale Tatzylwurms, 4 Feralgeists

Description: Among the largest and most vicious of the tatzylwurm species, the pale tatzylwurm is distinct in that it is known to kill for dominance and sport. A pair of mated pale tatzylwurms will drive out all other predators in an area and fiercely protect their claimed territory from intrusion. Upon reaching the status of apex predator in a region, the pale tatzylwurms select a lair in which to breed and periodically shed their skin. The dens of pale tatzylwurms are littered with bones, as well as the carcasses of fresh kills, particularly when the female has laid a clutch of eggs. This concentration of animal corpses has been known to attract the ethereal spirits of feralgeists, who seek to reanimate these remains in order to slay the living.

Special Rules/Tactics: A pale tatzylwurm lair contains $d3 + 3$ carcass piles. These piles are placed randomly among standard bone piles, and any character who stumbles upon one of these gruesome sights must make a Willpower roll against a target number of 14 to resist fear.

Once a character enters the lair in this encounter, the four feralgeists appear. Two of them lie in wait while the other two inhabit a pair of beast corpses, typically those of a wild argus, an elk (p. 92), or a creature the Game Master deems appropriate for the surrounding wilderness. The feralgeists do not attack the tatzylwurms, instead positioning themselves where they can help kill the intruders, but a tatzylwurm will attack a possessed corpse if it moves within melee range. If one of the tatzylwurms falls in combat, one of the feralgeists gives up its current host body and inhabits the tatzylwurm's corpse.

The nest contains $d3$ pale tatzylwurm eggs. Each egg can be sold for 50 gc to a collector of interesting wild fauna, or more likely to a gatorman warlock interested in training the creatures as warbeasts.

RAID

"I seen 'em. The men of the 47th were hard, and they'd seen horrors no one should ever have to. When those hogs came up over the ridge with their guns blazin', those men laughed. Even when the shells fell among us, we just ducked and kept comin'. But then when that gas came out of 'em . . . I seen men who'd faced down Hell itself curl up in a ball and scream at nothin' any of the rest of us could see. That was the worst part—not the hogs and their guns, but the hard men around you runnin' from nothin' at all."

—SAVRIN MELCHOR, SURVIVOR OF THE BATTLE OF FABIAN'S RIDGE

FOR THE GAME MASTER

The wilds of western Immoren are full of terrible powers locked in perpetual battle. In their attempts to best one another, these forces develop new technologies to overpower their foes. Most notorious for this behavior are the savage farrow and the mad human alchemist who walks with the Thornfall Alliance, Dr. Arkadius. Arkadius' experiments with the warbeasts of the Thornfall Alliance produce bizarre hybrids of flesh and technology—monstrosities that terrify their opponents before

utterly destroying them. The mad doctor weds giant hogs, already towering brutes of fist and tusk, with mechanika and alchemical processes to produce living weapons that combine the ferocity of a warbeast with the armament of a fallen warjack.

At the western edge of the Thornfall Alliance's territory, an isolated farrow encampment has received a delivery of one of the most recent developments: a selection of alchemical munitions designed for use by specialized farrow warbeasts. Rumors abound in the region about this new kind of warbeast. Akin to the gun boars used by farrow warlocks for years, it is said to fire projectiles carrying different alchemical payloads, including a gas that causes horrifying hallucinations in those exposed to it.

Kaldur the Oakborne, an overseer of the Circle Orboros in the Southern Dominion, has decided that these rumors represent a threat too potent to ignore. On his own initiative, he has decided to secretly acquire this new alchemical weapon, learn its capabilities, and prepare defenses against it. He is unwilling to strain relations between the Circle and these farrow, however, and cannot be seen interfering directly with them. As a result, he must hire intermediaries to act on his behalf.



Combat Encounter: Stealth Mission



F: FARROW WARRIOR

Stealth Mission

Roleplaying/Combat Encounter

Encounter Points: 30

Adversaries: 6 Farrow Warriors

Description: In this encounter, Kaldur asks the PCs to sneak into a munitions depot housing alchemical ammunition developed by Dr. Arkadius and recover a sample of the munitions within. This encampment is not a research facility; it is simply a temporary outpost close enough to a vulnerable human community to serve as a testing ground for new weapons. Although the site is not heavily guarded, it contains numerous farrow who will be enraged by the PCs' intrusion.

This encounter can produce a number of outcomes, depending on the PCs' approach. The most obvious plan is to sneak into the outpost after dark, slip past the patrolling farrow guards, retrieve the ammunition, and sneak out with it unnoticed. If the PCs feel they can negotiate successfully with the farrow, however, they can treat this encounter as a diplomatic mission. A truly audacious approach might be to create a distraction, such as challenging the bravest warrior to single combat or pretending to be a band of traveling players, while other members of the party make off with the munitions.

If the PCs choose to negotiate, they speak with Wareater, a minor farrow warlord. He is somewhat desperate for an edge

in his upcoming fight so that he may regain status among his tribe. For the price of a powerful weapon or another advantage, he might be convinced to let a shell or two go missing.

A PC who fights a duel must face a farrow warrior with the Two-Weapon Fighting ability and a pair of swords. If the PC incapacitates the farrow, he can make an Intimidation skill roll against a target number of 14 to convince the remaining farrow to surrender an alchemical shell.

If some factor makes working with the blackclads infeasible, substitute another organization that has this information, such as a local chieftain who feels threatened by the Thornfall Alliance. Any reasonably technologically advanced group would pay good money to learn more about the dire machinations of Dr. Arkadius. If the PCs are hired by intermediaries, they might take the job but then betray Kaldur, either by selling the munitions to another party or by informing Kaldur's superiors that his actions might have damaged relations between the blackclads and the armies of Lord Carver.

Special Rules/Tactics: During the day, the farrow go about various simple tasks, such as tinkering with their weapons and scrounging for food. At night, they sleep in shifts. Two farrow return to their tents to sleep while the other four patrol the grounds in pairs. One guard in each pair carries a torch, and the other keeps his pig iron ready. During their turn, farrow patrols make a full advance in a direction determined by the deviation template.

The alchemical shells themselves are about the size of a cannonball, and they can be carried by characters with a STR of 5 or higher. The farrow keep the shells in an armament tent with other weapons and ammunition. The PCs can use Kaldur's descriptions to identify this tent. To fulfill the blackclad's needs, the PCs must return at least one undamaged shell to him.

The munitions are experimental and potentially unstable. If dropped, they might detonate, releasing a gas that causes terrifying hallucinations. The Game Master can either provide the PCs with this information when they are hired or make it

an exciting surprise for the players. If the Game Master wants to increase the potential lethality of the scene, he can mix any of the alchemical mortar ammunition from the "Live Ammo" encounter with the hallucination shells.

If an alchemical shell is dropped, roll a d6. On a roll of 1 or 2, it detonates. Place a 3" AOE at the point of impact. Characters within the AOE must make a Willpower roll against a target number of 16 to resist fear. Additionally, warbeasts within the cloud gain d3 fury points and must immediately pass a threshold check or frenzy.

FARROW WARRIOR

ABILITIES:

Dig In – This character can make a quick action to dig an improvised foxhole. Until he moves, is placed, goes prone, or is engaged, the character gains cover, does not suffer blast damage, and does not block line of sight. A character cannot use the Dig In ability during a turn in which he ran.

Olfaction – This creature gains +2 to PER rolls related to scent.

Onslaught – At the start of this character's turn before moving or taking any action, the character can make one ranged attack. After the attack has been resolved, the character must charge or run. The ranged attack is made before declaring a charge target.

EQUIPMENT:

Infantry armor, scavenged military rifle, d3 + 1 gc, blasting powder and bullets for 10 shots

SKILLS:

NAME	STAT +	RANK	TOTAL
Detection	PER	1	4
Hand Weapon	PRW	1	5
Rifle	POI	1	5
Sneak	AGL	1	5

PHYSIQUE	PHY	6
SPEED	SPD	5
STRENGTH	STR	6
AGILITY	AGL	4
PROWESS	PRW	4
POISE	POI	4
INTELLECT	INT	3
ARCANE	ARC	—
PERCEPTION	PER	3



SCAVENGED RIFLE			
RAT	RNG	AOE	POW
5	10	—	11

Abilities: This weapon requires two hands.



CLUB		
MAT	POW	P+S
5	3	9

INITIATIVE	INIT	12
DEFENSE	DEF	10
	(INFANTRY ARMOR -2)	
ARMOR	ARM	13
	(INFANTRY ARMOR +7)	
WILLPOWER	WIL	9

VITALITY: 8

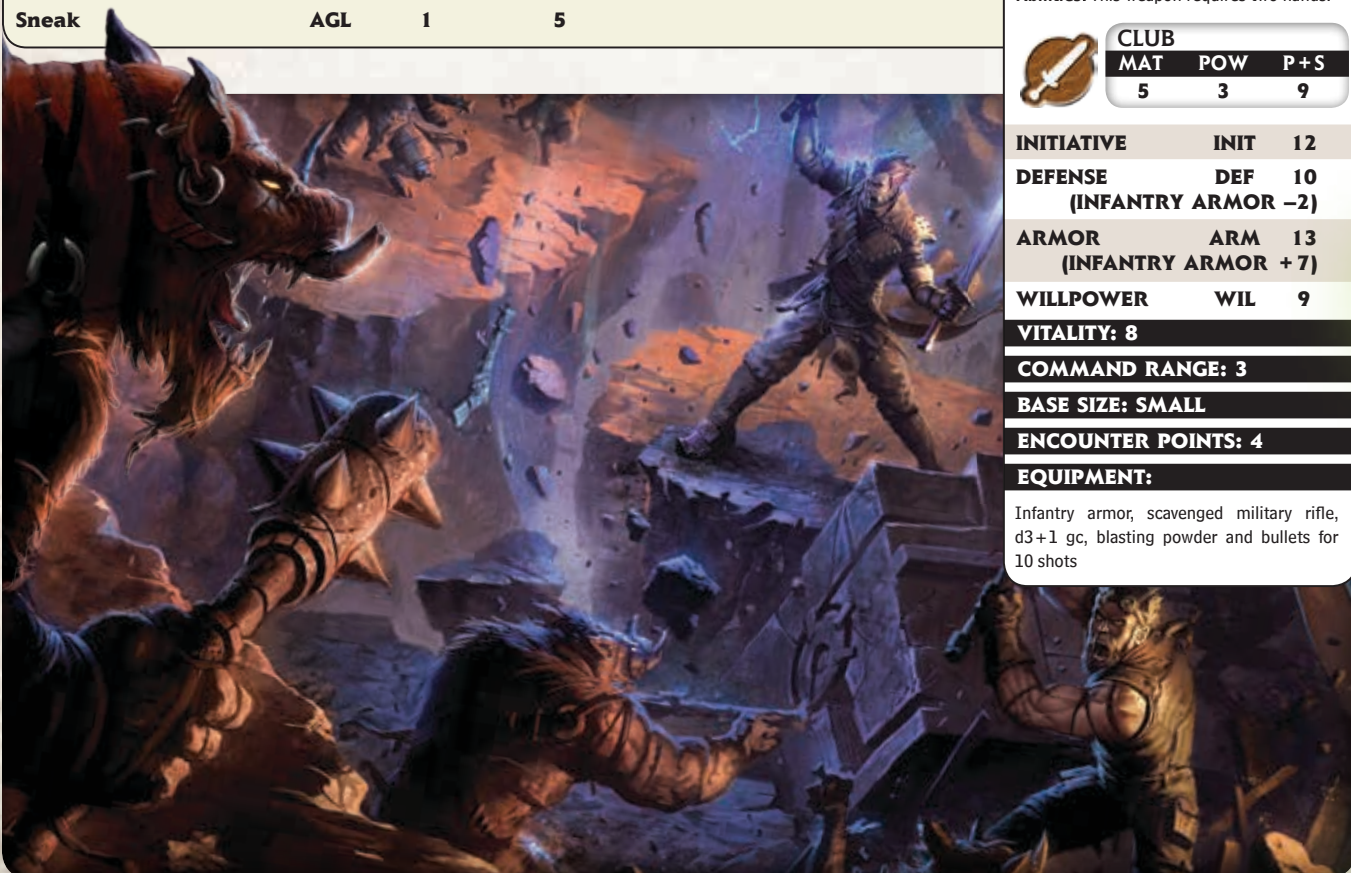
COMMAND RANGE: 3

BASE SIZE: SMALL

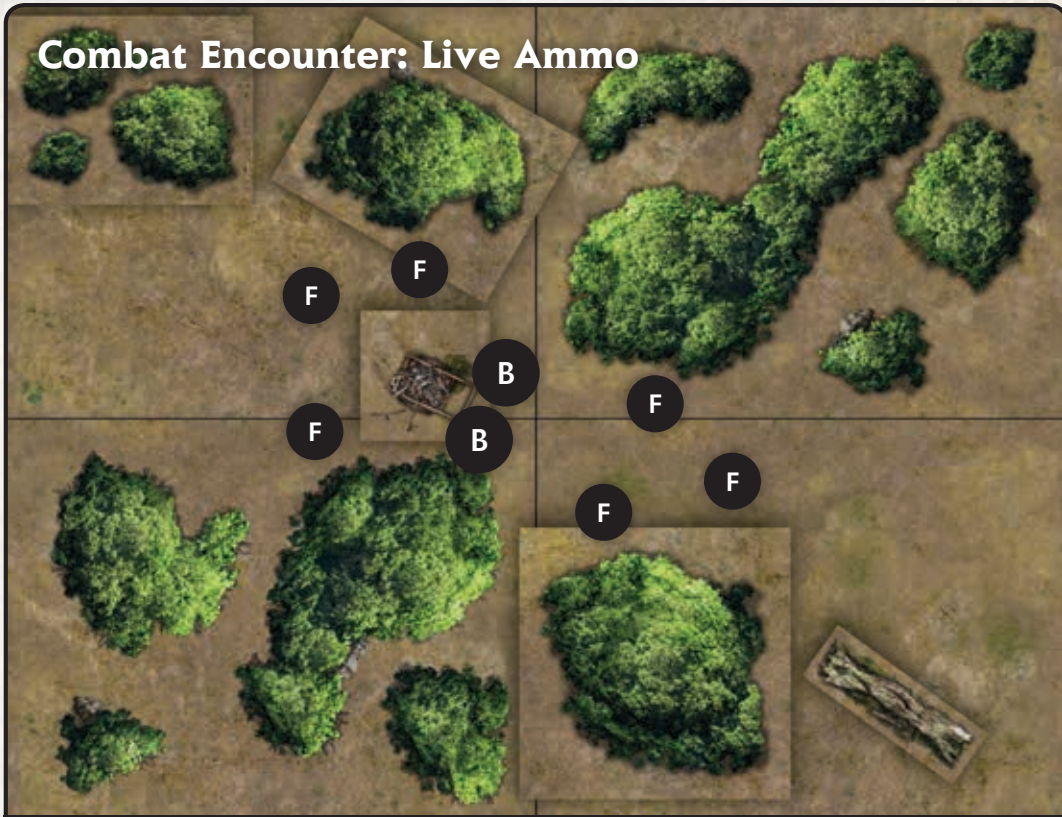
ENCOUNTER POINTS: 4

EQUIPMENT:

Infantry armor, scavenged military rifle, d3+1 gc, blasting powder and bullets for 10 shots



Combat Encounter: Live Ammo



F: FARROW WARRIOR B: BRUTE BOAR

Live Ammo

Combat Encounter

Encounter Points: 44

Adversaries: 6 Farrow Warrior, 2 Brute Boars (Trained template)

Description: Members of the Thornfall Alliance are transporting the munitions in this encounter to the farrow encampment described in the “Stealth Mission” encounter. Characters interested in intercepting the munitions prior to their arrival may want to strike the convoy while it is on the road.

The munitions and other supplies are being transported on a large wagon pulled by a pair of brute boars with the Trained creature template. Sneaking the munitions out of this situation requires a great deal of finesse, but negotiation might help the PCs avoid a full-on battle. The wagon contains many types of experimental shells, which present even greater challenges.

Warbiter is still in charge, and he is still desperate for success, as described in “Stealth Mission.” However, as he and his warriors are now en route to a battle, they are immediately suspicious of anyone who approaches them, and negotiations will be significantly more challenging.

Special Rules/Tactics: The rules from the “Stealth Mission” encounter about unstable munitions apply, but this encounter includes two additional types of shells. When determining a detonation, roll a d6 and consult the following table.

D6 RESULT	MUNITION TYPE
1–2	Fear Gas: The exploding ordnance contains fear gas, as described in the “Stealth Mission” encounter.
3–4	Corrosive Shell: Place a 3” AOE at the point of impact. Characters within the AOE suffer the Corrosion continuous effect.
5–6	Pyrophoric Ammunition: Place a 3” AOE at the point of impact. Characters within the AOE suffer the Fire continuous effect. The AOE is a cloud effect that remains in play for one round.

A character can identify the type of shell by making a successful INT + Craft (gunsmithing) roll against a target number of 10.

The brute boars are tethered to the cart. During an attack, a farrow B2B with a brute boar can perform a quick action to release it for combat. If a character performs a sneak attack or somehow panics a brute boar into running away, the creature is not smart enough to detach itself but can break free from the wagon by spending a full action and making a successful STR roll against a target number of 15. For every round a brute boar is engaged in combat or running while attached to the cart, or after resolving a direct hit to the cart that does more than 15 points of damage, roll a d6. On a roll of 1 or 2, some or all of the munitions discharge.

The effects of this blast are best determined by the Game Master in accordance with the outcome he wants. A single shell rolling out of the back of the cart can provide the PCs with a thrilling obstacle to dodge as they pursue the fleeing wagon. A truly disastrous explosion that flings the ammunition out like an oversized alchemical scattergun and sets off a massive chain reaction might cause an untimely end to a campaign, so the Game Master should use his discretion.

WILDFIRE

Remember the fire that burned up a few hundred acres of the Blackroot Wood a year or two back? That's the reason you always spit the flames away from a pile of seasoned firewood, kid.

—GORGEN BLISTERTONGUE, NORTHKIN FIRE EATER

FOR THE GAME MASTER

Whether the product of lightning strikes, a reckless disregard for fire control, or malicious intent, wildfires terrify everything that lives in western Immoren's grasslands and many of its forests. Tearing through natural vegetation at an extreme rate, wildfires can cut off escape routes and consume those trapped within the flames in moments.

Some forests are naturally protected against the hazards of these fires. The pools and bogs of the Widower's Wood, for example, slow the spread of conflagrations by acting as natural firebreaks, and frequent rainfall prevents deadwood from drying out enough to catch fire easily.

Not all places are so lucky. Fires are fairly regular occurrences in western Immoren, though many are the result of the activity of intelligent races. Errant rounds fired in a battle can

spark dry brush, and a warjack's coal box will scatter its fiery contents if ruptured. Raiding farrow and bogrin are known to smoke out rival tribes with rolling balls of burning timber and pitch, and the zealots of the Protectorate of Menoth are only too eager to bring the cleansing fires of their god down on the forests of the heathen Tharn.

Some of these fires are spread not by happenstance or design, but by sheer ignorance. In this scenario, a young trollkin scout, wounded in an encounter with a nest of wild vermin, pours flammable oil into the nest and sets it alight. Unseasonable winds blowing in from the south cause the fires to quickly spread out of control. Within moments, nearby foliage catches fire, deadfall tangled in the trees ignites, and rushing winds fuel the flames and spread them into the canopy, setting fire to a section of the Gnarls.

Alarmed by the growing size of the blaze, the young warrior flees back toward his kriel to warn his kith. Disoriented by smoke inhalation and exhaustion, however, he flees in the wrong direction, stumbling instead into the path of the PCs. With the wildfire moving rapidly to envelop them, the PCs have little time to react. They will need extraordinary skill and luck to survive the raging inferno.

ENCOUNTERS

Although a thoughtless impulse is the cause of the wildfire in this scenario, forest fires are more commonly caused by natural lightning strikes and the carelessness of inattentive campers. These fires can spread rapidly in drier forests and burn miles of woodland in a short period of time, and they are among the deadliest natural phenomena in western Immoren. Being trapped inside such a raging inferno is a situation straight out of a nightmare.



Conflagration

Skill Encounter

Encounter Points: N/A

Description: This encounter takes place in the early hours before dawn. This section of the Gnarl is frequented by patrols of trollkin intensely distrustful of outsiders, but the PCs have important business in the forest that warrants the risk. The encounter begins when a trollkin scout, burned severely from his close brush with the wildfire, sprints into the PCs' camp, coughing uncontrollably. The PCs have only a few moments to question him before the wildfire reaches their camp.

Special Rules/Tactics: To escape the fiery conflagration, the characters must make a series of successful PER + Survival skill rolls. The standard rules for assisted Survival skill rolls (see *Iron Kingdoms Unleashed Roleplaying Game: Core Rules*, p. 194) do not apply during this encounter; instead, the party is only as good as its weakest link. The character with the **lowest** Survival total (PER + Survival rank) makes a roll each round against a target number of 16.

To escape the conflagration, the character with the lowest Survival total must make a number of successful Survival skill rolls equal to the number of PCs in the party. (Add one to this number if the PCs choose to aid the trollkin). The character rolls at the start of each round. If the roll succeeds, the characters do not suffer any additional effects. If the roll fails, the characters must immediately overcome a hazard.

Other characters can contribute to this effort. If no hazard occurs, during the round each other character can make a skill roll against a target number of 15 to provide the group assistance, using any skill the Game Master deems appropriate to the situation. A character can use Climbing to ascend a rock face or tree to look for a clear path, Navigation to negotiate confusing or difficult terrain, Survival to notice dry trees that could present danger, or a number of other skills. A character cannot provide assistance using the same skill twice in a row. So, if a character uses Detection one round, he must select a different skill the following round before he can choose Detection again. For each character that assists in this fashion, the character with the lowest Survival total gains +1 to his skill roll at the start of the next round.

Consult the following table to determine the appropriate hazard. If the Game Master needs a map to resolve the outcome of a hazard, the tiles in the *Iron Kingdoms Unleashed Adventure Kit* will allow him to quickly represent an area of forest, but any forested map will suffice..

3D6 ROLL	MUNITION TYPE
3	Firestorm
4-5	Ash Cloud
6-9	Smoke
10-13	Flaming Tree Deadfall
14-15	Dead End
16-18	No Hazard

Firestorm

Convection currents caused by the wildfire draw in the surrounding air, adding fuel to the conflagration and producing severe winds. Unable to escape the rapid inferno, the characters are engulfed in flames. Each character suffers d3 fire damage points and the Fire continuous effect.

Ash Cloud

Hot ash from the wildfire rains down upon the forest. The Game Master designates a point on the map and rolls for deviation. Place a 3" AOE at the point of impact. Any character or object within the AOE suffers a POW 6 fire damage roll. Roll a d6 for each combustible item within the AOE. On a roll of 1, the item suffers the Fire continuous effect.

Smoke

As the wildfire moves closer, a sudden shift in wind engulfs the characters in billowing smoke. For the remainder of the encounter, increase the target number of Survival skill rolls by 1. In addition, during each character's Maintenance Phase, he must make an Exhaustion roll to avoid the effects of smoke inhalation. If the roll fails, the character must spend the round overcoming an intense coughing fit.

Flaming Tree Deadfall

Weakened by fire, a flaming tree crashes down on the party. Place a spray template on the map in the direction of the fall. Characters under the template must make a successful AGL roll against a target number of 13 or suffer a POW 18 damage roll, become knocked down, and suffer the Fire continuous effect.

Dead End

As the wildfire moves closer, the route the party has taken is cut off by fallen trees or other debris. Increase the target number of Survival skill rolls by d3.

River Gorge

Skill Encounter

Encounter Points: N/A

Description: This encounter takes place at the summit of a deep river gorge within a large forest, such as the Gnarl or the Scarsfell Forest. A swift river winds its way through the base of the yawning chasm, its turbulent waters broken by large boulders and jagged granite spurs. The PCs may have arrived here after fleeing the inferno in the "Conflagration" encounter, or they may find themselves here through simple misfortune.

This encounter begins as the PCs arrive at a wooden bridge spanning the chasm. Erected long ago by a local human tribe, the rickety bridge has seen better days. Behind the PCs, a wildfire fueled by high winds is rapidly approaching, cutting off alternate routes to safety. The PCs must quickly navigate the treacherous span before fire burns away the hemp line anchoring the bridge to the cliff face.

Special Rules/Tactics: The party has a limited time—two rounds, multiplied by the number of PCs in the group—to cross the bridge before it collapses from fire damage. Because the



bridge is only nine feet wide, characters represented by small- and medium-based models can cross without impediment, but characters represented by large-based models must squeeze along the bridge, treating it as rough terrain.

Complicating the crossing, decades of exposure to the elements have worn down the narrow bridge and left it unsound. A character wearing armor with a DEF modifier of -1 or less can safely navigate the bridge over three rounds by making three successful AGL rolls against a base target number of 11. (These successes do not have to be rolled consecutively.) A maximum of three characters may attempt to cross the bridge at a time. For each additional character navigating the bridge simultaneously, increase each character's target number by 2.

If an AGL roll fails, consult the following table to determine the appropriate hazard.

3D6 ROLL	MUNITION TYPE
3-5	Panicked Beast
6-9	Ash Cloud
10-13	Rotten Planks
14-18	No Hazard

PANICKED BEAST

A thunderous, panicked bellow heralds the arrival of a stampeding dire troll or other similarly massive beast, set aflame from the wildfire it just escaped. Delirious with pain,

it rampages across the bridge, oblivious or indifferent to the presence of other characters on the span. Each character on the bridge must make a successful AGL or PHY roll, whichever stat is higher, against a target number of 15 to avoid being knocked down by the creature's passage. Alas, the panicked beast does not make it safely to the other side. About two-thirds of the way across, it breaks through the rotten planks in the bridge and plummets sixty feet to its doom. The gap left behind increases the target number for crossing the bridge by 1.

ASH CLOUD

Hot ash produced by the wildfire rains down upon the bridge. The Game Master designates a point on the map and rolls for deviation. Place a 3" AOE at the point of impact. Any character or object within the AOE suffers a POW 6 fire damage roll. Roll a d6 for each combustible item within the AOE, including the bridge. On a roll of 1, the item suffers the Fire continuous effect. If a section of the bridge suffers the Fire continuous effect, reduce the number of turns before the bridge gives out by one for each round until the fire is extinguished.

ROTTEN PLANKS

The character breaks through the rotten planks underfoot. To extract himself from the hazard, he must spend a full action and make a successful STR roll against a target number of 14 or a successful AGL + Escape Artist skill roll against a target number of 12. The gap left behind increases the target number for crossing the bridge by 1.

MAGIC BY DESIGN

In the wilds of western Immoren, shamans and warlocks hold positions of prestige. The ability to weave spells from one's own willpower or from the rage of a rampaging warbeast is a gift possessed by few. Throughout time, though, the wild peoples of western Immoren have harnessed the power of magic and bound it to objects. Once properly inscribed and invested with a bit of the maker's own power and vitality, these potent tools are permanently infused with magic. They often outlast their creators, becoming prized relics passed down through generations. The mightiest earn legends that overshadow any who wield them, becoming mythic objects in their own right.

Creating magical items is not easy—it requires patience, diligence, and careful craftsmanship. Binding magical essence

is dangerous and potentially deadly. Those who do not approach this work with a great deal of caution can be unmade by their careless work as the arcane power they seek to harness lashes back against them.

In the civilized societies of western Immoren, this danger is managed through the creation of mechanika. A fusion of magic and technology, mechanika creates potent magical items that have helped shape the course of history in the Iron Kingdoms, but this method is not without its limits and weaknesses.

The less-civilized cultures and settlements of western Immoren have their own paths and traditions. These practices, older and often darker than the formalized techniques of the Iron Kingdoms, allow these societies to create a wide range of



magical items. The process of creating mechanika is similar to that used to craft traditional magical items, but the final fusion and application of arcane energies differ greatly.

MAGICAL ITEMS

A magical item has three components: a **vessel**, **rune points**, and an **attunement** requirement. The vessel is simply the item being transformed, whether a weapon, a set of armor, a stone talisman, or another object. Rune points are a combination of two factors: the space needed to inscribe, engrave, or etch the necessary runes on an item's body, and the runes themselves, which power the magical item. The attunement requirement is the amount of preparation time the creator needs before he is ready to wrestle with the arcane energy in the runes.

The process used to create these magical items creates a permanent, self-sustaining bond between the vessel, the runes, and the magical energies, allowing these objects to last far, far longer than most mechanical equivalents. The lore masters of the trollkin and the Circle Orboros know of items created millennia ago that are still in use today.

Any item created via this process is magical in some way. The benefit may not be as direct as that of a magically imbued sword or an enchanted suit of heavy armor, but the impact is guaranteed to be potent. Gifted individuals can generally tell right away when an item has been exposed to magical energies, while others may simply have a feeling that the item in question is different.

Some magical items require specialized runes that function only with particular items. A magical axe cannot function with runes designed for armor, for example.

IDENTIFYING MAGICAL ITEMS

A Gifted character in contact with a magical item can make an ARC attribute roll against a target number of 12 + the item's rune point value to determine the item's arcane origin (e.g., Devourer, Dhunian, or Nyss) and receive a general sense of the item's capabilities.

Any character can attempt to decipher the runes inscribed on an object by making an INT + Lore (occult) skill roll against a target number of 14 + the item's rune point value to determine the item's arcane origin. At the Game Master's discretion, a character who is familiar with the culture of the item in question, such as an affiliate of the Circle Orboros examining an item inscribed with Devourer runes, can substitute an appropriate Lore skill for Lore (occult).

ASSEMBLY

Most magical items created in the wilds of western Immoren are created from scratch using the strongest available materials—those that can withstand the magical energies harnessed in their creation. These energies, often dangerous and volatile, can be fatal to the individual creating the item if not controlled. The **vessel** of a magical item defines the kind of item it is, whether weapon, armor, or otherwise. The character then **attunes** to the work ahead and **inscribes** the items with runes to create a magical item.

VESSEL

A magical item's Vessel is the shell or frame that contains the runes and esoteric energies that power it. Each Vessel is crafted to exacting standards that make it capable of containing the power within the runes. For many wilderness cultures, the task of creating a Vessel that can withstand these arcane forces is attempted only by master craftsmen, whose skills and techniques are often passed down from generation to generation.

Weapons and Armor

Melee weapons, ranged weapons, and suits of armor are among the many objects that can be imbued with magical power. Any weapon or armor used as the Vessel of a magical item must have at least 1 rune point carved into its surface. Weapons created as magical items are magical weapons. Bodies for magical weapons and armor have the same stats as the items they are based on.

The raw materials needed to create the Vessel of a magical weapon or armor cost three times as much as a normal, non-magical version of the item. For example, the cost of a normal axe is 8 gc, so the raw materials needed to create a Vessel for a magical axe would cost three times as much, or 24 gc.

Creating the Vessel of such an item requires the applicable Craft skill. For example, if a character is trying to create a magical Vessel of heavy plate armor, the pertinent Craft skill is Craft (metalworking). It also requires access to the appropriate forge, tools, or equipment. Once a character has the raw materials to craft or forge the Vessel, he must spend time preparing the components. Determine the total cost of the Vessel, and use the crafting rules on p. 179 of *Iron Kingdoms Unleashed Roleplaying Game: Core Rules* to determine the progress the character makes each day. Each day the character works on creating the Vessel, he makes a roll using the pertinent Craft skill. Once the character's progress equals the total cost of fabricating the Vessel, his work is done.

EXAMPLE: A character with the necessary skills wants to craft the magical Vessel of a spear with a material cost of 45 gc (15 gc for the cost of the normal spear x 3). He makes an INT + Craft (carpentry) roll for each day spent crafting the Vessel and consults the table on p. 179 of *Iron Kingdoms Unleashed Roleplaying Game: Core Rules*. He rolls a total of 17 on each of the first two days, completing 15 gc of work each day and leaving him with 30 gc of the item's value. He then rolls a total of 13 on the third day and 14 on the fourth, completing 10 gc of work each day. This brings him up to 50 gc of work, which is enough to complete the spear.

Talismans

Made of small chits of workable stone or bone, talismans protect the wearer and bestow on him a measure of runic power. Although their effects often pale in comparison to those of even the most straightforward spells, these charms are common among many wilderness cultures.

A talisman used as the Vessel of a magical item must have at least 1 rune point carved into its surface. While wearing a talisman, the wearer is affected by all runes inscribed on it. A character can wear multiple talismans but can receive the benefit of only a single talisman at a time. If a character wears multiple talismans, choose during the character's Control Phase which talisman affects him. That talisman affects the character until it is removed or until a new talisman is selected.

Creating a talisman requires carved metal, stone, bone, or a similar material worth at least 15 gc, as well as the applicable Craft skill. For example, if a character is trying to create a magical talisman made of metal, the pertinent Craft skill is Craft (metalworking). Once a character has the raw materials to craft or forge the Vessel, he must spend time preparing the components, following the same rules used to create bodies of magical weapons and armor.

ATTUNEMENT

Before a magical item is inscribed, the crafter must attune to the task. He must spend time in deep meditation preparing for the immense strain on his willpower and soul during the inscription and completion of his work. Only a foolhardy or suicidal individual would attempt to harness the power of the runes without first attuning to the labor ahead.

ATTUNEMENT RULES

Attunement consists of a set period of uninterrupted meditation followed by an ARC attribute roll against a target number of 12 + the total number of rune points the character plans to inscribe on the item. For each rune point being inscribed, the character must meditate for three hours without interruption. If the attribute roll succeeds, the character can inscribe the runes without further penalty. If the roll fails, the character can roll again after an additional three hours of meditation. A character gains a cumulative +1 to the roll for every three hours of uninterrupted meditation beyond the required amount. A character with the Empower Weapon ability automatically succeeds on any attempt to attune to his empowered weapon.

EXAMPLE: A character inscribing 5 rune points onto a great sword will require fifteen hours of uninterrupted meditation to complete the weapon. After meditating, the character must make an ARC attribute roll against a target number of 17 (12 + 5 rune points). If the character is inscribing those 5 rune points onto his empowered weapon, he still needs to meditate for fifteen hours but does not need to roll.

A character who fails to attune and then fails his ARC roll to inscribe a weapon rolls two additional dice on the Price of Failure Table and must use the highest result.

RUNES

Runes imbue a magical item with its arcane power. The peoples of the wilderness employ runic scripts that draw upon their own traditions and cultures. Some manifestations of magical power are unique to a specific tradition, but others are known among many different peoples. More powerful effects require a deeper understanding of the arcane traditions from which the powers arise.

Each culture in the wilds of western Immoren has developed its own traditions, though some crossover exists. The Runes by Race table indicates which magic traditions are available to a character based on his race. (Races not included on the table will be explored in future products.)

RUNE POINTS

Rune points are an amalgamation of three factors: the magical runes that supply the desired effects of the item, the space required to inscribe the runes on the item, and the complexity of the runes being inscribed. This value is an expression of the attributes required for item creation. Weapons, armor, and smaller items are allowed a limited number of rune points, but some objects can house a larger number of runes. The great celestial fulcrums used by the Circle Orboros—stone constructions that replicate the movement of Caen and its moons and harness blasts of raw elemental power—are potent examples of objects that surpass this limit and display countless runes used in conjunction.

LEGENDARY ITEMS AND RUNE POINTS

Just as the traditions of creating magical items have been passed down through the generations, so too have items of tremendous power. Items such as the axe Rathrok, carried by the trollkin chieftain Madrak Ironhide, and the ancient Morrdhic weapon Rapture, wielded by the blighted ogrun Thagrosh Hellborne, are unique items that almost certainly have more than 5 rune points' worth of abilities. The creation of such legendary items is rare and may require special conjunctions of extraordinary circumstances and individuals. Some of these items may not have been fabricated intentionally to possess their powers, but rather developed them from association with singular moments in history or by the slow accumulation of great deeds while wielded by the most epic of heroes or villains. Special vessels with such legacies may be required for the most potent of fabrications. Creating or discovering such items could be worthy of an entire campaign. The Game Master is free to design his own creations of such power, but these objects should be handled with great care.

RUNES BY RACE

CHARACTER RACE	GENERAL RUNES	DEVOURER RUNES	DHUNIAN RUNES	NYSS RUNES	SWAMP RUNES	TROLLKIN RUNES
Bog Trog	✓				✓	
Croak	✓				✓	
Farrow	✓		✓			
Gatorman	✓				✓	
Human	✓	✓				
Nyss	✓			✓		
Tharn	✓	✓				
Trollkin	✓		✓			✓

Rune Point Limits

Each type of item can bear a limited number of rune points. The following are the maximum rune points allowed for each object type covered in this chapter:

Talismans: 2 rune points

Weapons and Armor: 5 rune points

INSCRIBING RUNES

Inscribing a rune takes one week per rune point. Once this time has passed, the character must make an ARC + Lore skill roll against a target number of 12 + the rune's point value. If the roll succeeds, the character successfully inscribes the rune. If the roll fails, the character must roll on the Price of Failure table (p. 56) to determine any consequences of his failure. After resolving any effects, the character can spend one week correcting his mistake in the inscription and then roll again.

If an item has not reached its rune point limit after inscription, additional runes can be inscribed upon it.

Runes are broken into different traditions based on the cultures of the wilds. Each tradition uses its own subjects for the Lore skill.

The following attributes define runes in the game:

Type: This defines the types of bodies the rune can be inscribed upon.

Prerequisite: A character must have the required Lore subject and skill level to inscribe the rune.

Rune Points: This indicates the number of rune points the rune takes up on the item.

Effect: This describes the effect of the rune in the game

General Runes

Several runes are found across all the gifted races found in the wilds of western Immoren. Although the runes themselves may take different forms, the effects are the same.

Any character capable of creating magical items can utilize these runes and can replace the Lore subject in the prerequisites with a different subject appropriate for that character's arcane traditions, provided his skill level is high enough.

EXAMPLE: *Micah's blackclad wants to create a melee weapon with the Accuracy rune. He can choose to use Lore (Orboros) in place of Lore (occult). Meanwhile, Laine's Priest of Nyssor can use Lore (Faith of Nyssor) to inscribe her bow with the same rune.*

ACCURACY

Type: Melee or ranged weapon

Prerequisite: Lore (occult) 1

Rune Points: 1

Effect: A character wielding a weapon inscribed with this rune gains +1 on his attack rolls with it.

BALANCED

Type: Melee or ranged weapon

Prerequisite: Lore (occult) 1

Rune Points: 1

Effect: Decrease the attack modifier penalty of a weapon inscribed with this rune by 1, to a minimum of 0.

BLESSED

Type: Melee or ranged weapon

Prerequisite: Lore (occult) 2

Rune Points: 2

Effect: A character using a weapon inscribed with this rune ignores spell effects that add to the target's DEF and ARM.

COLD

Type: Melee weapon

Prerequisite: Lore (occult) 2

Rune Points: 2

Effect: A weapon inscribed with this rune gains +1 POW. On a critical hit with a weapon inscribed with this rune, a target without the Immunity: Cold ability becomes stationary for one round.

CORRUPTION

Type: Melee or ranged weapon

Prerequisite: Lore (occult) 1

Rune Points: 1

Effect: A character hit by a weapon inscribed with this rune suffers the Corrosion continuous effect.

DISBINDER

Type: Melee weapon

Prerequisite: Lore (occult) 2

Rune Points: 2

Effect: Upkeep spells on a character hit by a weapon inscribed with this rune immediately expire.

ELEMENTAL PROTECTION

Type: Armor or talisman

Prerequisite: Lore (occult) 2

Rune Points: 2

Effect: A character wearing an item inscribed with this rune gains +2 ARM against cold, corrosion, electrical, and fire damage.

EYES OF DARKNESS

Type: Talisman

Prerequisite: Lore (occult) 1

Rune Points: 1

Effect: An item inscribed with this rune treats darkness as dim light and dim light as bright light.

FLAME

Type: Melee weapon

Prerequisite: Lore (occult) 2

Rune Points: 2

Effect: A weapon inscribed with this rune gains +1 POW. On a critical hit with a weapon inscribed with this rune, the target suffers the Fire continuous effect.

FLEET

Type: Armor

Prerequisite: Lore (occult) 3

Rune Points: 3

Effect: A character wearing armor inscribed with this rune gains +1 SPD and DEF.

GRIEVOUS WOUNDS

Type: Melee weapon

Prerequisite: Lore (occult) 2

Rune Points: 2

Effect: A character hit by a weapon inscribed with this rune loses Tough, cannot heal or be healed, and cannot transfer damage for one round.

HEIGHTENED STRENGTH

Type: Armor or talisman

Prerequisite: Lore (occult) 2

Rune Points: 2

Effect: A character wearing an item inscribed with this rune gains +1 STR.

MAGE STATIC

Type: Armor

Prerequisite: Lore (occult) 3

Rune Points: 3

Effect: Enemy magic attacks targeting a character wearing armor inscribed with this rune suffer -5 RNG.

OCCULTATION

Type: Armor or talisman

Prerequisite: Lore (occult) 2

Rune Points: 2

Effect: A character wearing an item inscribed with this rune gains stealth.

QUICKEN

Type: Armor or talisman

Prerequisite: Lore (occult) 2

Rune Points: 2

Effect: Once per turn, a character wearing an item inscribed with this rune can spend a quick action to advance up to twelve feet (2").

RESILIENCE

Type: Talisman

Prerequisite: Lore (occult) 2

Rune Points: 2

Effect: A character wearing an item inscribed with this rune gains boosted rolls to resist diseases and poisons.

SAFEGUARD

Type: Armor or talisman

Prerequisite: Lore (occult) 1

Rune Points: 1

Effect: While a character is wearing an item inscribed with this rune, continuous effects on the character expire on a roll of 1–3.

SAVAGE

Type: Melee or ranged weapon

Prerequisite: Lore (occult) 3

Rune Points: 3

Effect: A weapon inscribed with this rune gains +1 POW. On a critical hit with a weapon inscribed with this rune, after the attack is resolved the character wielding the weapon can make another attack against the target.

STEADY

Type: Armor or talisman

Prerequisite: Lore (occult) 1

Rune Points: 1

Effect: A character wearing an item inscribed with this rune cannot be knocked down.

Devourer Runes

The potent runes used by worshippers of the Devourer Wurm are generally related to violence and hunting. The Circle Orboros has adapted many of these runes for its own purposes as well.

FEAST OF THE WURM

Type: Melee weapon

Prerequisite: Lore (Devourer or Orboros) 2

Rune Points: 2

Effect: When a weapon inscribed with this rune destroys a living target, the attacking character can spend a full action consuming a portion of the corpse to regain vitality points equal to his PHY stat.

FINISHER

Type: Melee weapon

Prerequisite: Lore (Devourer or Orboros) 3

Rune Points: 3

Effect: A weapon inscribed with this rune gains an additional die of damage against enemies who are already damaged.

THE HUNT

Type: Talisman

Prerequisite: Lore (Devourer or Orboros) 2

Rune Points: 2

Effect: A character wearing an item inscribed with this rune ignores forests, concealment, and cover when determining LOS or making a ranged attack.

PARALYSIS

Type: Melee or ranged weapon

Prerequisite: Lore (Devourer or Orboros) 3

Rune Points: 3

Effect: A character hit by a weapon inscribed with this rune has his base DEF reduced to 7 and cannot run, charge, or perform slam or trample power attacks. Paralysis lasts for one round.

SCENT OF THE PREY

Type: Talisman

Prerequisite: Lore (Devourer or Orboros) 1

Rune Points: 1

Effect: A character wearing an item inscribed with this rune gains an additional die on Detection and Tracking skill rolls that rely on scent.

VENOMOUS

Type: Melee or ranged weapon

Prerequisite: Lore (Devourer or Orboros) 2

Rune Points: 2

Effect: A living character without the Poison Resistance ability damaged by a weapon inscribed with this rune suffers –2 STR and loses one quick action for one round.

WEIGHT OF STONE

Type: Melee weapon

Prerequisite: Lore (Orboros) 4

Rune Points: 4

Effect: When a weapon inscribed with this rune damages a character, the damaged character suffers –3 SPD and DEF for one round.

Dhunian Runes

Dhunian runes are very common among trollkin kriels, but many other races, such as the farrow, worship Dhunia and utilize the same runes.

DHUNIA'S RAGE

Type: Melee weapon

Prerequisite: Lore (Dhunian) 3

Rune Points: 3

Effect: Once per encounter, a character wielding a weapon inscribed with this rune gains an additional die to attack damage rolls with the inscribed weapon for one round.

DHUNIA'S TOUCH

Type: Armor

Prerequisite: Lore (Dhunian) 4

Rune Points: 4

Effect: Once per encounter, a character wearing an item inscribed with this rune can spend 1 feat point to ignore all damage that results from an attack.

FATE BLESSED

Type: Melee or ranged weapon

Prerequisite: Lore (Dhunian) 3

Rune Points: 3

Effect: Once per encounter, a character wielding a weapon inscribed with this rune can reroll a missed attack roll made with the weapon or cause an enemy to reroll a successful attack roll.

FLOW OF VITALITY

Type: Talisman

Prerequisite: Lore (Dhunian) 1

Rune Points: 1

Effect: A character wearing an item inscribed with this rune never suffers from slow recovery.

SPIRIT CHASER

Type: Talisman

Prerequisite: Lore (Dhunian) 1

Rune Points: 1

Effect: Characters within the command range of a character wearing an item inscribed with this rune immediately lose incorporeal and stealth.

Nyss Runes

Nyss runes have become more widely known in recent years as the elves have fled their mountain homes to escape the dragon Everblight and his blighted legion. Most Nyss runes relate to cold, ice, and survival.

THE HUNT

See the Devourer version (p. 53). This rune uses Lore (Faith of Nyssor) in place of Lore (Devourer or Orboros).

ICY TOUCH

Type: Talisman

Prerequisite: Lore (Faith of Nyssor) 2

Rune Points: 2

Effect: A character wearing an item inscribed with this rune can cause a single item or square-foot patch of material to immediately become icy and slippery to the touch for one round. Additionally, once per encounter, the affected character can freeze a body of water up to eighteen feet (3") in diameter for one round. While frozen, the water is treated as an ice sheet (see "Weather," *Iron Kingdoms Unleashed Roleplaying Game: Core Rules*, p. 229).

NYSSOR'S SIGHT

Type: Armor or talisman

Prerequisite: Lore (Faith of Nyssor) 1

Rune Points: 1

Effect: The vision of a character wearing an item inscribed with this rune is not affected by blizzards, snow, or rain. Additionally, the character gains +1 to Detection and Tracking skill rolls while in a snowstorm or an ice storm.

NYSSOR'S TOUCH

Type: Talisman

Prerequisite: Lore (Faith of Nyssor) 2

Rune Points: 2

Effect: A character wearing an item inscribed with this rune does not suffer the effects of exposure to cold.

SCENT OF THE HUNT

See the Devourer rune "Scent of the Prey (p. 53)". This rune uses Lore (Faith of Nyssor) in place of Lore (Devourer or Orboros).

SHATTER

Type: Melee or ranged weapon

Prerequisite: Lore (Faith of Nyssor) 2

Rune Points: 2

Effect: A weapon inscribed with this rune gains an additional damage die against stationary characters.

Swamp Runes

Bog trogs and gatormen share similar runic traditions. Most of their specialized runes are related to the death and decay that fill the marshes in which they live, but the gatorman bokors have learned to harness the enigmatic strength of the mysterious spirits that inhabit the swamps.

LIFE TRADER

Type: Melee weapon

Prerequisite: Lore (Ashiga or Kossk) 3

Rune Points: 3

Effect: When an attack with a weapon inscribed with this rune hits, the character wielding the weapon can suffer 1 damage point to gain an additional die on the damage roll against the character hit.

PARALYSIS

See the Devourer version (p. 53). This rune uses Lore (Ashiga or Kossk) in place of Lore (Devourer or Orboros).

SCENT OF THE PREY

See the Devourer version (p. 53). This rune uses Lore (Ashiga or Kossk) in place of Lore (Devourer or Orboros).

SOUL REAPER

Type: Melee or ranged weapon

Prerequisite: Lore (Kossk) 3, ability to gain souls

Rune Points: 3

Effect: When a living enemy is destroyed by a weapon inscribed with this rune, the character wielding the weapon gains the destroyed character's soul token regardless of the proximity of other models.

SPIRIT CHASER

See the Dhunian version (p. 54). This rune uses Lore (Ashiga or Kossk) in place of Lore (Dhunian).

VENOMOUS

See the Devourer version (p. 53). This rune uses Lore (Ashiga or Kossk) in place of Lore (Devourer or Orboros).

Trollkin Runes

The runic traditions of the trollkin are well known. Although many kriels primarily use traditional Dhunian runes, they have many of their own as well. These runes are generally based on earth, resilience, and strength.

HARDENED

Type: Armor or talisman

Prerequisite: Trollkin, Lore (Dhunian) 2

Rune Points: 2

Effect: A character wearing an item inscribed with this rune does not suffer damage or effects from impact attacks and collateral damage.

SMITE

Type: Melee weapon

Prerequisite: Trollkin, Lore (Dhunian) 3

Rune Points: 3

Effect: On a critical hit with a weapon inscribed with this rune, the character hit is slammed d6" directly away from the attacker and suffers a damage roll equal to the P+S of the weapon. The POW of collateral damage is equal to the P+S of the weapon.

STAGGER

Type: Melee weapon

Prerequisite: Trollkin, Lore (Dhunian) 4

Rune Points: 4

Effect: On a critical hit with a weapon inscribed with this rune, the character hit cannot attack or make power attacks for one round.

STEADFAST

Type: Armor or talisman

Prerequisite: Trollkin, Lore (Dhunian) 2

Rune Points: 2

Effect: A character wearing an item inscribed with this rune cannot be knocked down, pushed, or slammed.

STONE STRENGTH

Type: Melee weapon or talisman

Prerequisite: Trollkin, Lore (Dhunian) 2

Rune Points: 2

Effect: A character wielding a weapon inscribed with this rune or wearing an item inscribed with this rune gains +1 STR.

PRICE OF FAILURE TABLE

ROLL RESULT	OUTCOME
1–4	Warning – The character senses that the attempt to harness the arcane power is getting out of control and aborts it, but the strain of doing so hinders his ability to work arcane energy for a time. The character suffers –1 ARC for the next 2d6 hours.
5	Marked – The strain of failure leaves a mark on the character. His hair prematurely turns grey, dark circles appear under his eyes, an ominous mark appears on his flesh, his features wrinkle with age, or he suffers a similar effect. This change is permanent and may have ramifications within the character's tribe.
6	Demanding – The character succeeds in creating the item, but its imperfections take a toll on the user. While a character uses the item, he must lose 1 feat point at the end of each of his turns. If the character cannot lose a feat point, he suffers 1 damage point instead.
7	Arcane Scarring – Arcane power wracks the character and leaves him scarred by potent forces, forever altering his ability to weave magic. When the character fails a fatigue roll to avoid Exhaustion, he suffers d3 damage points. When the character reaves fury or leaches fury points from his own life force, he suffers an additional d3 damage points.
8	Magical Withering – The failure permanently reduces the character's willpower, diminishing his ability to work the fundamental forces of magic. The character suffers –1 ARC. The character can regain a lost point of ARC through experience advancement.
9	Magical Detonation – Unable to stem the unending tide of arcane energy, the character releases a wild torrent of magical destruction. Anything within thirty feet (5") of the character suffers a magic damage roll with a power equal to 12 + the item's rune point value. The magical energy has unpredictable effects on the local weather and can result in additional consequences determined by the Game Master, but at a minimum, any surrounding workshop or place of power is vaporized, and the land beneath is turned to ashes.
10+	Ultimate Price – The character's success comes at the price of his life and soul. His body crumbles to dust and blows away in a magical wind as his soul enters the item.

THE PRICE OF FAILURE

Each time a character fails in an attempt to inscribe a magical item, roll a d6 on the Price of Failure table above.

If the character has previously made at least one magical item that still exists, add +1 to the roll for each existing magical item. A character cannot attempt to make a magical item if every failed attempt would result in a 10+ result on this table.

DEDICATED MAGICAL ITEMS

Magical items are not limited to basic weapons, armor, and talismans. Some are specifically designed to create unique effects not easily replicated, and their bodies are adorned with an intricate network of runes both simple and complex.

The following attributes define how dedicated magical items function in the game:

Cost: This is the cost of the item in Cygnaran gold crowns (gc).

Description: This is a description of the item.

Rune Points: This the number of rune points the runes take up on the item.

Special Rules: This describes any special rules for the item.

Fabrication: These are the rules for fabricating the item.

CLAWS OF THE DEVOURER

Cost: 650 gc

Description: These claws are akin to the fighting claws used by Tharn bloodtrackers, but the specialized runes on the serrated blades allow the user to easily dismember prey.

Rune Points: 3

Special Rules: When a character using this weapon incapacitates an enemy, the incapacitated character suffers the Lost Limb result instead of rolling on the Injury Table.

Fabrication: The material cost of this weapon's body is 60 gc. Creating the body takes one week. The pertinent Craft skill for fabricating this item is Craft (metalworking).

Attunement takes two weeks and requires a successful ARC attribute roll against a target number of 15. Inscribing the runes takes two weeks and requires a successful ARC + Craft (metalworking) skill roll against a target number of 15.

SENTRY STONES AND MANNIKINS

Cost: 900 gc

Description: A sentry stone is a specialized stone the Circle Orboros uses to protect important sites from intruders. With an awareness bordering on sentience, a sentry stone controls ambulatory constructs of sticks and vines known as mannikins. Fierce and deadly, mannikins protect the site and the sentry stone they are attached to. Their only weakness is that they collapse if they venture beyond the sphere of influence of their controlling sentry stone.

Rune Points: 5

Special Rules: A sentry stone is an inanimate object (*Iron Kingdoms Unleashed Roleplaying Game: Core Rules*, p. 221) with ARM 18 and a damage capacity of 10 that activates on Initiative 1. A standard sentry stone is represented by a medium base, though larger stones with higher damage capacities and larger base sizes also exist.

Once per turn at any time during its activation, a sentry stone can remove up to one focus or fury point from each enemy within thirty feet (5") of it. For each focus or fury point removed, place one fury point on the sentry stone. A target can have focus or fury removed from it only once per turn as a result of a sentry stone. A sentry stone starts with three fury points and can have up to five fury points at a time.

If a sentry stone has fewer than three fury points at the start of its activation, place one fury point on it. If fewer than three mannikins are in play at any time during the sentry stone's activation, the sentry stone can spend one fury point to put a mannikin into play. Place the mannikin anywhere completely within thirty feet (5") of the sentry stone. A mannikin cannot activate during the round it is put in play. If a sentry stone is destroyed or removed from play, the mannikins it created are removed from play.

Fabrication: The material cost of a sentry stone is 500 gc. Creating a sentry stone's body takes three weeks. The pertinent Craft skill for constructing a sentry stone is Craft (stoneworking).

Attunement takes two weeks and requires a successful ARC attribute roll against a target number of 17. Inscribing the runes takes two weeks and requires a successful ARC + Craft (stoneworking) skill roll against a target number of 17.

MANNIKIN

PHYSIQUE	PHY	12
SPEED	SPD	6
STRENGTH	STR	7
AGILITY	AGL	3
PROWESS	PRW	3
POISE	POI	2
INTELLECT	INT	—
ARCANE	ARC	—
PERCEPTION	PER	3



SPLINTER BURST

RAT	RNG	AOE	POW
4	SP 8	—	10

Abilities: This is a magical weapon.



CLAW

MAT	POW	P+S
5	4	11

INITIATIVE **INIT** **12**

DEFENSE **DEF** **12**

ARMOR **ARM** **12**

WILLPOWER **WIL** **12**

VITALITY: 12

COMMAND RANGE: —

BASE SIZE: SMALL

ENCOUNTER POINTS: 4

ABILITIES:

Anchored – If this creature ends its activation more than 10' away from the sentry stone that put it into play, it is immediately destroyed.

Camouflage – This creature gains +2 DEF when benefiting from concealment or cover.

Construct – This creature is not a living character.

Forest Growth – As a full action, this creature can use Forest Growth. Center a 3" AOE on this creature and then remove it from play. The AOE is a forest that remains in play for one round. If the creature is disabled, it automatically uses Forest Growth.

Fury Linked – While within 5" of the sentry stone that spawned it, this creature can spend fury on the sentry stone to boost attack or damage rolls.

Pathfinder – This character can move over rough terrain without penalty.

SKILLS:

None.



SHIFTING STONES

Cost: 700 gc

Description: These stones are valuable assets for the Circle Orboros. They are used not only as boundary markers for territories held by the Circle, but also as fulcrums of natural power. By tapping the flows of energy within Caen, these stones produce a variety of effects the Circle uses to further its own goals. The stones can bathe nearby allies in raw life essence, prompt tissues to knit together rapidly, and repair internal organs to heal even the most grievous wounds. The stones also have other mysterious powers linked to the inner mysteries of Orboros. Through their connection with the ley lines, the stones can sink quickly into the earth and rise again wherever they are most needed by the Circle.



By a similarly enigmatic process, three shifting stones can unleash a single burst of power to send another creature to a completely different area of the battlefield. Some of the greatest stones are rumored to be able to send messages across tremendous distances. Other powers attributed to them are said to require major blood sacrifices or certain conjunctions of the stars and seasons. Being able to call upon these stones is one reason the druids of the Circle Orboros are so difficult to track or anticipate, and it allows them to spring unexpected reinforcements on their enemies.

Rune Points: 4

Special Rules: A shifting stone is an inanimate object (*Iron Kingdoms Unleashed Roleplaying Game: Core Rules*, p. 221) with ARM 18 and a damage capacity of 10. A standard shifting stone is represented by a small base, though larger stones with higher damage capacities and larger base sizes also exist.

A blackclad with a shifting stone completely within his control area can spend a quick action and make an ARC + Lore (Orboros) skill roll against a target number of 12 to perform one of the following actions during his activation:

- **Restoration** – Friendly characters within six feet (1") of a shifting stone may remove d3 damage points from themselves. Roll separately for each affected character. A character may benefit from Restoration only once per turn.
- **Shifting** – A shifting stone may be placed up to forty feet (8") away from its current location. There must be room for the shifting stone's base in the location the model is placed. A shifting stone cannot be placed in impassable terrain or with its base overlapping an obstacle, an obstruction, or another character's base.
- **Teleportation** – If three shifting stones are within thirty feet (5") of one another, one character who is friendly to the blackclad and who is at least partially in the triangular area between all three shifting stones may be placed up to forty feet (8") away from his current location. There must be room for the teleported character's base in the location he is placed. A character cannot be placed in impassable terrain or with his base overlapping an obstacle, an obstruction, or another character's base. A character cannot move for one turn after being teleported.

Fabrication: The material cost of a set of three shifting stones is 400 gc. Creating the bodies for all three stones takes four weeks. The pertinent Craft skill for constructing a shifting stone is Craft (stoneworking).

Attunement takes two weeks and requires a successful ARC attribute roll against a target number of 16. Inscribing the runes takes two weeks and requires a successful ARC + Craft (stoneworking) skill roll against a target number of 16.



SOUL BINDER

Cost: 500 gc

Description: These small bone cages are commonly seen on the waist of a powerful bokor. Most take the form of skulls covered with withered flesh. These items capture the nearby souls of slain enemies, which the bokors use to amplify their necromantic spells and rituals.

Rune Points: 4

Special Rules: A character wearing a soul binder gains one soul token for each living character destroyed within his command range. A soul binder can hold up to three soul tokens. Soul tokens can be spent to boost attack and damage rolls at the cost of one soul token per boost.

Fabrication: The material cost of this item's body is 150 gc. Creating the body takes two weeks. The pertinent Craft skill for fabricating this item is Craft (skinner).

Attunement takes two weeks and requires a successful ARC attribute roll against a target number of 16. Inscribing the runes takes two weeks and requires a successful ARC + Craft (skinner) skill roll against a target number of 16.

LEY LINES

The ley lines within Caen are a web of interconnecting nodes that follow the natural geographic features of the land, typically moving along the spines of mountain ranges and along major rivers and other waterways. These energy flows are fonts of power that provide an additional resource for cultures living in the wilds of western Immoren. Accessing ley line conjunctions is dangerous, as most races that understand their importance keep fighting forces near or around such sacred sites. However, characters with access to a ley line conjunction will find it an invaluable tool that can aid their rituals and help them create magical items.

Ley line conjunctions are generally static positions, but catastrophic changes to Caen, such as the destruction of the ancient civilization of Lyoss, can alter these flows of energy. Similarly, the building of monumental cities across the Iron Kingdoms can choke the flow of a ley line's vital power. Additionally, groups such as the enigmatic Convergence of Cyriss and the Circle Orboros have been known to alter these flows to suit their own needs and deny others their use. Even minute changes to these flows can have wide-ranging and long-lasting effects on the world.

LEY LINE RULES

Accessing a ley line conjunction can provide a wide array of benefits to those who use magic, but they must first attune themselves to it, just as they must attune themselves to the work of creating runes. Failure to attune to a ley line conjunction can result in an overwhelming backlash of energy.

Attunement to a ley line conjunction requires at least two full rounds of uninterrupted meditation at the site. After that time has passed, the character must make an ARC attribute roll against a target number of 12.

If the roll fails, the character is having trouble attuning to the ley line conjunction but can make a new roll after an additional two full rounds of uninterrupted meditation at the site. If the second roll fails, the character is overwhelmed by a backlash of energy and suffers -2 to ARC rolls for the rest of the day. This penalty expires after a full night's rest.

If the roll succeeds, the character attunes to the ley line conjunction and can use one of the following effects each round while within its radius:

- +2 to attunement rolls
- +2 to Craft (wold) skill rolls
- +2 to rune inscription rolls
- +2 to Craft skill rolls for creating a magical item's vessel
- +2 to rolls to perform a ritual
- Boosted magic attack and damage rolls

RITUAL MAGIC

Not all magic can be commanded with a thought and unleashed with a simple act of will. To produce spells in combat, a spellcaster rapidly manifests, almost without conscious thought, a complex sequence of empowered runes to create a very specific effect. A ritual manipulates magic in a similar fashion, but it does so more slowly and requires different tools and methodology. The extended time frame allows for greater complexity and adaptability in the effect being produced, but sustaining that energy without releasing it as an uncontrolled and destructive force imposes a number of restrictions. Rather than rely solely on mentally projected runes, most rituals rely on aspects of the environment—including carefully crafted ritual sites—to channel and sustain power until it takes its final form.

Some groups are more adroit and accustomed to such things than others. The Circle Orboros, for example, has made the establishment and protection of such sites an integral aspect of the entire organization. Other groups might create a ritual space by less permanent means, though they often prefer to continue performing these ceremonies where magic is more easily contained and controlled. Sites that have played host to rituals with any regularity can become not only well suited to repeated performances of that kind of rite, but also steeped in the power harnessed through every instance of the ritual. Such sites have been favored for thousands of years by different

groups. Each major culture that possesses the gift of magic has established its own traditional practices and sites for the working of ritual magic.

Although rituals and other forms of magic developed side by side, they eventually diverged toward different ends. Most individuals who focus their efforts on magic do so with a goal of quickly and efficiently manifesting power to defend themselves or strike down their enemies. Rituals are not only more difficult to create and develop, but also inherently riskier. The accumulated power can be hard to control and can overwhelm even the most experienced practitioner. Cultures often develop specific rituals slowly over generations to meet specific goals. Innovation is rare, occurring mostly when one ritual is adapted into another. Only the most ambitious and powerful practitioners—those with a great deal of experience and knowledge—have succeeded in creating entirely new rituals. In every case, the risk of failure and destruction was significant.

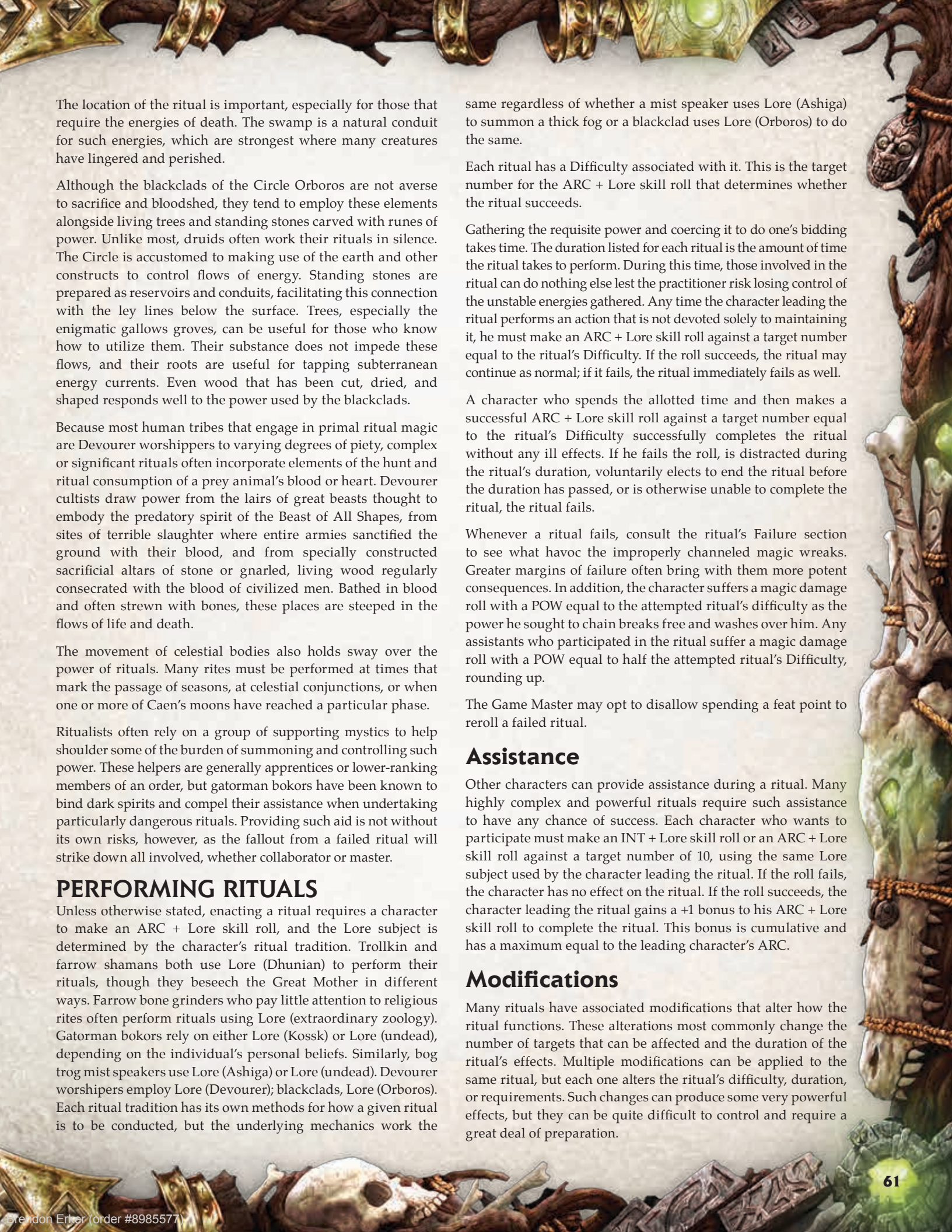
By slowly accumulating, binding, and manipulating power over the course of hours or days rather than seconds, a ritualist can build up tremendous stores of energy into highly complex forms, thereby creating a larger and more lasting change in the fabric of reality. But mortals were never meant to channel such power. Attempting to do so on one's own often results in both abject failure and a painful death as the summoned forces quickly spiral out of control and tear through both the would-be harnesser and anyone unlucky enough to be nearby.

Rituals provide a framework for containing this power as it builds and a focus for channeling it once enough has been gathered. Their arcane rites and symbolic reagents serve to anchor this framework, allowing the practitioner to offload some of the strain and remain focused on building and shaping the energies he summons. This often involves a place where such energies are more easily controlled, such as a site that has traditionally been used for rituals.

The traditions of the ritualist's culture determine the exact form these rites take. Devotees of the Devourer Wurm employ a great deal of fresh blood, animal sacrifice, howled exaltations to the Beast of All Shapes, and open bonfires. Devourer Wurm worshippers often perform their rituals at significant wilderness sites, such as mountain peaks, natural crevasses, and the hearts of forests. Though most Devourer cultists are not aware of the fact, these sites often coincide with ley line conjunctions.

Dhunians focus more on songs of great deeds, histories recorded on great scrolls, and the consumption and sacrifice of food and strong drink, and their rituals are often performed at a shrine to Dhunia or in the heart of a kriel near significant krielstones or the kriel's *kuor*.

Gatorman and bog trogs share the Tharn propensity for animal sacrifice and bloodletting, but these races prefer to conduct their rituals with gruesome totems and fetishes crafted from bone and preserved flesh, an abundance of candles and burning incense, and looping chants extolling the spirits of the swamps in their alternately sibilant and guttural languages.



The location of the ritual is important, especially for those that require the energies of death. The swamp is a natural conduit for such energies, which are strongest where many creatures have lingered and perished.

Although the blackclads of the Circle Orboros are not averse to sacrifice and bloodshed, they tend to employ these elements alongside living trees and standing stones carved with runes of power. Unlike most, druids often work their rituals in silence. The Circle is accustomed to making use of the earth and other constructs to control flows of energy. Standing stones are prepared as reservoirs and conduits, facilitating this connection with the ley lines below the surface. Trees, especially the enigmatic gallows groves, can be useful for those who know how to utilize them. Their substance does not impede these flows, and their roots are useful for tapping subterranean energy currents. Even wood that has been cut, dried, and shaped responds well to the power used by the blackclads.

Because most human tribes that engage in primal ritual magic are Devourer worshippers to varying degrees of piety, complex or significant rituals often incorporate elements of the hunt and ritual consumption of a prey animal's blood or heart. Devourer cultists draw power from the lairs of great beasts thought to embody the predatory spirit of the Beast of All Shapes, from sites of terrible slaughter where entire armies sanctified the ground with their blood, and from specially constructed sacrificial altars of stone or gnarled, living wood regularly consecrated with the blood of civilized men. Bathed in blood and often strewn with bones, these places are steeped in the flows of life and death.

The movement of celestial bodies also holds sway over the power of rituals. Many rites must be performed at times that mark the passage of seasons, at celestial conjunctions, or when one or more of Caen's moons have reached a particular phase.

Ritualists often rely on a group of supporting mystics to help shoulder some of the burden of summoning and controlling such power. These helpers are generally apprentices or lower-ranking members of an order, but gatorman bokors have been known to bind dark spirits and compel their assistance when undertaking particularly dangerous rituals. Providing such aid is not without its own risks, however, as the fallout from a failed ritual will strike down all involved, whether collaborator or master.

PERFORMING RITUALS

Unless otherwise stated, enacting a ritual requires a character to make an ARC + Lore skill roll, and the Lore subject is determined by the character's ritual tradition. Trollkin and farrow shamans both use Lore (Dhunian) to perform their rituals, though they beseech the Great Mother in different ways. Farrow bone grinders who pay little attention to religious rites often perform rituals using Lore (extraordinary zoology). Gatorman bokors rely on either Lore (Kossk) or Lore (undead), depending on the individual's personal beliefs. Similarly, bog trog mist speakers use Lore (Ashiga) or Lore (undead). Devourer worshippers employ Lore (Devourer); blackclads, Lore (Orboros). Each ritual tradition has its own methods for how a given ritual is to be conducted, but the underlying mechanics work the

same regardless of whether a mist speaker uses Lore (Ashiga) to summon a thick fog or a blackclad uses Lore (Orboros) to do the same.

Each ritual has a Difficulty associated with it. This is the target number for the ARC + Lore skill roll that determines whether the ritual succeeds.

Gathering the requisite power and coercing it to do one's bidding takes time. The duration listed for each ritual is the amount of time the ritual takes to perform. During this time, those involved in the ritual can do nothing else lest the practitioner risk losing control of the unstable energies gathered. Any time the character leading the ritual performs an action that is not devoted solely to maintaining it, he must make an ARC + Lore skill roll against a target number equal to the ritual's Difficulty. If the roll succeeds, the ritual may continue as normal; if it fails, the ritual immediately fails as well.

A character who spends the allotted time and then makes a successful ARC + Lore skill roll against a target number equal to the ritual's Difficulty successfully completes the ritual without any ill effects. If he fails the roll, is distracted during the ritual's duration, voluntarily elects to end the ritual before the duration has passed, or is otherwise unable to complete the ritual, the ritual fails.

Whenever a ritual fails, consult the ritual's Failure section to see what havoc the improperly channeled magic wreaks. Greater margins of failure often bring with them more potent consequences. In addition, the character suffers a magic damage roll with a POW equal to the attempted ritual's difficulty as the power he sought to chain breaks free and washes over him. Any assistants who participated in the ritual suffer a magic damage roll with a POW equal to half the attempted ritual's Difficulty, rounding up.

The Game Master may opt to disallow spending a feat point to reroll a failed ritual.

Assistance

Other characters can provide assistance during a ritual. Many highly complex and powerful rituals require such assistance to have any chance of success. Each character who wants to participate must make an INT + Lore skill roll or an ARC + Lore skill roll against a target number of 10, using the same Lore subject used by the character leading the ritual. If the roll fails, the character has no effect on the ritual. If the roll succeeds, the character leading the ritual gains a +1 bonus to his ARC + Lore skill roll to complete the ritual. This bonus is cumulative and has a maximum equal to the leading character's ARC.

Modifications

Many rituals have associated modifications that alter how the ritual functions. These alterations most commonly change the number of targets that can be affected and the duration of the ritual's effects. Multiple modifications can be applied to the same ritual, but each one alters the ritual's difficulty, duration, or requirements. Such changes can produce some very powerful effects, but they can be quite difficult to control and require a great deal of preparation.

LEARNING RITUALS

Learning rituals is not a swift or easy process. Some rituals persist because they have been passed down for generations; others are closely guarded secrets of powerful organizations or secretive individuals.

To learn a ritual, a character must first possess **knowledge** of the ritual. Once the character possesses this knowledge, he must gain **understanding** by studying the ritual and deciphering its complexities. In short, knowledge represents the obscurity of the ritual and how much of it the character knows, and understanding represents the character's ability to perform the ritual accurately and comprehend the elements that make it work.

Knowledge

Not all rituals are equally common or well known. Some are learned as a customary part of progressing in a career and mastering certain types of occult lore. Some are known only to a select few or to those who have achieved a certain degree of responsibility or esteem within an organization. A few either have been lost or are the exclusive purview of specific individuals. These must be sought out, potentially requiring investigation and research in perilous places. It is entirely possible for an individual to know a mystical ritual that he is incapable of performing, especially if he is simply safeguarding or preserving the rite so it is not lost.

The Knowledge section for each ritual represents the basic prerequisites for performing the ritual. The more rare or complex the ritual, the stricter the prerequisites. Knowledge prerequisites can include a Lore skill requirement, a career requirement, a specific connection, or a combination of such factors. Regardless of the restrictions listed in the Knowledge section, the Game Master has the final say about whether a character can know a particular ritual. Knowledge is identified as one of the following tiers:

- **Widespread:** Widespread rituals are known to multiple groups and practitioners in the wilds. Provided the character meets the listed requirements (if any), he knows the ritual, understands it, and can perform it normally.
- **Restricted:** Restricted rituals are protected secrets known only to trusted members of an organization. If the character meets the requirements, which typically involve a specific connection, he has knowledge of the ritual. A character who does not meet the requirements but who gains access to an appropriate archive related to the organization can make an INT + Research skill roll against a target number equal to the ritual's Difficulty. If the roll succeeds, the character gains knowledge of the ritual and can attempt to gain understanding of it. Gaining access to an appropriate archive may be a difficult task requiring its own investigation and research. Such an archive may not exist for some rituals, forcing the character to obtain the knowledge from someone who already has it. The acquisition of these secrets may have consequences for outsiders if it is discovered.

- **Exclusive:** Exclusive rituals are known only to a single individual or a very small subset of a larger organization. For the latter, these rites reflect their best-kept secrets. Gaining knowledge of such rituals is not the domain of a single roll of the dice—instead, it requires locating the individuals in question and convincing them to divulge their secrets. Rituals of this nature are often transformational events, and securing this knowledge can be the impetus for a whole campaign. Examples of such rituals include that used by Morvahna the Autumnblade to cure the Tharn of the Ten Ills (as well as the ritual that first cursed them) and those used by blackclad wayfarers to travel along the ley line network. Characters should not begin the game with knowledge of an exclusive ritual unless the Game Master requires it for a campaign. In some cases, a character might need to gain a certain rank or stature before learning the secrets of the ritual.

- **Lost:** Lost rituals are the rarest of all, and their discovery is not a simple matter. Recovering a lost ritual may require making difficult Research skill rolls to even learn where to begin searching, and the acquisition of knowledge about such a ritual should be the focus of a campaign. A character may need to uncover long-buried krielstones, venture into lost ruins, or discover an ancient tome unintentionally lost—or intentionally hidden away. (Though Lost rituals are not included among those presented in this chapter, Game Masters may wish to devise their own rituals based on this description.)

Understanding

A gifted individual who gains knowledge of a ritual may be tempted to carry it out immediately, but doing so is dangerous. The forces wielded during even the simplest ritual can lash back in deadly ways—or worse. A nuanced understanding of a ritual can help shield its performer against its most calamitous potential effects, but it requires time meditating on not only the ritual but also the often complex and interconnected forces that make up its constituent parts.

Once a character has knowledge of a ritual, he can spend one week in meditation contemplating its components and mysteries. At the end of this time, the character makes an INT + Lore skill roll, using the same Lore subject he plans to use to perform the ritual. The ritual's duration determines the target number for the roll. Rituals with longer durations are more complex, and processing its various steps and stages is typically more difficult.

The target number of the understanding roll depends on its overall intricacy, determined by duration.

RITUAL DURATION	TARGET NUMBER
3 hours or less	15
4–23 hours	16
24 hours or more	17

If the roll succeeds, the character gains understanding of the ritual and can perform it normally.

If the roll fails, or if the character chooses not to attempt to gain an understanding of the ritual, he suffers -2 on rolls to perform the ritual and cannot apply any modifications to it. Each time a character attempts to perform the ritual with this penalty, he may make a new roll to gain understanding.

BRINGING RITUALS TO LIFE

These occult rites are more art than science, and individual practitioners—even those with the same mystical tradition—may harness power in very different ways. The variance in both the required elements and the outward manifestation of a ritual becomes even greater when contrasting different traditions. The Game Master and the players should integrate the characters' performance of a ritual into the ongoing story and customize the elements described accordingly. Rituals are spectacular displays of rarely witnessed magical forces, and they should have a corresponding impact.

Some aspects of conducting a ritual will invariably be less essential than others, including remnants of religious practices and superstitious beliefs. Because those who learn and perform a given ritual are usually not in a position to evaluate which elements are vital and which are mere trappings, all steps should be performed to guarantee success. This accounts for some of the tremendous variance among performances of the same underlying ritual.

The underlying laws of reality are bent, twisted, or outright ignored during the performance of powerful rituals, and this may lead to any number of environmental effects. The gathering of mystical energy might produce eerie flows of light, shifting sequences of runes and sigils, or a gathering of howling spirits. It may even cause changes in the weather, including swirling winds, localized tremors, thick fog, or sudden downpours. Some rituals are accompanied by strange and ominous sounds or require loud chanting or musical accompaniment. Most side effects should be superficial and should manifest only during the ritual's duration, but at the Game Master's discretion they may be lasting effects, such as changes to the surrounding landscape.

All this spectacle might draw unfriendly attention. Aside from the obvious manifestations of a ritual, the very manipulation of these vast energies can be sensed by certain supernatural and gifted individuals, some of whom might be motivated to intervene. A lengthy ritual intended to be completed without interruption might require defenses and sentries. Characters are just as likely to need to stop their enemies' rituals as they are to defend their own.

RITUALS

The following attributes define how rituals function in the game.

Difficulty: This is the target number of the ARC + Lore skill roll to perform the ritual.

Knowledge: This is a measure of the obscurity of the ritual, including any prerequisites the character must meet to have knowledge of the ritual.

Duration: This is the amount of time needed to perform the ritual.

Description: This is a description of the ritual.

Special Rules: These are the special rules for the ritual.

Modifications: This describes any modifications to the ritual.

Failure: This describes the consequences of failing the roll to perform the ritual.

BIND SPIRIT

Difficulty: 14

Knowledge: Widespread. This ritual is known primarily by characters with the Bokor, Mist Speaker, Bone Grinder, Swamp Warlock, or Extoller career, as well as characters with Lore (undead) 1 or higher.

Duration: 1 hour

Description: The backwater mystics, bokors, and witch doctors of the peoples who inhabit the deep swamps are famed for their ability to bind wayward spirits to specially prepared totems, extracting services or drawing upon their otherworldly knowledge for insight. The swampies of Cygnar's numerous marshes include many practitioners of this art, but the gatorman tribes they often share territory with might be its greatest masters.

Although binding spirits is technically an act of necromancy, many of the spirits are not those of sentient beings, but rather naturally occurring entities left behind when other living creatures die amid the wilds. They haunt stagnant waters and swirl through fetid mists, and some of them grow stronger as they consume and absorb the weakest among them. Most civilized religious organizations ban the binding of spirits and may hunt down those who perform such rites, but wilderness cultures are more tolerant of this practice to varying degrees. Members of the Circle Orboros are discouraged from binding spirits other than purely natural ones such as the feralgeist (see "Call Feralgeist," p. 66). Other cultures, including those of the Nyss and the trollkin, take a dim view of the practice but often ignore those who deal with spirits that are clearly unintelligent. On the other hand, many witch doctors dally in the darker aspects of the craft and have no qualms about enslaving the souls of intelligent beings. Neither do the mystics of gatorman and bog trog tribes, which have no taboos against interacting with the dead and see nothing wrong with forcing the weak to serve the strong.

Calling a spirit normally requires some sort of offering or lure. Most spirits respond best to an offering that was once part of a living creature, such as a bowl of blood or a chunk of fat, or more elaborate lures may be made from bones knotted with dried intestines and stretched flesh. The exact nature of the offering or lure varies from one tradition to the next.

Once a spirit has answered the summons, the ritualist can attempt to bind it to the vessel he has prepared for it. These vessels often incorporate some representation of a skull or face, and the use of bones from the head and vertebrae is common. In some cases, an elaborate lure can also serve as a vessel.

The vessels used in this ritual range from clumps of bones crudely lashed together in the field to lavishly decorated, time-consuming masterpieces designed to entice particularly potent or reluctant spirits. Skulls are the easiest items to work with; those from lesser creatures are used to bind comparably weak spirits, while those of powerful beasts or intelligent beings are required to bind stronger ones. Some practitioners prefer to work with stone carvings or wooden masks; others may set semiprecious stones into eye sockets of a skull or mask. The durability and integrity of a vessel are as important as its material, as a broken vessel will invariably result in a freed spirit.



Special Rules: When a character attempts to bind a spirit, he must have an offering or a lure to attract it and a vessel to contain it. (These may be one and the same.) By default, this ritual binds a minor spirit. The character may then choose one of the following effects.

- **Black Arts:** Each spirit enslaved for its arcane prowess or the occult secrets it possesses grants its keeper a single bonus, depending on its type. Each round, a lesser spirit can increase its bearer's control area by twelve feet (2²), allow him to leach a single point of fury from it, or grant him a +1 bonus to all fatigue rolls. Each round, a greater spirit can decrease the COST of one spell by 1, allow its keeper to reroll one missed magic attack roll, or grant its keeper boosted fatigue rolls. Minor spirits cannot be bound for this effect.
- **Guard:** A spirit set to guard an area makes a PER + Detection skill roll as normal to notice what transpires, including attempts by trespassers to sneak by, and can warn its master when something noteworthy occurs. This almost instantaneous communication is more symbolic than descriptive and consists of impressions and feelings rather than words and concrete images. Some guardian spirits emit a wailing scream that alerts all nearby when they notice something is afoot. Minor spirits have PER 3 and Detection 1; lesser spirits, PER 4 and Detection 2; and greater spirits, PER 5 and Detection 3.
- **Knowledge:** A spirit tapped for its knowledge possesses a single skill chosen by the character and can assist its keeper when he uses the skill. When the character attempts to use a skill with assistance from a bound spirit, he gains a bonus to his skill roll. Minor spirits grant a +1 bonus; lesser spirits, a +2 bonus; and greater spirits, a +3 bonus. Instead of granting a skill bonus, a greater spirit can be used as an archive for purposes of the Research skill.
- **Terror:** Some spirits are bound for the express purpose of terrifying the living, either as a form of personal defense from attack or as a means of scaring them into submission. These spirits are often housed in particularly macabre or grisly vessels and seem to draw the light from the air near their master, flitting through the shadows at the corner of the eye and whispering at the edge of hearing. The potency of the almost palpable mantle of supernatural fear depends on the spirit pressed into service: minor spirits grant their bearer Terror [12]; lesser spirits, Terror [14]; and greater spirits, Terror [16]

The chosen effect persists as long as the character possesses the vessel. If a spirit's vessel is destroyed, the spirit is freed and flees its imprisonment, immediately ending any benefit it granted and potentially resulting in other consequences of the Game Master's choosing. A Hero-level character can bind one spirit at a time; a Veteran-level character, up to three spirits; and an Epic-level character, up to seven spirits.

Modifications:

- **+4 difficulty:** This ritual binds a lesser spirit.
- **+8 difficulty:** This ritual binds a greater spirit.

Failure:

- **Fail by 4 or less:** The ritual fails to bind the spirit, which immediately escapes, but the vessel can be used again.
- **Fail by 5–7:** The angered spirit curses its would-be master, forcing him to roll one additional die and drop the highest on all rolls for the next day, and then escapes. The vessel is destroyed.
- **Fail by 8 or more:** The angry spirit attempts to possess the body of the character who summoned it. The character and the spirit each make a contested Willpower roll. If a minor spirit wins, it uses the character's body and most powerful weapon or spell to make a single attack against one of the character's allies, chosen at random, and then escapes. If a lesser spirit wins, it takes complete control of the character's body for three turns and seeks to murder one of the character's allies, chosen at random. If a greater spirit wins, it takes control of the character's body and goes on a killing spree until it is incapacitated or rendered unconscious. If the character wins, the spirit escapes. No matter what happens, the vessel is destroyed.

BLESSING OF BOUNTY/CURSE OF SCARCITY

Difficulty: 20

Knowledge: Restricted. This ritual is known primarily by characters with the Blackclad career and those with Connections (Circle Orbos).

Duration: 12 hours

Description: The character either blesses the lands of a family, village, tribe, or kriel with abundance or curses them with privation. The particulars vary from one culture to the next, but these sorts of benedictions and hexes are perhaps the earliest and most widespread form of ritual ever performed by gifted mortals. A Tharn shaman may offer the Devourer Wurm blood sacrifices in return for plentiful deer to hunt, a Dhunian may ask the Great Mother to multiply his herds, and coastal blackclads may stir up the seas to provide an abundance of fish for a village's nets, but in the end they are all seeking one thing: survival.

In blessed areas, crops grow fuller and yield better harvests, game becomes more plentiful, the weather remains mild, and predators become scarcer. In cursed regions, however, droughts wither crops in the fields, livestock fall ill, birthrates drop, game animals flee, and the land is overrun by hungry predators.

Special Rules: Characters making Survival skill rolls on land affected by this ritual gain an additional die to the roll if the area is blessed and roll one fewer die if it is cursed.

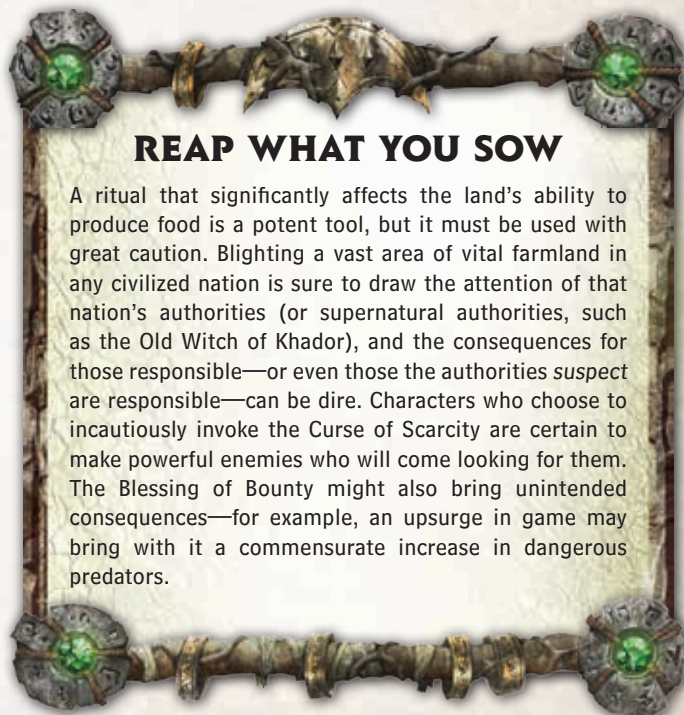
This ritual must be performed within the bounds of the targeted land, and its effects last for one season. The ritual affects a circular area with a diameter of up to two miles per point of the rolling character's ARC, centered on the character.

Modifications:

- **+4 difficulty:** The effects of the ritual persist for one year.
- **+4 difficulty:** The ritual affects an area with a diameter of up to twenty miles per point of the rolling character's ARC, centered on the character.
- **+2 difficulty:** The effect can be centered on a point within ten miles of the character.

Failure:

- **Fail by 4 or less:** The ritual fails with no additional effects.
- **Fail by 5–7:** The character is overwhelmed with an all-consuming and insatiable hunger and must immediately make a PHY + Survival skill roll against a target number of 14 to resist Exhaustion. If the roll succeeds, the character simply craves an abnormally large amount of food. If the roll fails, the character suffers from Exhaustion as normal (*Iron Kingdoms Unleashed Roleplaying Game: Core Rules*, p. 224).
- **Fail by 8 or more:** In addition to suffering the effects described in the previous paragraph, the character suffers from an unnatural infertility that can be remedied only by magical healing.



REAP WHAT YOU SOW

A ritual that significantly affects the land's ability to produce food is a potent tool, but it must be used with great caution. Blighting a vast area of vital farmland in any civilized nation is sure to draw the attention of that nation's authorities (or supernatural authorities, such as the Old Witch of Khador), and the consequences for those responsible—or even those the authorities suspect are responsible—can be dire. Characters who choose to incautiously invoke the Curse of Scarcity are certain to make powerful enemies who will come looking for them. The Blessing of Bounty might also bring unintended consequences—for example, an upsurge in game may bring with it a commensurate increase in dangerous predators.



CALL FERALGEIST

Difficulty: 14

Knowledge: Widespread

Duration: 1 hour

Description: Feralgeists are spectral creatures that dwell deep in the wilderness. They haunt mountain valleys, stagnant marshes, and ancient forests where wild beasts are abundant or the stench of death hangs heavy in the air. Driven by a hunger for life that can never be sated, a feralgeist seeks out the bodies of recently fallen animals to inhabit, fusing with the lifeless corpses and animating them with its will. Clad in its borrowed flesh, it hunts like a starving beast, slaughtering whatever it comes across and dragging it to the safety of its lair to consume. Its putrefying body is unable to gain any actual sustenance from these actions, but the feralgeist nevertheless continues this cycle of predation until its decaying host can no longer be held together by the specter's will and collapses into a pile of rotten meat and bone. Unharmful but deprived of even that ghoulish semblance of life, the spirit begins hunting for a new corpse to inhabit.

The practice of calling feralgeists and binding them to one's service is widespread; each tradition has its own approach, but all involve some form of ritual sacrifice to draw the creature

in. A gatorman bokor might prefer a large gutted snake to a trollkin shaman's slaughtered ox, but the offering of death is key even if the spirit isn't exacting about the specifics. Feralgeists are naturally drawn to recent or imminent death, and they can be lured by those who know this simple secret. Once summoned, the spectral creatures are more than willing to indulge their primal instincts and assume the flesh of slain beasts; the difficulty lies in ensuring that they do not revert to their predatory instincts and fall upon their master's allies or quit the field with the body of their first kill.

Special Rules: To perform this ritual, a character must sacrifice a non-intelligent living creature with a medium or larger base. A feralgeist bound by this ritual serves the character until the next new moon of Calder, though one provided with regular bloody sacrifices or battles in which it can acquire fresh flesh may choose to follow the character well beyond this point.

While bound by this ritual, a feralgeist acts as if it had the Trained template.

Modifications:

- **+4 difficulty:** The ritual summons an ancient spirit with a greater hold over the flesh of its adopted bodies. When this elder feralgeist uses the Spiritbind ability, the beast it inhabits has d3+1 damage points removed from each

branch of its life spiral, rather than 1 damage point from each aspect. This modification requires the living sacrifice of a non-intelligent creature worth at least 10 EP.

Failure:

- **Fail by 4 or less:** The ritual fails to bind the feralgeist, which immediately escapes.
- **Fail by 5 or more:** The enraged feralgeist lurks nearby for one week, waiting for any opportunity to possess the dead flesh of an animal and strike back at the one who tried to subjugate it.

CALL THE LORD OF THE FEAST

Difficulty: 24

Knowledge: Exclusive. This ritual is known only to characters with the Blackclad or Circle Warlock career, as well as the most knowledgeable Devourer worshippers. A character must hold the rank of potent in the Circle Orboros or have Lore (Devourer) 3 to conduct this ritual.

Duration: 24 hours

Description: Ancient beyond reckoning, the being known as the Lord of the Feast has stalked western Immoren since before written history. Whether it is a divine manifestation of the Devourer Wurm, an elder evil all its own, or even an ancient devotee of the Beast of All Shapes who was granted immortality in return for an eternity of slaughter is not fully known. Its history faded into legend long ago, but there is no doubt that it walks the world today.

A towering, emaciated figure of corded muscle and protruding bone, the Lord of the Feast always appears clad in tattered scraps of leather and bearing a crown of antlers and an ancient blade of tarnished iron. Drawn to places of great slaughter, it seeks to sate an endless hunger for carnage and the taste of bloody flesh torn from a fresh kill, cutting men down like wheat before the farmer's scythe and feasting on their still-beating hearts. But its hunger is eternal, and each taste of death serves only to drive it toward ever-greater feats of butchery. Even death cannot end its hunt—when it is finally brought low, its corporeal form explodes into a flock of ravens, only to reappear at the site of a future slaughter.

Some within the Circle Orboros and among the Devourer-worshipping tribes of the wilds know the proper rituals and sacrifices necessary to beseech the Lord of the Feast to come forth and gorge upon the carnage of an upcoming battle. Drawing the attention of this primordial avatar of slaughter is not to be done lightly, however, as this ancient being quickly grows infuriated if offered sacrifices that do not befit its station or if shown the slightest sign of disrespect. A promised slaughter that does not hold up to the Feast Lord's inscrutable standards is almost invariably fatal for the unfortunate ritualist who called it. This savage creature always collects its bloody due and cares not from whence it comes.

Special Rules: This ritual calls the Lord of the Feast (p. 80) to appear and remain to take part in an upcoming battle. Success in

this ritual generally means the Lord of the Feast will be favorably disposed toward the ritualist and his allies. It is exceedingly rare for the Lord of the Feast to speak, though it may communicate by gesturing. The creature generally ignores mortals and silently awaits the coming slaughter. It is not bound to the character's will and acts according to its own incomprehensible motivations. If battle is delayed by more than a few days or does not offer sufficient bloodshed, the Lord of the Feast will turn on the character and claim his heart, along with those of any nearby, as payment. A truly momentous slaughter may convince it to linger after the battle and accompany the character to the next site of carnage, but there is no predicting the being's actions or how long such an alliance might last.

Modifications: None. There is only one Lord of the Feast, and it brooks no divergence from the ancient ways.

Failure: The Lord of the Feast has little patience and less mercy. It appears before the overly ambitious ritualist and attacks, intent on claiming his heart and the lives of anyone unfortunate enough to be nearby as restitution for overstepping one's station. At the Game Master's discretion, the Lord of the Feast might be joined by one or more feral warpwolves intent on killing the ritualist's allies.

CONTROL WEATHER

Difficulty: 14

Knowledge: Restricted. This ritual is known primarily by characters with the Blackclad, Circle Warlock, Croak Conjoined Twin, or Mist Speaker career, as well as those with Connections (Circle Orboros) and Lore (Orboros) 1 or those with Lore (occult) 2.

Duration: 3 hours

Description: Influencing the pattern of rain, wind, tide, and storm is one of the most ancient forms of ritual. This practice dates back to the days when an early snow or a poor harvest could spell certain death for a tribe. The blackclads of the Circle Orboros understand how to manipulate these natural forces. Their knowledge, gathered over the millennia from members scattered across all of western Immoren, spans everything from calling forth summer showers to hammering coastlines with violent typhoons to crippling a region with unending drought.

The difficulty of this ritual depends on the difference between the desired effect and the current conditions. Minor changes include slight alterations to existing weather or the onset of conditions one could reasonably expect to encounter given the time of year and location—an oppressive blanket of warm, dense mists in the swamp, for example, or a late-winter snowstorm in the mountains. Moderate changes are either more powerful expressions of plausible weather, like a destructive thunderstorm in spring, or events that are much more unlikely, like snow in early summer or enveloping mists in an arid desert. Extreme changes cover the most dramatic alterations—everything from blizzards in the Bloodstone Marches to typhoons from the Meredius.

Special Rules: By default, this ritual creates minor changes that cover an area about one mile in diameter, centered

on the character. Such changes include summoning storm clouds, producing a light rain, stopping a mild rain, or mildly decreasing or increasing the intensity of an existing weather condition. These changes build up slowly over the course of the ritual and persist for one hour before dissipating naturally.

Modifications:

- **+4 difficulty, +2 hours duration:** The ritual can cause moderate changes in the weather. The character can summon fog, heavy rain, or severe winds that blow in a direction of the character's choice (see "Weather," *Iron Kingdoms Unleashed Roleplaying Game: Core Rules*, p. 228).
- **+8 difficulty, +6 hours duration:** The ritual can cause extreme changes in the weather. The character can summon hurricane-force winds that cause all characters in the affected area to make an AGL attribute roll against a target number of 12 or be knocked down. Alternatively, the character can use this ritual to summon a blizzard or a heat wave (see "Weather," *Iron Kingdoms Unleashed Roleplaying Game: Core Rules*, pp. 228).

+2 difficulty: The effect can be centered on a point within ten miles of the character.

- **+4 difficulty, +4 hours duration:** The ritual affects an area with a diameter up to the ritualist's ARC in miles.
- **+4 difficulty, +2 hours duration:** The ritual's effects last for up to one day before fading.

Failure:

- **Fail by 4 or less:** The ritual fails without any other lasting effects.
- **Fail by 5–7:** The ritual slips out of the character's control, and the weather begins to act unpredictably. The Game Master chooses another weather effect (see "Weather," *Iron Kingdoms Unleashed Roleplaying Game: Core Rules*, p. 228). This weather centers on the character and persists for twenty-four hours before dissipating.
- **Fail by 8 or more:** The weather changes are precisely the opposite of what the ritualist intended and are also one step greater in intensity. Mild changes become moderate, moderate changes become extreme, and extreme changes affect a dramatically larger area.

CREATE BONESWARM

Difficulty: 16

Knowledge: Widespread. This ritual is known primarily by characters with the Bokor career and those with Lore (undead) 3 or higher.

Duration: 3 hours

Description: The skeletal remains of those who died in pain and fear among the fetid swamps and stagnant waters of western Immoren attract the dark spirits that linger in such places. This endless supply of the dead offers these malevolent entities the chance to stalk the world of the living and to slake their thirst for death. They rise as boneswarms—undulating masses of bone and hate driven only by their desire to see all life extinguished.

The bokors and witch doctors of the gatorman tribes that inhabit these dark places have long known the secrets of binding these horrors to their will, and many have even purposely created these nightmarish conglomerations to serve as horrifying weapons of war. Piles of skeletal remains, preferably from those who died in agony and despair, are mounded inside circles of sputtering candles and gruesome fetishes as the chanting gatormen exhort the restless spirits of the swamp to come forth and feed on their offerings. Once the swirling vortex of dark spirits grows strong enough, the bokors slash their palms and use their own blood as a conduit to pour the assembled spirits into the prepared corpses, melding them into a serpent-like column of interlocking bone, clacking jaws, and grasping arms and binding it to their will.

The most ancient and powerful bokors are capable of fashioning boneswarms of monstrous proportions—mountains of bones fused together into undead abominations many times the size and potency of their more common cousins. Entire battlefields might be picked clean to provide the raw materials for such a beast, as scores of bodies are required to provide the bone needed to form its physical structure. Hungrier, more hateful,



and more powerful spirits must be bound within this form to animate its clattering bulk, but these spirits strain constantly against their bonds, and they are not to be summoned lightly. Many a would-be master has overreached his abilities and found his end at the hands of his own creation, his essence consumed by vengeful spirits and his desiccated remains added to the heaving boneswarm he sought to control.

Special Rules: This ritual requires the corpses of at least six small-based characters. By default, this ritual creates one boneswarm that is bound to the character's will. A warlock with an open bond slot may bond with the newly created beast as part of the ritual without the need for a contested Willpower roll.

Modifications:

- **+2 difficulty:** The boneswarm created by this ritual has +1 STR and PHY, +2 vitality points in the Physique life spiral aspect, +1 vitality point in the Agility and Intelligence life spiral aspects, and one additional Bone Strike attack. This modification requires six or more corpses of medium-based characters.

Failure:

- **Fail by 4 or less:** The spirits disperse without any other lasting effect.
- **Fail by 5–7:** The boneswarm is created but not bound to the character's will and immediately attacks him to the best of its ability.
- **Fail by 8 or more:** The boneswarm is created but not bound to the character's will and immediately attacks him to the best of its ability. In addition, it gains boosted attack and damage rolls against the character who created it.

CREATE DREADBOUND

Difficulty: 12 + the Willpower the target had in life

Knowledge: Exclusive. This ritual is known only to characters with the Bokor career who have Connections (Blindwater Congregation) and who have proven their loyalty to the leaders of the organization.

Duration: 24 hours

Description: Dreadbound are a unique and exceptionally powerful form of undead found among the gatormen of western Immoren. The escaping souls of formidable but defeated enemies, or of suddenly betrayed allies, are captured in specially prepared fetishes before being bound back into a horrific prison of their own decaying flesh by powerful necromantic rituals. Fully aware of both their surroundings and their terrible fate but unable to disobey their master's will, they retain all their skills, abilities, magical aptitude, and sentience, making them ideal slaves for those with the inclination to condemn another's soul to an eternity of hellish torment and bondage.

The more powerful the soul was in life, the more involved and taxing the rituals become, as the bokor needs not only to

successfully imprison a living soul within a dead body while preserving its intellect and power, but also to bind its will to his own or risk creating an enemy that might very well be more powerful than before. Oils extracted from dead creatures, candles crafted from rendered fat, totems cut from dangerous beasts, and ritual sacrifices made of fresh blood are required to even attempt to create a dreadbound. Only the desperate or insane would attempt this ritual without assistance and recourse to a site steeped in dark power.

Special Rules: A character attempting this ritual must possess a soul binder (p. 59), soul cage, or similar device containing the soul of the character intended to become a dreadbound. A successfully created dreadbound has all the abilities and faculties it had in life, though its personality may be dimmed somewhat by the transition and constant torment of its existence. It also gains the Undead ability but is bound to serve its creator unquestioningly and to the best of its ability.

Modifications: None. There is only one way to create a dreadbound.

Failure:

- **Fail by 4 or less:** The soul escapes immediately, and the dreadbound is not created.
- **Fail by 5 or more:** The dreadbound is animated as normal but is not bound to the character's will. Cursed to an eternity of suffering, the newly created dreadbound is consumed by a desire for vengeance but is still fully in control of how it goes about exacting it. More direct personalities might simply attack their tormentor immediately, but others will attempt to escape and plot their revenge from the shadows, waiting for the perfect time to strike.

DEVOURER'S BLESSING

Difficulty: 16

Knowledge: Widespread. This ritual is known primarily to characters with the Devourer Shaman career and those with Lore (Devourer) 2 or higher.

Duration: 3 hours

Description: Since the time of the Molgur, the feral tribes that worship the Devourer Wurm have called upon its savage power to aid them in times of war. This barbaric practice continues into the present day, most commonly among the brutal Tharn but also among isolated bands of Devourer-worshipping humans, as well as those bogrin, gobbers, ogrun, and occasional trollkin who choose to call on the aid of their races' bestial father.

In great and bloody feasts held on the eve of battle, the tribe's shamans invoke the blessing of the Beast of All Shapes upon their fellows, infusing their spirits with those of the beasts they consume and, through them, the primordial might of the Wurm. For this reason, the more dangerous the game that can be gathered, the better, and the flesh of predators is devoured as freely as that of prey. Those hunters who fail to return are honored as sacrifices to the Wurm, as are any outsiders unfortunate enough to be captured by the tribe and added to the menu.

As the ritual and feast reach their height, the participants work themselves into a frenzy, their minds overcome with thoughts of bloodshed and the hunt and their bodies warping into those of a more perfect predator. Muscles bulge, canines elongate into fangs, ears grow feral points, and bones shift with sickening pops as their forms adopt a more brutal appearance.

Special Rules: This ritual must be performed while the moon Calder is full. For the next day, those affected choose +1 PHY, SPD, or STR but roll one fewer die on INT-based rolls and non-Intimidation social skill rolls. In addition, they can communicate only through short, clipped sentences and guttural growls. Tharn transform immediately and remain transformed for the duration of the ritual and its effects, but they may choose to gain one of the following abilities or archetype benefits in place of a stat increase: Beat Back, Bounding Leap, Counter Charge, Hunter, Quick Work, Sprint, or Swift Hunter. Each participant chooses his benefit individually but cannot change it after choosing it.

By default, this ritual affects a small number of individuals, such as a hunting pack, a Tharn queen and her escorts, or a bloodweaver coven, equal to the character's ARC.

Modifications:

- **+4 difficulty:** The ritual affects a large number of individuals, such as a small Tharn *tuath*, bogrin raiding party, or war party, equal to the character's ARC x 5.
- **+4 difficulty:** All those affected by the ritual gain two of the available benefits.
- **Notable Sacrifice:** If the participants in the ritual consume the flesh of a powerful creature, at the Game Master's discretion a participant can choose to gain the use of one of the creature's natural melee weapons instead of another benefit.

Failure:

- **Fail by 4 or less:** The participants gain the minor cosmetic changes, roll one fewer die on INT-based rolls and non-Intimidation social skill rolls, and can communicate only through short, clipped sentences and guttural growls, but they do not gain any other benefits. Tharn still transform immediately and remain transformed but do not gain any other benefits.
- **Fail by 5–7:** In addition to suffering the effects of the previous paragraph, characters affected by the ritual are afflicted with a ravenous hunger for still-bleeding meat torn from a fresh kill. For every four hours an affected character goes without consuming at least a pound of flesh, he suffers a cumulative –1 to skill, attack, and damage rolls. These effects last for one day.
- **Fail by 8 or more:** Characters affected by the ritual lose their self-control and revert to an animalistic state for twenty-four hours, during which they cannot make decisions and desire nothing more than to hunt, kill, and consume. At the end of this time, each affected character falls into a deep sleep for twelve hours. The characters wake with no memory of what transpired and will need to reconstruct their actions by following the trail of destruction.

DHUNIA'S PROTECTION

Difficulty: 16

Knowledge: Widespread. This ritual is known primarily to characters with the Dhunian Shaman career and those with Lore (Dhunian) 2 or higher.

Duration: 3 hours

Description: Dhunia is the divine mother of all life on Caen, and her favored children can call upon her aid when they are forced to defend their lives and livelihoods through force of arms. Rather than offering them destructive power, her blessings grant them the resilience to persevere through almost any situation, no matter how dire.

In a ceremony that is part solemn prayer and remembrance and part boisterous celebration of life and what makes it worth living, her priests call upon their shared connection with the cycles of life and rebirth to enhance the already considerable constitutions of their flock. Songs of past heroes and their glorious deeds are sung, histories of their people are retold, and food and drink flow freely. Traditionally, visitors who mean the kriel or tribe no harm are invited to the revelries, though few other races have the fortitude to keep up and often find themselves the butt of good-natured jokes when they are forced to concede their limitations.

Special Rules: This ritual can be performed only once a season. For one day, participants in the ritual gain +2 PHY and ARM and the Aegis ability and cannot fail Exhaustion rolls caused by heat, cold, hunger, or fatigue.

By default, this ritual affects a small number of individuals, such as a band of trollkin militia or a farrow scavenging party, equal to the character's ARC.

Modifications:

- **+4 difficulty:** The ritual affects a large number of individuals, such as a gobber trading caravan, kriel army, or bogrin tribe, equal to the character's ARC x 5.
- **+4 difficulty:** All those affected by the ritual gain the Tough Mighty archetype benefit. Characters who already have this benefit succeed on a Tough roll of 4, 5, or 6 instead of 5 or 6.

Failure:

- **Fail by 4 or less:** The ritual fails to take effect.
- **Fail by 5–7:** The participants feel the effects of their revelry a little more keenly than normal and suffer –1 on all Initiative rolls and skill rolls for the next day.
- **Fail by 8 or more:** The participants are utterly exhausted and suffer –3 to all INT and PER rolls until they have slept for at least eight hours.

LEY LINE TRAVEL

Difficulty: 14

Knowledge: Exclusive. This ritual is known only to characters with the Blackclad career and the Wayfarer ability.

Duration: 10 minutes

Description: One of the most important secrets behind the Circle Orboros' success, this ritual allows its scattered members to traverse great distances almost instantaneously, disappearing from one set of standing stones and reappearing moments later at another with a flash of light and a crack of thunder. As long as the two sets are connected by the network of ley lines running under the surface of Caen, the physical distance traveled is irrelevant.

This unparalleled freedom of movement allows the blackclads to exert influence far beyond what their limited numbers would normally permit, and it is one of the sources of their mythical ability to be everywhere at once. Whole armies can be relocated in mere minutes to strike without warning from behind their enemies' lines or to escape an untenable position, giving the druids a decided advantage and fearsome reputation when roused to war.

Centuries of near-constant use and fine-tuning have refined this ritual to an amazing degree, making it one of the most reliable and quickest rituals to enact. Specialists within the blackclads' ranks—couriers and scouts known as wayfarers—take this a step further and can slip from one end of western Immoren to the other with but a thought.

Special Rules: This ritual can be performed only at a set of standing stones connected to the ley line network. By default, this ritual transports one willing person to another set of standing stones connected to the ley line network. The person transported does not have to be the character.

Modifications:

- **+2 difficulty:** The ritual can be used to transport a small number of individuals, such as an elite strike force, a hunting party, or a potent and retinue, equal to the character's ARC. At the Game Master's discretion, this modification can also affect all the members of an adventuring company regardless of the character's ARC. Any member of the group who is not within twelve feet (2") of the standing stones when the ritual is completed will be left behind.
- **+4 difficulty:** The ritual can be used to transport unwilling subjects who are within range.
- **+6 difficulty:** The ritual can be used to transport a large number of individuals, such as an army, a Tharn *tuath*, or a phalanx of wolds, equal to the character's ARC + Lore (Orboros) skill x 10. Any member of the group who is not within 120 feet (20") of the standing stones when the ritual is completed will be left behind. At the Game Master's discretion, repeatedly using this ritual without allowing time between trips might exhaust the local ley lines, making further attempts impossible. The degree of

risk depends entirely on the strength of the ley lines at the chosen site. Especially powerful standing stone sites can transport very large armies before being depleted.

Failure:

- **Fail by 4 or less:** The ritualist can choose to let the ritual fail without effect or to treat this result as failing by 5–7, as described below.
- **Fail by 5–7:** The ritual transports the characters to a set of standing stones other than those at the intended destination. The greater the margin of failure, the further away from the intended destination the characters arrive.
- **Fail by 8 or more:** The ritual transports the characters to an unintended location, as described above. Immediately after the characters' arrival at this location, the ley line network connection fluctuates, severing the standing stones at the destination from the network. At the Game Master's discretion, this result can also provoke a sudden but moderate change to the local weather. Reconnecting the standing stones to the ley line network is possible, but it requires considerable time and labor and must be overseen by a character with Lore (Orboros) 3 and the Artificer ability.

STANDING STONES

The standing stones used by the Circle Orboros are powerful tools set at potent ley line conjunctions. These sites are scattered across western Immoren, and although the Circle does its utmost to protect them, some sites fall into disrepair or the hands of enemy forces. The Game Master decides where standing stones can be found. Establishing and controlling these loci of power is one of the major goals of the Circle Orboros. Whole campaigns can revolve around wresting control of a suitable site from a group such as the Convergence of Cyrris to found a new standing stone site.

WORLD MOVER**Difficulty:** 30**Knowledge:** Exclusive. This ritual is known only to characters with the Blackclad career with the rank of potent or higher and Lore (Orboros) 4.**Duration:** 12 hours**Description:** The ground beneath one's feet might seem solid and immutable, but the blackclads of the Circle Orboros know that this is an illusion and that Caen is a living, breathing entity whose movements they can influence if the need is great enough. Their order possesses carefully guarded rituals capable of rerouting rivers, causing earthquakes, and even casting down mountains, but these rites require immense and incredibly dangerous amounts of power. They also put a tremendous strain on the ley line network the Circle depends on for its continued existence, and the risk of disrupting this network is why the organization's hierarchy rarely sanctions the invocation of this ritual.

Preparation for this ritual involves reinforcing the ritual site with additional standing stones imbued with the ability to channel the rite and hardened against its destructive touch. Even with these precautions, the sites used for these rituals are invariably damaged and often take years to recover.

Special Rules: This ritual can be performed only at a set of standing stones. Once successfully completed, this ritual allows the character to exert his will over the surface of Caen, whether to crumble a mountainside to rubble, unleash an earthquake to level a city, raise the earth to reroute a river or empty a lake in a great deluge, or collapse a section of tunnels running through solid rock. The more wide-ranging the effects, the less powerful they become, as the character has mere moments to act before the strain becomes too great.

By default, this ritual can affect a region within fifty miles of the ritual site.

Modifications:

- **+2 difficulty, +4 hours duration:** The ritual affects a region within two hundred miles of the ritual site.
- **+6 difficulty, +10 hours duration:** The ritual affects a site within six hundred miles of the ritual site.

Failure:

- **Fail by 4 or less:** The ritual fails, and the escaping energies wreak havoc on the area around the character, causing damage to an area equal to the character's ARC x sixty feet (10") and to the standing stones. This damage can be repaired only by a character with the Craft (stoneworking) skill, Lore (Orboros) 3, and the Artificer ability and requires 1,800 gc worth of materials. Until the site is fully repaired, it is not connected to the ley line network.
- **Fail by 5 or more:** The ritual fails, and the escaping energies level the site, completely destroying it and severing it from the ley line network. Restoring the site's functionality will take a truly massive effort, if it is possible at all.

RITUAL ABILITIES

The following abilities are available to all Gifted characters that meet the prerequisites for them.

CAREFUL PRACTITIONER**Prerequisite:** Gifted, INT 5

When this character would suffer damage due to a failed ritual, this character suffers a damage roll with half the normal POW instead.

COVEN LEADER**Prerequisite:** Gifted

When this character makes an ARC + Lore skill roll to perform a ritual, the maximum bonus he may gain from employing assistants is equal to twice his ARC.

RITUALIST**Prerequisite:** Gifted, INT 5, Careful Practitioner

This character can reroll failed ARC + Lore skill rolls when performing rituals. Each failed roll can be rerolled only once as a result of Ritualist.

WAYFARER**Prerequisite:** ARC 4, Blackclad career, Lore (Orboros) 2

This character can perform the Ley Line Travel ritual (p. 71) and gains an additional die on ARC + Lore skill rolls when performing that ritual. Additionally, the character can perform the Ley Line Travel ritual from a set of shifting stones instead of a set of standing stones. When transporting himself only, this character can arrive at any point of his choosing within two hundred yards of a set of standing stones or a set of shifting stones.

NEW WARBEASTS

Warbeasts are as diverse as the races and cultures that train and utilize them. Some are the product of ingenuity and experimentation, rising to prominence as new techniques spread among the beast trainers and warlocks of the wilderness. Others are the product of isolated communities who have learned their own methods of bending the will of a beast to its new master.

Every tribe, tuath, and kriel has its own method of creating warbeasts, and each treats these creatures differently. These idiosyncrasies range from the relatively minor—controlling a pyre troll's diet to make its fiery vomit burn hotter, for example, or developing new technologies to enhance a porcine warbeast—to dramatic upheavals, like successfully bonding with a new type of warbeast for the first time.

Over time, the most successful methods spread from tribe to neighboring tribe until they become part of the standard approach from which new offshoots can grow. This process can take generations, in part because many warlocks are not keen to share their secrets, and even among those who are the flow of such information is limited by how well the various communities communicate.

A centralized organization, such as the Circle Orboros, can distribute new training techniques very quickly, but many of its members have an unfortunate tendency to withhold information if it can be hoarded for personal advantage or traded for political gain. The trollkin kriels share lore among themselves more freely, but contact between their far-flung regions is sporadic and not always as friendly as that between neighbors. Tharn, gatorman, and bog trog tribes tend to spend more time warring with each other than sharing such discoveries, though lore trickles out slowly during times of peace or when one group conquers another and claims its knowledge.



CIRCLE WARBEASTS

Griffons

GRIFFON, RAZORWING

(*Iron Kingdoms Unleashed Roleplaying Game: Core Rules*, p. 382, 384)

Description: Trained from both the Rotterhorn and Scarsfell breeds, these griffons are far more aggressive and are often the strongest dominant adults within their range. Circle warlocks spend many months, sometimes years, training them before outfitting them as razorwings. The training is difficult, and the trainer must overcome the griffons' deeply ingrained hunting instincts. Griffons naturally want to dive upon their prey and lift it aloft, not sweep low along the ground clipping foes with their scything wings before ascending and preparing for another attack. Managing such a maneuver without losing momentum requires an entirely different and specialized attack behavior. Once a warlock is certain of a griffon's training, he arms it with lightweight but resilient metal blades on its leading feathers and gauntlets over its natural claws. Both untrained Rotterhorn griffons and untrained Scarsfell griffons can be trained as razorwings.

WING BLADES

Cost: 50 gc

Type: Melee

Location: —

Attack Modifier: 0

POW: 4

Description: These blades cover the primary and secondary structures of a griffon's wings, giving it an array of slashing edges that add to the deadliness of its swooping attacks.

Special Rules: A razorwing griffon can add this weapon's POW to its trample power attack damage rolls.

Wing blades are tailored to a griffon's unique anatomy and cannot be used by other creatures.

Bonding: Only a warlock with the Resonance: Devourer Warbeast ability can bond to a griffon. Once bonded for the first time, a griffon gains FURY 1 and THR 6. A newly bonded griffon requires additional training to reach its full potential as a razorwing.

Training Requirements: To train a griffon as a razorwing, the warbeast's warlock must have Animal Handling 2, bladed gauntlets, and wing blades.

Training: Training a razorwing griffon requires the beast's warlock to spend sixteen weeks teaching it to use its weapons and breaking it of its instincts. At the end of this time, the warlock makes an INT + Animal Handling skill roll against a target number of 15. If the roll fails, the character can spend another eight weeks training the beast and then roll again. If the roll succeeds, the creature's warbeast training is complete. Its FURY is increased to 3, its THR is increased to 8, and it gains the Blade Rush, Power Attack Trample, and Weapon Trained (bladed gauntlets and wing blades) abilities.

- **Blade Rush** – While making a trample power attack, this creature ignores free strikes and does not stop when it contacts a character with a medium or larger base, an obstacle, or an obstruction. This creature can make trample power attacks against characters regardless of their base size.
- **Power Attack Trample** – This creature can make trample power attacks.
- **Weapon Trained (bladed gauntlets and wing blades)** – This warbeast is trained to use bladed gauntlets and wing blades.

Animus: Upon successfully completing its training, a razorwing griffon gains the following animus:

	COST	RNG	AOE	POW	UP	OFF
AMUCK	1	6	—	—	NO	NO

When target friendly warbeast makes a power attack, its attack rolls are boosted. Amuck lasts for one turn.

Gear: Circle warlocks arm their razorwing griffons with bladed gauntlets and wing blades.

Warpwolf, Pureblood (p. 86)

Description: Pureblood warpwolves are extremely powerful and rare warbeasts. They are among the most intelligent warbeasts in western Immoren, possessing cunning far beyond that of any simple animal. Warlocks who interact with them find purebloods possessed of surprising insight and tactical brilliance. These creatures often learn to wear armor as they come of age but, unlike other warbeasts, do not need to be trained to wear it.

Bonding: Only a warlock with the Resonance: Devourer Warbeast ability can bond to a pureblood warpwolf. A pureblood warpwolf does not require additional training. Once bonded for the first time, a pureblood warpwolf gains FURY 4, THR 10, and the Armor Trained, Forced Regeneration, and Leadership (warpwolves) abilities:

- **Armor Trained** – This warbeast can wear armor without suffering additional penalties for wearing armor untrained.
- **Forced Regeneration** – This creature can be forced to heal d3 damage points once per activation. This creature cannot use Forced Regeneration during an activation it runs.
- **Leadership (warpwolves)** – While within this creature's command range, friendly warpwolves can use Ghostly Controlled Warping (p. 87) as if it were one of their own Controlled Warping abilities.

Animus: Once bonded for the first time, a pureblood warpwolf gains the following animus:

	COST	RNG	AOE	POW	UP	OFF
WRAITHBANE	2	SELF	—	—	NO	NO

Target friendly character's weapons become magical weapons and gain Blessed. Wraithbane lasts for one turn. (When making an attack with a weapon with Blessed, ignore spell effects that add to the target's ARM or DEF.)

Gear: Pureblood warpwolves typically wear medium warbeast armor in battle. Pureblood armor, which generally consists of bronze plates affixed to a thick leather backing, protects the creature's forearms, lower legs, head, and neck. Although this armor is more comprehensive than that worn by a feral warpwolf, it is similarly constructed to allow for the beast's shifting body.

FARROW WARBEASTS

Brute Boar

(Iron Kingdoms Unleashed Roleplaying Game: Core Rules, p. 366)

ARKADIUS BATTLE BOAR

Description: Outfitted with a state-of-the-art alchemical pump system that supplements its natural adrenaline, this creature is a testament to Dr. Arkadius' quest to master farrow anatomy. The infusion of hyper-adrenal chemicals into its circulatory system grants the beast an incredible surge of strength, speed, and aggression while simultaneously increasing the precision of its blows. This physical reaction also multiplies its appetite, and battle boars are often seen consuming opponents on the battlefield much like full-blood trolls do.

Bonding: Only a warlock with the Resonance: Farrow Warbeast ability can bond to a brute boar. Once bonded for the first time, a brute boar gains FURY 1 and THR 5. A newly bonded brute boar requires additional training to reach its full potential. Once a brute boar is first bonded, its warlock can attempt to train it as an Arkadius battle boar.

Training Requirements: To train an Arkadius battle boar, the warbeast's warlock must have Animal Handling 1, Alchemy 1, and an adrenaline enhancement pump.

Training: Training an Arkadius battle boar requires the beast's handler to spend five weeks breaking it. At the end of this time, the warlock makes an INT + Animal Handling skill roll against a target number of 15. If the roll fails, the character can spend another two weeks training the beast and then roll again. If the roll succeeds, the creature's warbeast training is complete. Its FURY is increased to 3, its THR is increased to 7, and it gains the Armor Trained ability.

- **Armor Trained** – This warbeast can wear armor without suffering additional penalties for wearing armor untrained.

Animus: Upon completing its training, an Arkadius battle boar gains the following animus:

	COST	RNG	AOE	POW	UP	OFF
HEIGHTENED METABOLISM	2	6	—	—	NO	NO

Target friendly warbeast gains Snacking. Heightened Metabolism lasts for one turn. (A character with Snacking can spend a quick action to devour any destroyed character within its melee range to immediately regain d3 vitality points.)

Gear: Farrow warlocks typically equip these boars with an adrenaline enhancement pump and light warbeast armor for battle.

ADRENALINE ENHANCEMENT PUMP

Cost: This item is manufactured exclusively by farrow weaponsmiths under the watchful gaze of Dr. Arkadius, and only he knows the secrets of successfully grafting it to a warbeast.

Description: This pump system supplements a farrow warbeast's natural adrenaline, thereby providing bursts of strength, speed, and rabid aggression. Hyper-adrenal chemicals

are stored in a tank mounted to the creature's back, and a series of tubes feeds the mixtures into circulatory grafts attached to the creature's body. After battle, the tubes are detached and the pump system is removed from the warbeast, which usually experiences a temporary bout of exhaustion as a result and must immediately make a roll against a target number of 16 to resist Exhaustion (*Iron Kingdoms Unleashed: Core Rules*, p. 224).

Special Rules: During its activation, a warbeast with this pump system can be forced to gain +2 SPD, Pathfinder, and boosted attack and damage rolls for one turn.

SPLATTER BOAR

Description: A fiendish combination of Dr. Arkadius' alchemical experimentation and modern farrow engineering, the splatter boar roams the battlefield lobbing shells filled with potent alchemical mixtures at its enemies. Adjusting the angle of fire to rain alchemical mortar shells down on an enemy emplacement requires more care and precision than the standard gun boar armament. Only the most intelligent brute boars have a chance to be trained in this unusual but effective specialization.



Bonding: Only a warlock with the Resonance: Farrow Warbeast ability can bond to a brute boar. Once bonded for the first time, a brute boar gains FURY 1 and THR 5, and its warlock can attempt to train it as a splatter boar instead of a battle boar.

Training Requirements: To train a splatter boar, the warbeast's warlock must have Animal Handling 1, Alchemy 1, an alchemical mask, an alchemical mortar, and a gun boar harness.

Training: The initial training to determine whether a brute boar is capable of becoming a splatter boar requires the beast's warlock to spend two weeks breaking it. At the end of this time, the warlock makes an INT + Animal Handling skill roll against a target number of 14. If the roll fails, the warbeast lacks what it takes to become a splatter boar but can still be trained as a battle boar or Arkadius battle boar. If the roll succeeds, the beast's training as a splatter boar can begin in earnest.

After an additional six weeks of training, the warlock makes an INT + Animal Handling skill roll against a target number of 14. If the roll fails, the warlock can spend another two weeks training the beast and then roll again. If the roll succeeds, the creature's warbeast training is complete. Its FURY is increased to 3, its THR is increased to 7, and it gains the Armor Trained and Weapon Trained (ranged) abilities.

Armor Trained – This warbeast can wear armor without suffering additional penalties for wearing armor untrained.

Weapon Trained (ranged) – This warbeast is trained to use ranged weapons.

Animus: Upon successfully completing its training, a splatter boar gains the following animus:

	COST	RNG	AOE	POW	UP	OFF
ACIDIC TOUCH	2	SELF	—	—	NO	NO
Target friendly character gains +2 to melee damage rolls and Immunity: Corrosion, and its melee weapons gain Critical Corrosion. Acidic Touch lasts for one round.						

Gear: Farrow warlocks typically equip their splatter boars with an alchemical mask, an alchemical mortar, a gun boar harness, and light warbeast armor for battle.

ALCHEMICAL MASK

Cost: 120 gc

Description: Custom-designed by Dr. Arkadius, this warbeast-sized gas mask is a testament to his the mad genius. It protects farrow warbeasts from damaging alchemical gases, and its array of alchemically treated lenses allows the creatures to see through thick alchemical clouds.

Special Rules: A warbeast wearing an alchemical mask gains +2 ARM against corrosion damage, is immune to gas effects, and ignores cloud effects when determining LOS or resolving attacks.

Replacement filters for an alchemical mask cost 10 gc each and provide enough protection for one full hour of exposure to caustic gases and other undesirable particles.

ALCHEMICAL MORTAR

Cost: 350 gc

Ammo: 6 (alchemical shells)

Effective Range: 72 feet (12")

Extreme Range: 360 feet

Attack Modifier: -4

POW: *

AOE: 3

Description: The alchemical mortar is a specially designed light artillery piece capable of firing metal shells filled with different alchemical concoctions—anything from corrosive chemicals to panic-inducing gases. Although this weapon is not as accurate as the big guns used by other farrow warbeasts, its alchemical ammunition can affect a wider area. A pull cord advances the ammo feed and fires the rounds, while a lever allows the warbeast to adjust the mortar's angle.

Special Rules: This weapon's POW and effects are determined by the type of shell being fired (see below).

Due to the speed of its feeding mechanism, this weapon can be fired only once per round.

A character must have at least STR 8 to use this weapon.

A short belt feeds into a small ammunition hopper at the rear of this weapon. Advancing the feed requires a quick action. A splatter boar cannot reload this weapon with a new belt while wearing a harness; reloading requires the harness to be removed in order to allow access to the mechanism and cannot be done in combat.

A character attacking with this weapon ignores intervening models except those within 1" of the target.

ALCHEMICAL MORTAR SHELL

Cost: 15 gc

Description: Alchemical mortar shells deliver payloads of various compounds. Each shell is designed to withstand the hazardous components within.

Common varieties of compounds include:

Psychoactive Gas – This attack is a gas effect and causes no damage. Any living character within the AOE must make a Willpower roll against fear with a target number of 14. Additionally, any living warbeast within the AOE immediately gains d3 fury points.

Rust Blast – This weapon's base POW becomes 14 for this attack. Constructs damaged by this attack suffer -2 ARM for one round.

Somnolence Haze – This attack is a gas effect and causes no damage. Any living character within the AOE must make a PHY roll against a target number of 14. If the roll fails, the character suffers -2 to attack rolls and -2 STR and cannot perform quick actions. This effect lasts for one round.

SWAMP WARBEASTS

Blackhide

(*Iron Kingdoms Unleashed Roleplaying Game: Core Rules*, p. 360)

BLIND WALKER

Description: A blind walker is a living conduit for its master's sorcerous might. It exists for no other purpose than to serve without hesitation or delay. All traces of individuality, self-awareness, and even instinct are ground away beyond recovery or remembrance as mere distractions from this goal. It is an empty vessel, perfect for the bokor to pour his will into.

Blind walkers are neither found nor trained; they are made. Creating one requires its would-be master to subjugate a fearsome blackhide, crushing its spirit in a battle of wills and binding the beast's soul to his as the canvas onto which he will perform his work. Once properly bonded, the newly awakened warbeast is administered a ritually prepared distillation of tree frog venom that induces a paralytic stupor—a waking dream in which the blackhide is aware of what transpires around it but is unable to act. Once incapacitated, the blackhide is buried alive and left entombed in the earth for days or even weeks, kept awake by the very toxins preventing it from moving and kept alive by necromantic totems adorning its flesh. The beast's mind and spirit shatter, eroding away until nothing remains but a barely living husk. Once the bokor senses this transformation is complete, the walker is unearthed, fitted with a rune-etched brazier, and adorned with ritual candles rendered from the fat of intelligent creatures. When lit, these candles open the beast fully to its master's magic. Lastly, the creature's eyes are gouged from its skull and replaced with semiprecious stones better suited to unblinking vigilance than any mortal viscera.

Existing in a state of living death, a blind walker is sustained entirely by its master's dark power and needs neither food nor rest. Animated only by the bokor's will, the beast is more an extension of its master's body than a separate entity. It reacts instantaneously to its master's wishes, unthinkingly stepping between the bokor and his enemies and intercepting attacks against the one who cursed it to this horrible fate.

Bonding: Only a warlock with the Resonance: Swamp Warbeast ability can bond to a blackhide. Once bonded for the first time, a blackhide gains FURY 4 and THR 8. Additional work is required to create a blind walker.

Creation: To create a blind walker, a character must make a bound blackhide consume Venom of Kossk (see callout) and then bury it alive for d3 + 2 days. At the end of this time, the character makes an ARC + Lore (undead) skill roll against a target number of 14. If the roll fails, the blackhide dies. If the roll succeeds, the blackhide survives the process and can be extracted from its tomb. The character must remove the blackhide's eyes and replace them with cut gemstones worth at least 25 gc apiece, at which point the blackhide becomes a blind walker. Its INT is reduced to 0, and it gains the Eyeless Sight and Shield Guard abilities.

- **Eyeless Sight** – This creature ignores cloud effects and forests when determining LOS. This creature ignores concealment and stealth when making attacks.

- **Shield Guard** – Once per turn, when a friendly character is directly hit by an attack while within 2" of this creature, this creature can choose to be directly hit instead. This creature cannot use Shield Guard if it is incorporeal, knocked down, prone, or stationary.

Training Requirements: None.

Training: None. Any brain this thing had is way beyond training now.

Animus: Once created, a blind walker gains the following animus:

	COST	RNG	AOE	POW	UP	OFF
rites of power	2	SELF	—	—	NO	NO

This character's warlock can channel spells through it. Once a spell is cast this way, this character suffers d3 damage points. Rites of Power lasts for one round.

Gear: Blind walkers do not typically use gear, though they are frequently adorned with a rune-inscribed brazier, candles, bones, and fetishes to attune them as conduits for necromantic power. A blind walker's mouth is typically bound shut with rope to prevent biting.

VENOM OF KOSSK

Cost: 175 gc per dose

Description: Distilled from the toxin secreted by certain swamp frogs, this compound leaves an imbiber in a death-like coma for extended periods. It is brewed by gatorman bokors exclusively for the creation of blind walkers.

Special Rules: A living character who consumes this item must make a PHY roll against a target number of 19. If the roll succeeds, the character becomes woozy and suffers -2 SPD, AGL, and PER for d3 hours. If the roll fails, the character falls into a comatose state for d3 + 3 days.

Brewing Requirements: Alchemy 2, Lore (undead) 3

Ingredients: This alchemical compound requires two units of arcane extract and five units of organic toxin.

Total Material Cost: 35 gc

Alchemical Formula: Brewing this alchemical compound requires an apothecary's kit and six hours of labor spent combining, cooking, and stabilizing the ingredients. At the end of this time, the character must make an INT + Alchemy skill roll against a target number of 15. If the roll succeeds, the character creates one dose of Venom of Kossk. If the roll fails, the character creates one unit of liquid alchemical waste.

Tatzylwurms

BLACK TATZYLWURM

(*Monsternomicon*, p. 80)

Description: Warlocks with the will and influence often seek out powerful exotic creatures to bind as warbeasts. The ability to command the black tatzylwurm is a prestigious honor few can claim. Those who control these enormous serpents are feared and respected.

Bonding: Only a warlock with the Resonance: Swamp Warbeast ability can bond to a black tatzylwurm. Once bonded for the first time, a black tatzylwurm gains FURY 4 and THR 8.

Training Requirements: None.

Training: None. Tatzylwurms are more interested in eating you than listening to you.

Animus: Once bonded for the first time, a black tatzylwurm gains the following animus:

	COST	RNG	AOE	POW	UP	OFF
Serpent Strike	1	6	—	—	NO	NO

Target friendly character gains Riposte. Serpent Strike lasts for one round. After the affected character makes a Riposte attack, Serpent Strike expires. (When a character with Riposte is missed by an enemy melee attack, immediately after the attack is resolved he can make one normal melee attack against the attacking character.)

Gear: Black tatzylwurms do not typically use gear.

PALE TATZYLWURM

(*Iron Kingdoms Unleashed Roleplaying Game: Core Rules*, p. 406)

Description: Tribes that live in the vicinity of a pale tatzylwurm nest often opt to destroy the beast before it can cause too much harm, but a few brave and ambitious warlocks have instead managed to bind these beasts to their will. They have been rewarded with potent and terrifying warbeasts seldom seen outside the darkest swamplands.

Bonding: Only a warlock with the Resonance: Swamp Warbeast ability can bond to a pale tatzylwurm. Once bonded for the first time, a pale tatzylwurm gains FURY 4 and THR 8.

Training Requirements: None.

Training: None. Warlocks are pressing their luck just bonding with one of these. Trying to teach it tricks is too much.

Animus: Once bonded for the first time, a pale tatzylwurm gains the following animus:

	COST	RNG	AOE	POW	UP	OFF
Counterblast	2	6	—	—	NO	NO

When an enemy character advances and ends its movement in this character's command range, this character can make one normal melee or ranged attack targeting that character, then Counterblast expires. Counterblast lasts for one round.

Gear: Pale tatzylwurms do not typically use gear.

CROAK MAGIC

Croaks are frog-like natives of the steamy jungles and swamps of the Shattered Spine. These simple people are beset on all sides by larger, more dangerous foes. In their homeland, they are constantly threatened by the technologically superior skorne, whose raiding parties feed their empire's ravenous hunger for slaves. In the west, their swampy territories overlap the traditional holdings of the native gatorman and bog trog tribes, and their new neighbors are often unwelcoming to newcomers.

Much as their loosely organized hunters must fall back on craft and guile, croaks use magic to protect their people from dangers they cannot face head-on. The sorcerer tradition of the croaks relies heavily on misdirection and battlefield manipulation to control the scale of confrontations in a way that favors their often-outmatched forces. Croak magic specializes in supporting their warriors with beneficial enchantments and crippling their enemies with debilitating curses when the time comes to engage.

This focus does mean that croak magic lacks the raw destructive power of some other traditions, but a croak views such flashy displays as a good way to get killed. Battling numerically and materially superior foes for generations has taught them to strike suddenly and withdraw quickly before their enemies can bring their numbers to bear. Croaks prefer to wear down their adversaries with dozens of smaller cuts rather than relying on a more direct approach that would put them at a disadvantage. Hurling spells might kill a few skorne today, but covering a retreat with a bank of fog or rendering a swath of jungle impassable to armored enemies could save the lives of dozens of croaks.

Croak magic is tied heavily to their environment and their physiology, drawing on the hot, rain-soaked jungles of their homeland, the fetid swamps they have colonized in the west, and their venomous, cold-blooded nature. Thick, coiling mists and lashing rains rise at their warbling cries, obscuring their movements from prying eyes and preventing their enemies' superior firepower from taking a heavy toll on their warriors. Brackish water bubbles up from below in answer to the croaking chants of their sorcerers, turning firm ground into a temporary replication of the murky swamps and flooded jungles they call home and slowing their foes' advance to a muddy crawl. Croaks can even call on their own poisonous essence to lay their enemies low with a searing cocktail of lethal poison that burns through the veins of their foes.

CROAK CONJOINED TWIN SPELL LIST

Croak Conjoined Twins can learn spells from the following list.

COST 1	Bounder (p. 79), Entangle, Mist Shroud
COST 2	Battering Ram, Boundless Charge, Chasten (p. 79), Hand of Fate, Heightened Reflexes (p. 79), Mist Sight (p. 79), Mudfoot (p. 79), Swarm (p. 79), Venom
COST 3	Affliction, Dark Water, Gallows, Lightning Tongue, Miasma (p. 79), Occultation, Webbing (p. 79)
COST 4	Marsh Gas (p. 79), Quickened, Tempest

SPELL DESCRIPTIONS

NAME	COST	RNG	AOE	POW	UP	OFF
BOUNDER	1	6	—	—	NO	NO
Target friendly character gains the <i>Feat: Bounding Leap</i> Mighty archetype benefit. <i>Bounder</i> lasts for one round.						
CHASTEN	2	8	—	12	NO	YES
Enemy upkeep spells and animi on a character damaged by <i>Chasten</i> expire.						
HEIGHTENED REFLEXES	2	6	—	—	YES	NO
Target character cannot be knocked down or made stationary.						
MARSH GAS	4	8	4	12	NO	YES
Characters hit by <i>Marsh Gas</i> suffer a POW 12 fire damage roll and the <i>Fire</i> continuous effect.						
MIASMA	3	SELF	4	—	NO	NO
Center a 4" AOE on the spellcaster. Other characters in the AOE suffer d3 points of corrosion damage and the <i>Corrosion</i> continuous effect. The AOE remains in play for one round.						
MIST SIGHT	2	6	—	—	YES	NO
Target character ignores cloud effects when determining LOS.						
MUDFOOT	2	10	—	—	NO	YES
Target character cannot run or charge and treats open terrain as rough terrain for one round.						
SWARM	2	SELF	—	—	NO	NO
This character gains concealment. Living enemies suffer -2 to attack rolls while within 2" of this character. <i>Swarm</i> lasts for one round.						
WEBBING	3	CTRL	3	—	NO	YES
Place a 3" AOE anywhere completely within the spellcaster's control area. While within the AOE, characters cannot move except to change facing. The AOE remains in play for one round.						

NEW CREATURES

THE LORD OF THE FEAST



PHYSIQUE	PHY	11
SPEED	SPD	5
STRENGTH	STR	10
AGILITY	AGL	3
PROWESS	PRW	5
POISE	POI	5
INTELLECT	INT	4
ARCANE	ARC	—
PERCEPTION	PER	4



RAVEN
RAT RNG AOE POW
7 10 — —

Shifter – When this attack hits an enemy character, immediately after the attack is resolved place this character B2B with the enemy character.

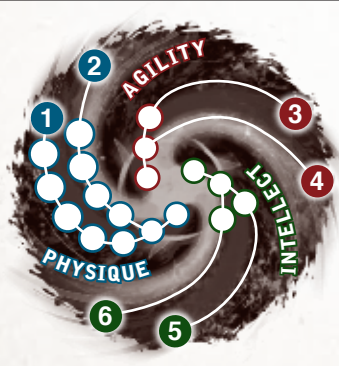


WURMBLADE
MAT POW P+S
8 5 15

Abilities: This weapon is a magical weapon and has Reach. Living characters incapacitated by this weapon treat Injury Table results of Critical Injuries or Spitting Blood as Dead.

Thresher – When this character makes its first melee attack during its activation, it makes one melee attack against each character in its LOS that is in its melee range.

INITIATIVE	INIT	14
DEFENSE	DEF	12
ARMOR	ARM	18
(NATURAL ARMOR +7)		
WILLPOWER	WIL	15



COMMAND RANGE: 4

BASE SIZE: SMALL

ENCOUNTER POINTS: 15

Every legend I have found describes the arrival of this creature as an omen of disaster. Several sources imply that those with the power and knowledge can summon the Feast Lord, but all of them describe it as a creature best left slumbering. I can only presume the druids have both the lore and the will and have awoken this strange immortal spirit wrapped in flesh to lend its strength to their struggles.

—PROFESSOR VIKTOR PENDRAKE, MONSTERNOMICON

DESCRIPTION

An ancient and primordial creature, the Lord of the Feast has stalked prey across Immoren since time immemorial. Called variously the Lord of the Feast, the Feast Lord, and the Walking Hunger, its names populate tales and legends stretching back into prehistory—to a time before the rise of the human kingdom of Calacia and the priest-kings, when the Molgur hunted unchecked.

In ancient times, the Lord of the Feast was a man, a famed chieftain who was a skilled hunter and warrior. He devoted all he killed to the Devourer Wurm. As he neared death, he beseeched the Devourer for a benediction—that he would never die of starvation, and that death would not claim him so long as he was hungry. The Wurm granted this request, transforming the chieftain into the horrifying creature known as the Lord of the Feast. Blessed with supernatural vigor and consumed by a bottomless hunger, this deadly being has walked Caen ever since.

Manifesting in the form of an emaciated man wearing an antlered crown, the Lord of the Feast feeds the ravenous hunger of the Devourer Wurm. Reeking of innumerable slaughters, it lurks in shadow and falls upon any unfortunate enough to cross its path. Taking bloody trophies from each victim, the Feast Lord rends the flesh of the fallen, claims the viscera and vital organs within, and offers a mighty blood sacrifice to the Beast of All Shapes. Its reward is a wave of savage power that reinvigorates all who serve the Wurm's cause. Bathed in this spirit of predation, they rise in a murderous tide to feed the Devourer's insatiable gluttony. Upon the completion of its work, the Lord of the Feast transforms into ravens that linger to consume the eyes of the slain.

The blackclads of the Circle Orboros know methods of summoning this ancient being. In times of dire need, they will call forth the Lord of the Feast to prey upon their enemies, relying on this terrible avatar to sow terror and discord in the ranks of opposing armies. The Circle seldom intentionally draws the attention of the Devourer, preferring instead to tap into the mindless power of Orboros lingering in the world. But dark times often require dark measures, and the druids have preserved the forgotten lore once known only to the highest priests of the Molgur tribes. When their need is desperate, they turn to these black rites, summon this embodiment of the Unsleeping One clothed in flesh, and unleash it upon the living.

A towering and utterly savage incarnation of the God of Feasts, the Walking Hunger descends on the battlefield to glut itself on destruction and death. Its only companion on the fields of carnage is a jet-black raven that ranges ahead of its master, summoning its lord to fresh victims. The Lord of the Feast emerges like a shadow in their midst, its ancient blade blurring like a storm of steel as it carves into the flesh of the Circle's enemies.

The Lord of the Feast prefers to stalk unseen at the edges of a battlefield. It manifests wherever it can reap the most blood and meat, slaughtering the weak and vulnerable first. Its raven companion acts according to the avatar's whims, serving as its eyes and ears.

ABILITIES:

Death Feast – During its activation, this character can consume hearts to remove damage. For each heart token spent, this character heals d3 + 3 vitality points. This character can also consume hearts to spend them as feat points.

Dual Attack – This character can make melee and ranged attacks in the same activation. When this character makes its initial melee attacks or a power attack, it can also make its initial ranged attacks. This character can make ranged attacks even while in melee.

Fearless – This character is immune to the effects of fear.

Heart Eater – When this character destroys a living character with a melee attack, it can immediately spend a quick action to rip out the destroyed character's heart. This character can eat a heart as a quick action to boost its next melee attack or melee damage roll or to make an additional melee attack. Hearts spoil after one hour and lose all potency.

The Offering – When this character has five or more hearts, it can spend a full action to make an offering to the Devourer Wurm. For one round, Devourer worshippers and Circle Orboros characters within 30 feet (5") of this character gain +2 STR, SPD, DEF, and ARM and the Berserk ability. During this character's next Control Phase, remove the character from play.

Pathfinder – This character can move over rough terrain without penalty.

Rejuvenation – This character cannot truly be destroyed. If the character loses its last vitality point, its body decomposes rapidly but will reform in 3d6 days or by the next full moon of Calder, whichever comes first.

Stealth – This character has stealth (*Iron Kingdom Unleashed Roleplaying Game: Core Rules*, p. 219).

Terror [19] – This character has Terror [19].

CREATURE TEMPLATES:

None.

SKILLS:

NAME	STAT +	RANK	TOTAL
Detection	PER	3	7
Great Weapon	PRW	3	8
Sneak	AGL	3	6
Tracking	PER	3	7

COMBAT

The Lord of the Feast is a fairly straightforward combatant. It seeks to cut down its opponents with its deadly sword, the ancient Wurmlblade. It targets the physically weakest opponents first, focusing on those with the lowest PHY or STR. Despite this preference, it is neither rash nor unintelligent and will not ignore immediate threats. With no need to sleep, eat, or take even a moment's rest, the Lord of the Feast can stalk its prey at full speed for days on end.

LORE

A character can make an INT + Lore (Devourer or extraordinary zoology) skill roll to determine what he knows about this creature. He learns all the information up to the result of the roll. The higher the roll, the more he learns.

13: The Lord of the Feast is a figure of some prominence to the worshippers of the Beast of All Shapes.

15: The Lord of the Feast, also known as the Feast Lord and the Walking Hunger, is an embodiment of the Devourer Wurm that walks Caen in the guise of a man wearing a crown of antlers.

17: The only way to satiate the Lord of the Feast is to allow it to slaughter its enemies and feast on the organs of the slain. The being is impossible to destroy completely and will always arise again.



SAQU



PHYSIQUE	PHY	8
SPEED	SPD	6
STRENGTH	STR	7
AGILITY	AGL	4
PROWESS	PRW	4
POISE	POI	1
INTELLECT	INT	2
ARCANE	ARC	—
PERCEPTION	PER	4

**BEAK**

MAT	POW	P+S
6	4	11

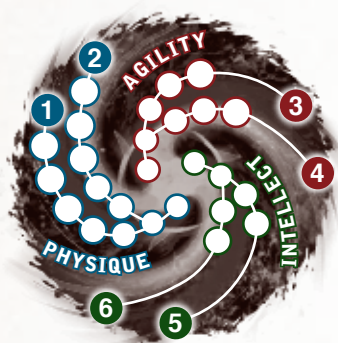
Trash – This weapon gains an additional damage die against knocked down targets.

**TALONS**

MAT	POW	P+S
6	2	9

Critical Pitch – On a critical hit, instead of rolling damage normally, this creature can throw the character hit. Treat the throw as if this creature had hit with and passed the STR check of a throw power attack. The thrown character suffers a damage roll with a POW equal to this creature's STR plus the POW of this weapon. The POW of collateral damage is equal to this creature's STR.

INITIATIVE	INIT	14
DEFENSE	DEF	14
ARMOR	ARM	12
	(NATURAL ARMOR +4)	
WILLPOWER	WIL	10



COMMAND RANGE: 1

BASE SIZE: LARGE

ENCOUNTER POINTS: 9

young, these feathers stand up and spread like a fan. Their tail feathers, the longest on their bodies, do the same. Their eyesight is excellent even in dim light, and they can spot prey as far as five miles away. Their well-developed hearing allows them to zero in on small, unseen prey hiding among the trees or huddling on the ground beneath low foliage.

I shy away from ascribing human motivations to unintelligent creatures, but on occasion a beast manifests behaviors that seem to draw upon higher thought: the gentility of a mother argus grooming her young, for instance, or the mean-spirited way a saqu drops its prey on the sharpest rocks for miles around.

—PROFESSOR VIKTOR PENDRAKE, MONSTERNOMICON

DESCRIPTION

The saqu is a gigantic raptor, very similar to a hawk in appearance but with a longer, broader beak. Saqu stand up to fifteen feet tall when full-grown and have wingspans in excess of thirty feet. The feathers on their backs are dark gray; the light tan feathers on their undersides help camouflage them against the sky, particularly to prey with weaker eyesight. Their bones are hollow and light, like those of most birds. Despite their size, saqu rarely weigh more than five hundred pounds.

A saqu's beak is long and somewhat broad. Sharp at the tip and along its edges, it is an effective rending tool. Each foot features three massive front talons and a rear talon, each as sharp as a knife. Incredibly strong and tough, saqu are more agile in the air than their great size suggests, able to turn quickly and glide on thermal updrafts. On the ground they are clumsy, hopping with an irregular gait like that of a vulture.

At the top of a saqu's head, a crest of long feathers lies low in a tight cluster. When saqu are hunting, mating, or protecting their

Because of their size, saqu rarely soar like other birds of prey. Instead, they perch on cliffsides or midway up large trees and wait. They are extremely patient while hunting and have been known to wait all day for a meal. Once they spot their prey, they descend from their perch in a swift dive, falling upon their meal in seconds.

The saqu's favored method of obtaining a meal involves using its talons and considerable weight to pin its prey to the ground and then pecking and tearing until the creature stops moving. It carries more difficult prey high into the air, tearing away with its beak all the while, before dropping the victim to its death and eating whatever remains.

Saqu prefer deer and mountain goats when food is abundant, as these put up the least struggle. When prey is scarce, they become less picky. Saqu are known to attack travelers and are capable of carrying away a full-grown ogrun when hungry enough.

Like most birds, saqu mate for life. When approaching a prospective mate for the first time, the male saqu, called a drake, flashes his splayed head and tail feather and flaps his mighty wings. If the female, called a hen, approves, the drake hunts and kills a meal for her. If the hen is satisfied with the offering, she bows her head to the drake and accepts him as her mate. If a mated drake is severely injured, another drake may use the same display and dance to claim the hen, but it will attempt to kill the injured drake instead of prey for a meal. If this attack is successful, the hen consumes its previous mate and bonds with the new drake. If a mated saqu dies, the remaining creature finds a new mate within a year or two.

Mated saqu build a shared nest, called a rook, high on a rocky precipice. The rook consists primarily of branches and leaves, but a saqu will use anything that will serve—animal bones, broken pieces of wagons and houses, and so on—to complete the nest.

Hens lay between two and three eggs every two years. Mates share equally in caring for the young once they hatch. When the offspring are about three months old, the drake throws them out of the rook, either to plummet to their death or to fly and live. Once saqu leave the nest, they have no further contact with their parents.

Saqu rarely battle each other. On the contrary, when a significant threat moves into their territory, saqu band together as a flock to drive away or kill the invaders. Males and females alike join these groups, using force and numbers to overwhelm the threat. Once they have dealt with the danger, the surviving saqu return to their pairs.



COMBAT

Saqu loose a fearsome screech on their targets as they dive quickly from the skies. They use their size and speed to quickly pin their prey to the ground and then attack with talon and beak. If pressed, a saqu will attempt to pick up a foe and carry it into the air in order to drop it to its death.

A saqu without a mate is likely to fight to the death, but a mated saqu or one with young will flee if it is badly injured.

LORE

A character can make an INT + Lore (extraordinary zoology) skill roll to determine what he knows about this creature. He learns all the information up to the result of the roll. The higher the roll, the more he learns.

8: The saqu is a gigantic predatory bird. A mature adult stands fifteen feet tall and has a wingspan well over thirty feet. The top of a saqu's body is covered in dark gray plumage, but the feathers on its underside are light tan. Its head is adorned with a cluster of feathers that stand on edge when the creature attacks.

10: Saqu are very strong and tough, and their keen eyesight allows them to spot prey from five miles away. They pin prey to the ground with their vicious talons and tear it to pieces with their enormous beaks. Saqu sometimes carry foes into the air and drop them to their deaths.

12: Saqu mate for life. If one of the pair dies, the survivor mates again. They defend their nests fiercely and guard their young with equal vigor.

14: Saqu are attracted to shiny objects and have been known to carry away polished shields and weapons and travelers adorned with more gemstones than sense.

ABILITIES:

Flight – This creature can advance through rough terrain and obstacles without penalty and can advance through obstructions and other characters if it has enough movement to move completely past them. This creature ignores intervening characters when declaring its charge target.

Native Beast – This creature is considered to be a beast native to the wilds of Immoren.

Ride-By Attack – The creature can combine its movement and action during its turn to make a Ride-By Attack. The creature declares a Ride-By Attack at the start of its Activation Phase. It makes a full advance and can halt its movement at any point to make its attacks. After its attacks, it resumes normal movement.

Speed of Flight – When this creature runs, it gains +2 DEF for one round.

CREATURE TEMPLATES:

Large Specimen, Predator, Starving

SKILLS:

NAME	STAT +	RANK	TOTAL
Detection	PER	2	6



THRULLG

PHYSIQUE	PHY	9
SPEED	SPD	6
STRENGTH	STR	9
AGILITY	AGL	4
PROWESS	PRW	5
POISE	POI	1
INTELLECT	INT	3
ARCANE	ARC	—
PERCEPTION	PER	3



TENTACLES

MAT	POW	P+S
7	4	13

Abilities: This weapon has Reach.



CLAW

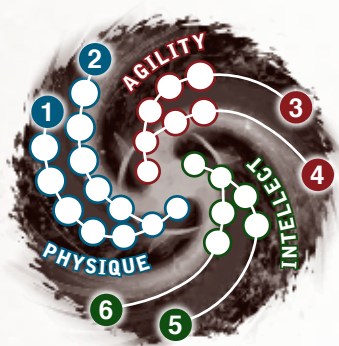
MAT	POW	P+S
7	3	12



CLAW

MAT	POW	P+S
7	3	12

INITIATIVE	INIT	14
DEFENSE	DEF	13
ARMOR	ARM	16
(NATURAL ARMOR +7)		
WILLPOWER	WILL	12



COMMAND RANGE: 3

BASE SIZE: MEDIUM

ENCOUNTER POINTS: 11

Two long, powerful tentacles on the creature's head allow it to grasp objects and draw them close. Each of these appendages is thicker around than a man's arm, strong enough to rip through the hardened hull of a steamjack, and long enough to reach the cortex within. These tentacles, which twitch in the presence of magic, contain whatever specialized organs allow a thrullg to detect the arcane.

Little is known about the thrullg's origins. Prior to the existence of human sorcerers and arcanists, no records of the creature exist. Many extraordinary zoologists claim the thrullg was

For every ecological niche and every potential source of food, there is a creature ready to exploit it. The thrullg, for example, seeks nourishment from a source few other creatures could even comprehend, much less feed upon. Not to put too fine a point on it, but thrullgs eat the very essence of magic. Is this an adaptation that arose in the aftermath of mankind's industrialization of the arcane? What did the thrullg feed upon in the days prior to the advent of mechanika, or indeed the Gift of Magic? I can only postulate that perhaps it was once a very different creature that came to feed on the stuff of magic. The thrullg is worthy of study, if only because it points to a progression of the natural world toward sometimes mind-boggling adaptation.

—PROFESSOR VIKTOR PENDRAKE, MONSTERNOMICON

DESCRIPTION

Thrullgs are unusual amphibious creatures originally native to the marshy regions near urban centers along the Black River, where the waters are tainted by the byproducts of the industrialized manufacture of alchemical and mechanical goods. Much like flies are drawn to putrescence, thrullgs are drawn to arcane energy, which they consume as if it were some sort of bizarre foodstuff. Lured by industrial arcane waste, many thrullgs journey up rivers and pass through outflow valves into the sewers of large cities, where they can feed on a seemingly endless supply of their favorite food.

Standing between eight and ten feet tall, a thrullg is a mass of lean and sinewy muscle. Each of its elongated forelimbs ends in a powerful hand with webbed digits and short but sharp talons.

somehow changed by exposure to arcane energies near urban centers, causing it to adapt both behaviorally and physiologically to consume them as sustenance. The long tentacles that flank the thrullg's head allow it to siphon magical energy directly, thereby rendering inert any mechanical or alchemical items it feeds on.

Thrullgs prefer to lair in wet, dark caverns and the ruins of industrial factories. They often make their homes in abandoned antechambers and the basements of derelict buildings. These creatures prefer areas near a source of magical energy, where they can feed on residual traces that seep through the stones, but they will resort to hunting if such a place is not available. A thrullg on the hunt will not hesitate to attack gifted individuals, those carrying mechanika, and even steamjacks in order to siphon their magic. Fortunately, thrullgs need to feed on magic only periodically, subsisting on ordinary prey otherwise.

Thrullgs are incredibly territorial. This behavior is most likely based on a desire to protect their food sources from the invasion of other thrullgs, but any creatures that venture into a thrullg's subterranean lair will be attacked with the same level of ferocity. The Undercity of Corvis in particular is home to a number of aggressive and possessive thrullgs, which have been the cause of many disappearances.

Thrullgs can shroud their immediate surroundings in an energy void that negates the powers of any mechanika within it. This field is a product of the thrullg's latent siphoning of power from the devices' capacitors. Such items are affected only while they are close to a living thrullg; if they are removed from the creature's proximity, or if the thrullg is killed, they return to full functionality within seconds. In addition to affecting mechanika, this aura interferes greatly with the talents of gifted individuals.

COMBAT

If a thrullg's lair is breached, it will immediately attack any interlopers and try to drive them out. An angry thrullg will lash out with its tentacles from a distance and try to use any water in its lair to its advantage, but it will not otherwise use any sophisticated tactics.

Mechanical items, steamjacks (specifically, their cortexes), and arcanists all draw a thrullg's attention, particularly when it is hungry and hunting for a source of arcane energy. The creatures

ABILITIES:

Amphibious – This creature treats water as open terrain and gains concealment while within water.

Arcane Consumption – When a character casts a spell or uses an animus while in this creature's command range, after the spell is cast the casting character suffers d3 damage and this creature regains d3 vitality points.

Arcane Interference – When this creature hits another character with an attack, upkeep spells and animi on the character hit expire and the character loses the focus points on it. When this creature hits a steamjack with an attack, that steamjack suffers Disruption. (A steamjack suffering Disruption loses its focus points and cannot be allocated focus or channel spells for one round.)

Blackout Pulse – This creature can use a quick action to use Blackout Pulse. Mechanical devices in this creature's command range immediately deactivate. Mechanical devices cannot be activated in this creature's command range. Blackout Pulse has no effect on steamjacks or mechanical armor. Blackout Pulse lasts for one round.

Deep Lung – This creature can remain submerged in water for twice its PHY in turns. While submerged, this creature gains concealment.

Fearless – This creature is immune to the effects of Terror.

CREATURE TEMPLATES:

Runt, Swift

SKILLS:

NAME	STAT +	RANK	TOTAL
Climbing	AGL	2	6
Detection	PER	2	5
Sneak	AGL	2	6
Swimming	STR	2	11

prefer to ambush solitary food sources, but a thrullg that cannot do so will attack a potential meal and try to drag it off to a hidden cavern to feed in safety.

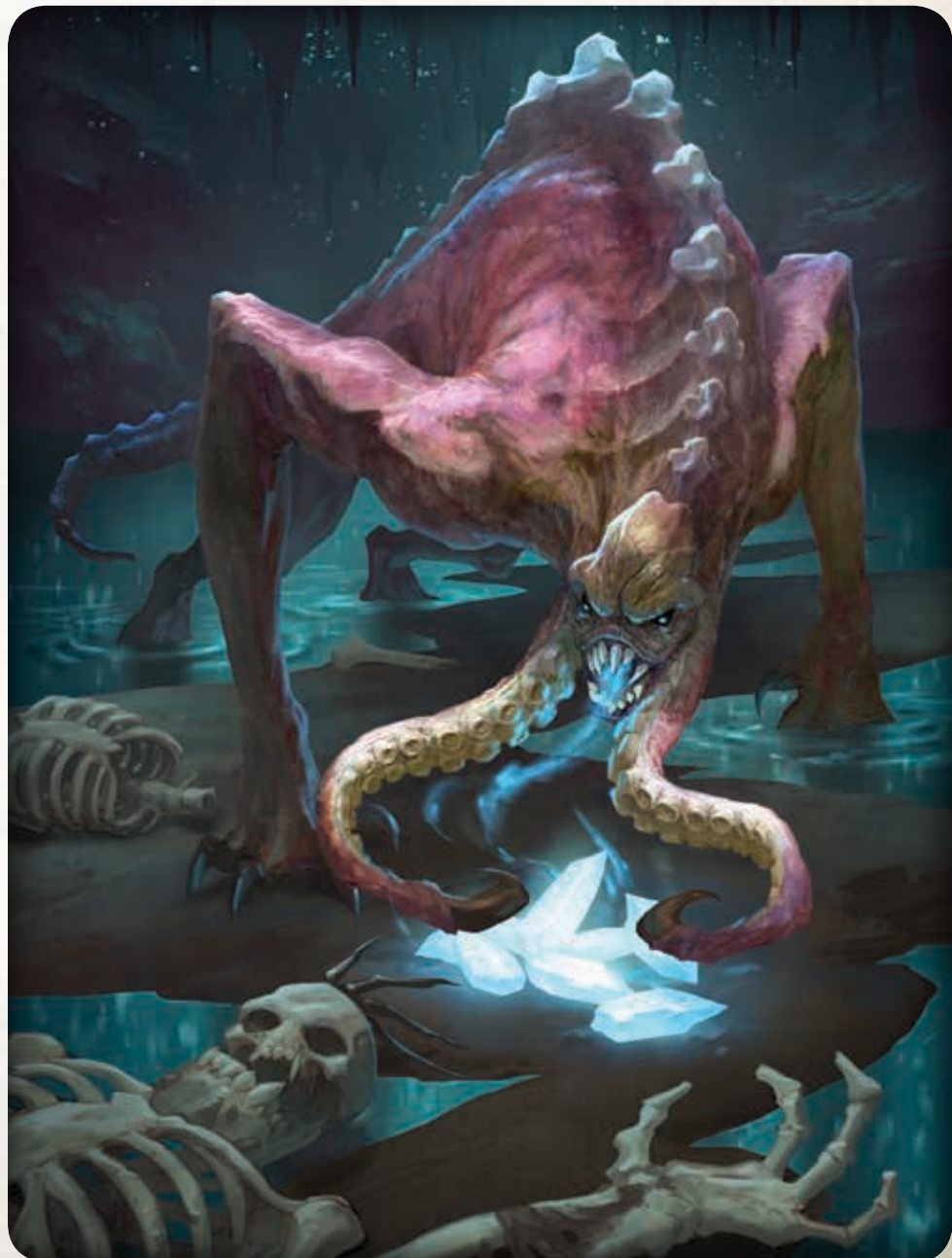
LORE

A character can make an INT + Lore (extraordinary zoology) skill roll to determine what he knows about this creature. He learns all the information up to the result of his roll. The higher the roll, the more he learns.

8: Thrullgs are rare creatures that occasionally lair within the sewers of industrial cities. They feed on arcane energy, particularly in the form of mechanical devices and steamjack cortexes.

12: The absorption of arcane energy causes an extreme buildup of arcane extract within the creature's tissue, particularly in the nodules at the base of its tentacles. Arcane energy is only a small (if essential) portion of a thrullg's diet, and thrullgs will starve without normal sustenance.

14: The more powerful and concentrated the source of arcane energy, the more intensely it will draw a thrullg's attention. These creatures also exhibit a preference for tangible physical sources, and a thrullg facing both a sorcerer and a steamjack will go after the steamjack's cortex first.



WARPWOLF, PUREBLOOD



PHYSIQUE	PHY	12
SPEED	SPD	6
STRENGTH	STR	10
AGILITY	AGL	4
PROWESS	PRW	4
POISE	POI	3
INTELLECT	INT	4
ARCANE	ARC	—
PERCEPTION	PER	4



DEATH HOWLER			
RAT	RNG	AOE	POW
5	SP 10	—	14

Abilities: This is a magical weapon.



BITE		
MAT	POW	P+S
5	5	15



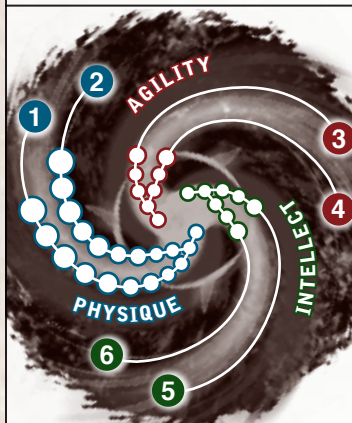
CLAW		
MAT	POW	P+S
7	3	13



CLAW		
MAT	POW	P+S
7	3	13

Abilities: Open Fist

INITIATIVE	INIT	14
DEFENSE	DEF	14
ARMOR	ARM	17
	(NATURAL ARMOR +5)	
WILLPOWER	WIL	16



COMMAND RANGE: 4

BASE SIZE: LARGE

ENCOUNTER POINTS: 26

Do not be deceived by its outwardly animal appearance, for the mind of a pureblood warpwolf is as keen as its claws. These creatures retain an intelligence uniquely their own—one freed of the restraints of conscience yet still cunning beyond that of any simple beast. They are counted among the greatest bestial warriors of the blackclads.

—PROFESSOR VIKTOR PENDRAKE, MONSTERNOMICON

DESCRIPTION

Generations of breeding among those born as warpwolves has resulted in these great beasts, which are proudly pure of the taint of man. Pureblood warpwolves are not born as humans and are always found in their “natural” state—the form their parents adopt only at the bidding of the moons. Some blackclads view these creatures as proof of the wisdom of the Circle’s course and claim that they have allowed a natural new species to emerge. Whatever the ethical ramifications of its creation, the pureblood warpwolf is undoubtedly spawned from the very heart of the Devourer. The Circle, which treats these warpwolves as a distinct species, is particularly interested in using them as uniquely powerful allies in battle. Because only a handful of purebloods arise each generation, the druids keep a close eye on their maturity and their development as warriors.

Within a few months after birth, a pureblood warpwolf begins growing at an alarming rate. By the age of three years, a pureblood is no longer a pup but a juvenile

weighing around six hundred pounds. Born to hunt, such creatures can bring down prey twice their size after only a year.

Purebloods harbor no affinity for humanity. These creatures are incapable of assuming human form, and they dislike interacting

with warpwolves that are in human guise. Purebloods can speak by warping the structure of their throats, but they prefer not to talk for long. Familiarity with a pureblood’s kind can help a listener understand its clipped speech.

Easily distinguished by their fur, which is as white as the light of the moon Calder, pureblood warpwolves wield great mystical power drawn from a primal source. They are connected with the will of the Devourer and possess a control over their form so complete they can provoke sympathetic warping in others of their kind. The only indication of their human ancestry lies in their intelligence. Their minds are as keen as that of any human, but their view of the world and their place in it is utterly inhuman.

Pureblood warpwolves do not possess any remnants of human culture or morality beyond what they are taught by the blackclads of the Circle Orboros, who instill in them a code that emphasizes loyalty to the druidic order. Senior members of the Circle have found purebloods insightful and capable of tactical brilliance, and the creatures often demonstrate bold, ruthless courage. At times it is easy to forget that their minds do not perceive the world as humans do and that they see mankind as prey, exempting only the blackclads and their chosen retainers.

Purebloods are frightening combatants that strike swiftly with claw and fang before inciting subordinate warpwolves to join in a frenzy of bloodshed. They can call upon the supernatural essence of their blood to become as insubstantial as fog, and they can unleash their primal power in a discordant howl that rends flesh and shatters stone. An enemy struck by this terrifying force finds itself enveloped in warping energy and howling in unspeakable agony as its flesh stretches, its bones deform, and its skin splits wide. The sight of these horrific spasms is unbearable to most witnesses, and the reactions of disbelief and terror they prompt can overwhelm all rational thought.

The howl of a pureblood pierces the night for miles and prompts an irresistible longing among lesser warpwolves to abandon reason, unleash their predatory rage, and join in the pureblood’s hunt. Like their lesser kin, purebloods warp their bodies, causing rows of defensive bone spikes to erupt from their hides, but these beasts are born to their shape and entirely at ease with their preternatural state.

Each pureblood has a name, and most are known by deed to the Circle’s potents and omnipotents, who consider them singular assets in battle. Although purebloods heed the most senior druids of the Circle, more often they go where their instincts take them, following the scent of war and carnage. These powerful warbeasts are more allies than pawns, and lesser druids consider it a tremendous honor when a pureblood consents to bond with them.

COMBAT

Pureblood warpwolves approach combat with a cunning and tactical mind. Whether fighting alone or leading a group of fellow warpwolves, a pureblood seeks to exploit weakness in its prey. Depending on the situation, it will launch probing attacks at a defended encampment to discover where the defenses are weakest, hold members of its hunting party in reserve to attack from the flanks when least expected, or feign a retreat to draw overeager pursuers away from the safety of their comrades.

LORE

A character can make an INT + Lore (extraordinary zoology) skill roll to determine what he knows about this creature. He learns all the information up to the result of the roll. The higher the roll, the more he learns.

12: There is a rare breed of white-furred warpwolf whose unnatural howl can kill a man.

14: Known as purebloods, these warpwolves are the product of generations of interbreeding between warpwolves. A pureblood's strong connection to the Devourer Wurm allows it to become as insubstantial as fog.

16: Purebloods possess an intellect beyond that of more bestial warpwolves. Although they do not suffer the insanity of feral warpwolves, their minds are inhuman.

18: Powerful warlocks in the Circle Orboros use purebloods as warbeasts. When engaged in battle, the creatures can transfer a measure of their power to warpwolves fighting alongside them.

ABILITIES:

Controlled Warping – At the beginning of this creature's activation, choose one of the following warp effects. Warp effects last for one round.

- **Ghostly** – This creature can advance through rough terrain and obstacles without penalty and can advance through obstructions if it has enough movement to move completely past them. This creature cannot be targeted by free strikes.
- **Spell Ward** – This creature cannot be targeted by spells.
- **Warp Strength** – This creature gains +2 STR.
- **Lunar Warp** – This creature's natural SPD, STR, ARM, and Initiative vary based on the lunar phase of the moons Artis, Calder, and Laris. Consult the table below, and apply the bonus listed to this creature's appropriate statistics.

	ARTIS	CALDER	LARIS	CONJUNCTION
NEW	-1 Initiative, -1 SPD	-1 STR	-1 ARM	Prowl
WANING	+0 Initiative, +0 SPD	+0 STR	+0 ARM	Traceless Path
WAXING	+1 Initiative, +1 SPD	+1 STR	+1 ARM	Blood Spiller
FULL	+2 Initiative, +2 SPD	+2 STR	+2 ARM	Snacking

Reactive Warping – When this creature suffers damage, choose which branch of its life spiral suffers damage. If the attacker has the ability to choose which branch of the life spiral suffers damage, roll to determine the affected branch.

Regeneration – This creature regains d3 vitality points per hour in addition to any normal healing.

Resonance: Devourer – This creature can be bonded only by a warlock with Resonance: Devourer.

CREATURE TEMPLATES:

Alpha, Large Specimen, Lone Wolf, Predator, Starving

SKILLS:

NAME	STAT +	RANK	TOTAL
Tracking	PER	1	5
Detection	PER	2	6
Intimidation	SOC	1	•

Note: The above skills represent the skills of a typical pureblood warpwolf, though it can have a different set of available skills.



WIDOW BEAR



For proof of the widow bear's impressive physical characteristics, one need look no further than the idioms that surround it. "As tough as a widow bear" is commonly heard in the drinking halls of northern Khador; "hungrier than a widow bear" is a common Thurian phrase. Most telling, though, is one I overheard while among a group of Morridanes talking about inescapable problems: "You can't run from a widow bear, mate. She'll always get you."

—PROFESSOR VIKTOR PENDRAKE, MONSTERNOMICON

PHYSIQUE	PHY	10
SPEED	SPD	4
STRENGTH	STR	10
AGILITY	AGL	3
PROWESS	PRW	4
POISE	POI	1
INTELLECT	INT	2
ARCANE	ARC	—
PERCEPTION	PER	3



BITE		
MAT	POW	P+S
6	5	15

Chomp — This creature can attack with this weapon only during its turn and can target only characters it first hit with a claw attack that turn.

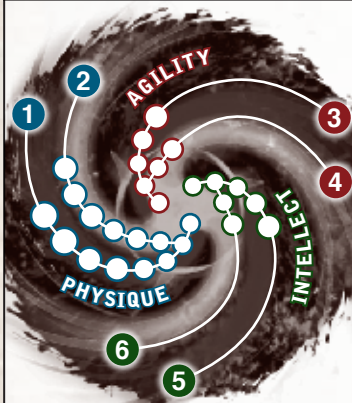


CLAW		
MAT	POW	P+S
7	3	13



CLAW		
MAT	POW	P+S
7	3	13

INITIATIVE	INIT	11
DEFENSE	DEF	10
ARMOR	ARM	16 (NATURAL ARMOR +6)
WILLPOWER	WIL	12



COMMAND RANGE: 2

BASE SIZE: LARGE

ENCOUNTER POINTS: 9

DESCRIPTION

Towering nearly ten feet high when standing on their hind legs, widow bears are massive beasts. Most of the time, however, they trundle about on four short, stocky legs. Their shaggy hair typically ranges from jet black to lighter browns, but some varieties in the northernmost reaches of western Immoren have pale yellow or even white hair. Their eyes and ears are small in proportion to the rest of their bodies, though this has no effect on their hearing.

Each of a widow bear's four legs ends in a set of long, curved claws, and their broad, elongated snouts feature pronounced canines. Although they are massive and bulky, widow bears can move with surprising agility, and a startled widow bear can turn and set upon an attacker in a moment. They are strong runners, swimmers, and climbers despite their bulk. The sheer mass of muscle wrapped around their large frames allows them to move with ease.

Widow bears are aggressive and are lightning quick over short distances. Their size affords them the luxury of trundling over anything that gets in their way when they close in on

a threat. Widow bears in the north have been known to hunt Raevhan buffalo, and southern widow bears must maintain their territory against Thornwood maulers and trolls.

Although they are usually docile, widow bears are fearsome when provoked, rending flesh with their vicious claws and crushing bones with their massive jaws. Injured widow bears usually retreat, but a female with cubs will fight to the death rather than withdraw from combat.

Widow bears lair primarily in forested and mountainous areas, but desperate specimens have been known to move into grasslands and river lands to feed on herd animals and fish. Food is abundant in the southern wilds, and widow bears in those lands grow larger than others of their kind. Those that live in colder climes tend to be shorter and stockier.

Widow bears, especially females and cubs, are diurnal most of the time, and they generally avoid traveling at night due to their poor eyesight. If good prey can be found only at night or when competing with other predators, widow bears adopt nocturnal feeding patterns. Most widow bears stick to a carnivorous diet that helps them maintain their bulk, but they become omnivores during lean times.

Widow bears are typically solitary. Although they couple to mate, they do not partner long. Male widow bears are competitive and aggressive year-round and are particularly aggressive during the mating season. The larger females ensure the safety of their cubs by driving off or killing the males shortly before giving birth. Many adult male widow bears die gruesomely at the claws of a mate that feels her young are threatened.

Cubs grow quickly, and they are capable of hunting on their own by the time they are one month old. They take on their species' aggressive temperament just as quickly. Even a juvenile widow bear is a significant threat.

The widow bear's sense of smell makes it an excellent tracker. A widow bear can track unwounded prey for miles on end. The creature's sensitive nose can pick up the merest trace of a scent, even one washed away by any but the strongest rains.

Widow bears typically claim hunting grounds many miles across, and they respond fiercely to incursions from rival widow bears and other predators. To mark its territory, a widow bear rubs the oils from its body on large trees throughout the area. Rival widow bears immediately recognize the scent of another widow bear's musk and avoid the marked territory unless forced into it by the advance of civilization, a scarcity of food, or the desire to mate.

In colder northern climes, widow bears are known to hibernate through the coldest months. During the last few weeks leading up to this dormant cycle, widow bears kill and feed voraciously in order to produce a layer of fat thick enough to last them through the winter. They are particularly fierce during this period, when instinct drives them to excessive feeding in order to survive their months-long slumber.

The hide of a widow bear is prized for its thickness and resilience. Many wanderers in the wild recognize the wearing of widow bear fur or claws as the mark of a great hunter.

COMBAT

Fierce combatants, widow bears throw themselves into battle without hesitation when the need arises. They tear foes apart with their massive claws. When a widow bear gets a good swipe in, it will often lash out with a powerful bite. Widow bears charge to close with their foes, bellowing the entire way. Their bulk allows them to roll over anything between them and their quarry with ease. They are fiercest when cornered, injured, or protecting their young.

LORE

A character can make an INT + Lore (extraordinary zoology) skill roll to determine what he knows about this creature. He learns all the information up to the result of the roll. The higher the roll, the more he learns.

8: Widow bears are massive animals that wander the forests and mountains of western Immoren. Their hair ranges from black to dirty white. They sport massive claws and long, broad snouts filled with long yellow teeth.

10: Widow bears are extremely strong and fierce hunters and combatants. Despite their size, they are particularly agile climbers.

12: Male widow bears see all others—even their own young—as a threat. Widow bears are named for the propensity of the female of the species to kill its mate if it displays aggression toward their young. Many male widow bears have died in this manner.

14: Widow bears possess a highly developed sense of smell. They are excellent trackers and are known to hunt single targets for days on end when food is scarce. They can use scent to communicate in a rudimentary way, marking their territory and emitting odors that warn other widow bears to stay away.

ABILITIES:

Blood Thirst – When it charges a living character, this creature gains +2" movement.

Native Beast – This creature is considered to be a beast native to the wilds of Immoren.

Natural Tracker – This creature gains an additional die on Detection and Tracking skill rolls.

Relentless Charge – This creature ignores penalties for rough terrain while charging.

Tough – When this creature is disabled, roll a d6. On a 5 or 6, the creature heals 1 vitality point, is no longer disabled, and is knocked down.

CREATURE TEMPLATES:

Adapted (any), Juvenile, Large Specimen, Lone Wolf, Protector

SKILLS:

NAME	STAT +	RANK	TOTAL
Climbing	AGL	1	4
Detection	PER	2	5
Tracking	PER	2	5



PREY ANIMALS

Not all creatures roaming the wilds of western Immoren are monstrous beasts shaped from nightmares. Most are fauna from the natural world—the kind of wildlife that creatures and wilderness inhabitants stalk as prey. These beasts are a vital part of life in the wilderness, providing meat and other resources necessary for survival.

HARVESTING RESOURCES

A skilled character can harvest meat, hides, and other resources from the body of a freshly killed animal, but these resources break down as scavengers, bacteria, and other foulness ravage the corpse. As time goes on meat spoils, hides rot, and liquids evaporate. For each day after the animal dies, a character's ability to claim useful resources is reduced. After $d6 + 1$ days, the character can no longer harvest safe meat from the carcass. After $d6 + 3$ days, the character can no longer harvest exotic resources or hides from the carcass.

Meat

The origin of hunting prey animals is rooted primarily in the gathering of meat. A character with the Craft (skinning) skill can process enough animal meat to yield a day's worth of usable rations for each point of the creature's PHY, modified by its base size.

BASE SIZE	DAYS OF MEAT (MULTIPLIER)
Small	50%
Medium	100%
Large	150%
Huge	200%

Unless it is preserved, this meat gradually becomes contaminated and unfit for consumption by any but the hardiest farrow or gatorman.

To preserve rations, a character must spend ten minutes for each point of PHY he is preserving. At the end of this time, the character must make a PER + Survival skill roll against a target number of 10. If the roll succeeds, the character gains a number of dry rations equal to the PHY of the creature slaughtered. If the roll fails, the character can make a new skill roll after spending five minutes adjusting his work. If this second roll succeeds, the character manages to salvage a number of dry rations equal to half the animal's PHY. If it fails, the rations cannot be preserved.

Exotic Resources

A character who is harvesting hides can make an INT + Lore (extraordinary zoology) skill roll against a target number of 15 to use his knowledge of animal anatomy to harvest exotic animal parts. Bone grinders in particular covet these body parts for their alchemical machinations. Each animal's entry includes a list of resources a skilled character can typically harvest from the animal's corpse.

PREY ANIMAL TYPES

The following entries provide examples of creatures that can serve as potential prey or trained companions for PCs and antagonists.

Each animal has a single set of stats and several different species, and each species' unique abilities or bonuses are added to the stats for its type.



Bear

PHYSIQUE	PHY	10
SPEED	SPD	5
STRENGTH	STR	10
AGILITY	AGL	4
PROWESS	PRW	5
POISE	POI	1
INTELLECT	INT	1
ARCANE	ARC	—
PERCEPTION	PER	3



CLAW			
MAT	POW	P+S	
6	2	12	

INITIATIVE	INIT	13
DEFENSE	DEF	12
ARMOR	ARM	14
(NATURAL ARMOR + 4)		
WILLPOWER	WIL	11
VITALITY: 8		
COMMAND RANGE: 1		
BASE SIZE: MEDIUM		
ENCOUNTER POINTS: 3		

Territorial brutes common to the hinterlands, bears are solitary animals with excellent olfactory senses and ornery dispositions. Their muscular frames are hidden beneath a thick hide of bristly fur. They hunt alone or in mated pairs and den in caves or hollowed trees. Bears are widespread across western Immoren, with several distinct species.

SPECIES

Larger than most of its ursine cousins, the **Dragonspine Kodiak** of the Dragonspine Peaks is recognized by its shaggy black fur and powerful, long-legged build. Adult bears stand twelve feet tall and can weigh as much as twenty-five hundred

pounds. Dragonspine Kodiaks gain boosted melee damage rolls.

The Great Northern bear, sometimes called the **Rimeshaws bear**, takes its name from the frozen alpine peaks in which it is most often encountered. Rimeshaws bears gains +3 ARM against cold damage.

RESOURCES

In addition to meat and hides, the following resources can be harvested from a bear with a successful INT + Craft (skinning) skill roll against a target number of 10:

- Six units of organic fat (eight or more in the months leading up to hibernation)
- Two units of organic acid
- One pelt (counts as a winter cloak)

ABILITIES:

Counter Slam – When an enemy character advances and ends its movement within 6" and in the LOS of this creature, this creature can immediately make a slam power attack against it. If this creature makes a counter slam, it cannot make another until after its next turn. This creature cannot make a counter slam while engaged.

Native Beast – This creature is considered to be a beast native to the wilds of Immoren.

Olfaction – This creature gains +2 on PER rolls related to scent.

CREATURE TEMPLATES:

Alpha, Large Specimen

SKILLS:

NAME	STAT +	RANK	TOTAL
Climbing	AGL	2	6
Detection	PER	2	5

Canine

PHYSIQUE	PHY	6
SPEED	SPD	5
STRENGTH	STR	5
AGILITY	AGL	4
PROWESS	PRW	3
POISE	POI	2
INTELLECT	INT	1
ARCANE	ARC	—
PERCEPTION	PER	4



BITE			
MAT	POW	P+S	
6	3	8	

INITIATIVE	INIT	12
DEFENSE	DEF	13
ARMOR	ARM	8
(NATURAL ARMOR + 2)		
WILLPOWER	WIL	7
VITALITY: 6		
COMMAND RANGE: 1		
BASE SIZE: MEDIUM		
ENCOUNTER POINTS: 3		

Members of an extant family of dogs named for the prominent teeth used for killing their prey, canines have a long and sundry relationship with the civilized races of western Immoren. Despised in pastoral communities due to their attacks on livestock, canine hunting packs can grow to a score or more in number when prey is plentiful. Many human tribes keep hunting dogs derived from wild stock, and some groups, notably the Wolves of Orboros, train the more savage grey wolves to use in warfare.

SPECIES

The **moorhound** is a feral breed of shaggy dog with long legs and great

stamina once bred by the ancient Thurians of Ord. These creatures' thick brown coats end at the white fur on their head, and they are proficient swimmers. Moorhounds gain boosted Swimming skill rolls.

The **grey mountain wolf** inhabits most of the temperate forests of western Immoren and is also found in low-altitude mountain regions. It has a prominent hunched back and unkempt, mottled grey fur. Grey mountain wolves gain boosted attack rolls.

RESOURCES

In addition to meat and hides, the following resources can be harvested from a canine with a successful INT + Craft (skinning) skill roll against a target number of 10:

- Three units of animal fat
- One unit of organic acid
- One pelt (counts as a winter cloak)

ABILITIES:

Native Beast – This creature is considered to be a beast native to the wilds of Immoren.

Natural Tracker – This creature gains an additional die on Detection and Tracking skill rolls.

CREATURE TEMPLATES:

Lone Wolf, Pack Hunter, Trained

SKILLS:

NAME	STAT +	RANK	TOTAL
Detection	PER	2	6
Swimming	STR	1	6
Tracking	PER	2	6

Deer

PHYSIQUE	PHY	7
SPEED	SPD	7
STRENGTH	STR	7
AGILITY	AGL	3
PROWESS	PRW	3
POISE	POI	1
INTELLECT	INT	1
ARCANE	ARC	—
PERCEPTION	PER	3



ANTLERS

MAT	POW	P+S
5	5	12

Brutal Charge – This creature gains +2 to charge attack damage rolls with this

INITIATIVE	INIT	13
DEFENSE	DEF	13
ARMOR	ARM	7
WILLPOWER	WIL	8

VITALITY: 8

COMMAND RANGE: 1

BASE SIZE: LARGE

ENCOUNTER POINTS: 3

Herds of deer are found in forests on every continent on Caen, and these abundant game animals are prized for their lean cuts of venison. Male deer, known as *bucks* or *harts* in Cygnar and Ord and as *stags* in Khador, have large antlers, which are shed and regrown each year.

SPECIES

Unlike most other deer species, whose antlers grow in a forward direction, the **crowned deer** has blade-like antlers that fork upward. This creature ranges extensively but prefers the foothills of northern Llael. Crowned deer antlers are POW 6.

Standing over eight feet tall and weighing nearly eight hundred pounds, the **red elk** is among the largest of its kin. This majestic creature ranges from the edge of the Bloodstone Marches in the east to the coast of western Immoren, and as far north as the Scarsfell Forest. Red elk antlers have Reach.

Although sedentary, the **Khadoran moose** is prone to quick bursts of aggression when startled. This beast is distinguished by its palmate antlers and coarse black fur. Unlike most other deer species, Khadoran moose are solitary creatures and do not gather in herds in the wild. Khadoran moose gain the Tough Mighty archetype benefit.

RESOURCES

In addition to meat and hides, the following resources can be harvested from a deer with a successful INT + Craft (skinning) skill roll against a target number of 10:

- Four units of animal fat
- One unit of organic acid

ABILITIES:

Native Beast – This creature is considered to be a beast native to the wilds of Immoren.

Pathfinder – This creature can move over rough terrain without penalty.

CREATURE TEMPLATES:

Alert

SKILLS:

NAME	STAT +	RANK	TOTAL
Detection	PER	1	4

Goat

PHYSIQUE	PHY	6
SPEED	SPD	5
STRENGTH	STR	5
AGILITY	AGL	5
PROWESS	PRW	3
POISE	POI	1
INTELLECT	INT	1
ARCANE	ARC	—
PERCEPTION	PER	3



HORNS

MAT	POW	P+S
5	2	7

INITIATIVE	INIT	11
DEFENSE	DEF	13
ARMOR	ARM	8
(NATURAL ARMOR +2)		
WILLPOWER	WIL	10

VITALITY: 8

COMMAND RANGE: 2

BASE SIZE: SMALL

ENCOUNTER POINTS: 3

Among the first animals domesticated by the earliest settlers of western Immoren, the hardy goat—and its cousin, the sheep—is well regarded for its lean milk, woolly hair, and savory mutton. Goats are well known for eating just about anything, and shepherds have long used them to clear away invasive species of unwanted vegetation.

SPECIES

The **Rustok ram** is a wild goat indigenous to the lowland dales of Rustoknia in Khador. Rustok rams have a coarse charcoal coat with white stripes on their face, back, and legs. Rustok rams gain boosted PHY rolls.

With its long, bushy beard and woolly white double coat, the **Uldenfrost goat** is well protected from the frigid climate of its alpine demesne. This breed of mountain goat produces long, curling locks of mohair well suited to dyeing. Uldenfrost goats gain +3 ARM against cold damage.

The **ovis bighorn** is a stocky breed of sheep found in the mountains of Cygnar. Named for its large, spiral horns, it is prized for its fine, lustrous wool. Though the wool is difficult to spin, garments crafted from this material protect the wearer against rain and cold. A character wearing a garment made from the wool of an ovis bighorn gains +1 to PHY rolls to resist the effects of cold exposure.

RESOURCES

In addition to meat and hides, the following resources can be harvested from a goat with a successful INT + Craft (skinning) skill roll against a target number of 10:

- Two units of animal fat
- Two units of organic acid

ABILITIES:

Native Beast – This creature is considered to be a beast native to the wilds of Immoren.

Pathfinder – This creature can move over rough terrain without penalty.

CREATURE TEMPLATES:

Runt

SKILLS:

NAME	STAT +	RANK	TOTAL
Detection	PER	1	4
Jumping	PHY	2	8

Hawk

PHYSIQUE	PHY	4
SPEED	SPD	6
STRENGTH	STR	4
AGILITY	AGL	6
PROWESS	PRW	4
POISE	POI	1
INTELLECT	INT	1
ARCANE	ARC	—
PERCEPTION	PER	4



TALONS

MAT	POW	P+S
6	1	*

Abilities: A living character hit with this weapon automatically suffers 1 damage point.

INITIATIVE	INIT	14
DEFENSE	DEF	14
ARMOR	ARM	5
(NATURAL ARMOR + 1)		

WILLPOWER **WIL** **5**

VITALITY: 8

COMMAND RANGE: 3

BASE SIZE: SMALL

ENCOUNTER POINTS: 3

Caen is home to countless birds of prey of various sizes and plumage. In western Immoren, the hawk family comprises a large number of hunting birds with strongly hooked beaks and long, razor-sharp talons.

SPECIES

One of the more flamboyant hawk species, the **sea hawk** is a white and brown bird found along the coasts of Cygnar and Ord. Sea hawks are common on Giant's Head Island, where several rookeries dot the rocky coast. Sea hawks gain boosted charge attack rolls.

The unusual **Iosan hawk** is an exotic avian species first classified by Professor Viktor Pendrake as the

"Iosan swooper." Endemic to the dense forests of Ios, the Iosan hawk is a keen-eyed predator trained by elven nobles for hunting. Iosan hawks ignore cloud effects and forests when determining LOS.

RESOURCES

In addition to meat and hides, One unit of organic acid can be harvested from a hawk with a successful INT + Craft (skinning) skill roll against a target number of 10.

ABILITIES:

Flight – This creature can advance through terrain and obstacles without penalty and can advance through obstructions and other characters if it has enough movement to move completely past them. This creature ignores intervening characters when declaring its charge target.

Native Beast – This creature is considered to be a beast native to the wilds of Immoren.

Ride-By Attack – This creature can combine its movement and action during its turn to make a Ride-By Attack. The creature declares a Ride-By Attack at the start of its Activation Phase. It makes a full advance and can halt its movement at any point to make its attacks. After its attacks, it resumes its movement.

CREATURE TEMPLATES:

Nimble

SKILLS:

NAME	STAT +	RANK	TOTAL
Detection	PER	3	7
Tracking	PER	3	7

Snake

PHYSIQUE	PHY	6
SPEED	SPD	5
STRENGTH	STR	4
AGILITY	AGL	3
PROWESS	PRW	3
POISE	POI	1
INTELLECT	INT	1
ARCANE	ARC	—
PERCEPTION	PER	4



CONSTRICT

MAT	POW	P+S
5	4	8

INITIATIVE **INIT** **12**

DEFENSE **DEF** **12**

ARMOR **ARM** **7**

(NATURAL ARMOR + 1)

WILLPOWER **WIL** **7**

VITALITY: 8

COMMAND RANGE: 1

BASE SIZE: SMALL

ENCOUNTER POINTS: 3

Members of a slithering suborder of scaled serpents, snakes are distinguished by elongated limbless torsos, forked tongues, and lidless eyes. Snakes hatch from soft, leathery eggs and are found in a wide variety of biomes across western Immoren.

SPECIES

Native to the Widower's Wood near Corvis, the **bog constrictor** is a large aquatic snake that feeds on small swamp deer and razor boars that come to the water's edge to drink. The animal strikes its prey, wraps it up, and quickly drags it into the water to drown it by crushing the air out of its lungs. Bog constrictors have the Amphibious ability. (A

creature with the Amphibious ability treats water as open terrain and gains concealment while within water.)

The **Bloodstone striped constrictor** is a large, heavy-muscled snake native to the Bloodstone Marches. Its deep black scales are patterned with bright red mosaics that become more pronounced toward the tail. These ambush predators hunt at twilight, enveloping their prey and causing unconsciousness or death by shutting off the target's blood flow. Bloodstone striped constrictors gain the Camouflage ability (*Iron Kingdoms Unleashed Roleplaying Game: Core Rules*, p. 157).

RESOURCES

In addition to meat and hides, the following resources can be harvested from a snake with a successful INT + Craft (skinning) skill roll against a target number of 10:

- One unit of animal fat
- One unit of organic toxin

ABILITIES:

Native Beast – This creature is considered to be a beast native to the wilds of Immoren.

Serpentine – This creature cannot be knocked down.

CREATURE TEMPLATES:

Stealthy

SKILLS:

NAME	STAT +	RANK	TOTAL
Climbing	AGL	2	5
Detection	PER	2	6
Sneak	AGL	3	6

BLOOD RUNS COLD

"Surely you've heard the tales of the mad bokor whose bloodthirsty rituals were enough to earn him the enmity of even his own kind: how he sacrificed his own village to strange spirits of the swamp, save those few gators who were themselves deranged enough to swear undying fealty to his cause; how he withdrew into the deepest recesses of the blackest swamps in search of forbidden knowledge. Since then, horror stories have occasionally made their way out of the darkened bogs, whispered around guttering campfires. They tell of isolated villages destroyed by shambling undead abominations, of rituals that blot out the moons and make the cold blood of other gatormen run colder still. Some say the mad bokor has found a font of terrible power in the trackless depths of the swamp, that he is on the eve of some dread culmination which may yet spell doom for more than just his enemies."

—ROSSAN STONESHAPER, FELL CALLER

"Blood Runs Cold" is an adventure designed for Hero-level characters with 0 to 15 XP each. It takes place in a dark and gloomy swamp somewhere in the wilds of western Immoren, such as the Bloodsmeath Marsh or the Widower's Wood, though the Game Master can choose whatever swamp best fits his campaign.

PLAYERS, BEWARE!

"Blood Runs Cold" is an adventure for *Iron Kingdoms Unleashed*, and what follows is a detailed description of the adventure and all its encounters, enemies, monsters, perils, and rewards. Read no further unless you want to spoil all the fun for yourself!



FOR THE GAME MASTER

Taloc began as the bokor of a small gatorman village. He was known for his ruthlessness in dealing with other tribes and his almost effortless command of necromantic magic, but he burned with ambition. His unquenchable hunger for mystical power led him to explore ancient ruins in the surrounding swamps in search of darker secrets. He grew increasingly obsessed with the primal spirits of the swamp, and he came to believe that adequate sacrifices would allow him to tap into the power of these spirits and unleash cycles of predation that would reach far beyond his village, elevating him to a position of power unknown among his kin.

Taloc left his village behind and embarked on a dangerous pilgrimage deep into the surrounding marshland. The members of his tribe believed they had seen the last of their old shaman. Another bokor took his place after many days and nights, and the village thrived under this new leadership.

Months passed before Taloc returned to his old village. He came back wearing a strange, golden mask, standing at the head of an army of undead horrors and predatory spirits. The next morning, the only creatures still alive in the village were the few gatormen who had remained loyal to him even in his absence. They kneeled before him and pledged undying fealty to his cause.

THE MASK OF TETZELCAL

In ancient times, a gatorman tribe of particular ferocity and degeneration commanded a powerful swamp spirit they called Tetzcal, which they saw as a weapon of the great god Kossk. These gatormen made blood sacrifices in order to grant the spirit power, and in exchange it sowed pestilence among their enemies and raised the dead to fight at their side. Over time, these dreaded gatormen came to be known as the Cult of Tetzcal. They held absolute sway over the swamp until a combined force of trollkin and human barbarians defeated them and banished the spirit of Tetzcal from Caen.

When Taloc returned from his pilgrimage into the depths of the swamps and slaughtered his enemies, he wore a golden mask in the shape of a stylized skull—the Mask of Tetzcal, once worn by the original masters of the pestilent spirit. Taloc believes Kossk has chosen him to revive the Cult of Tetzcal and to wield the power of the primal spirit against those who oppose him. While wearing the Mask of Tetzcal, Taloc gains +4 ARM against magic damage rolls.

Taloc returned even more vicious than he was when he left. Since his return, he has never once removed his mask, which he claims helps him commune with the spirits of the swamp.

Although the slaughter of his village served as the germ of Taloc's legend, it was not the end of his atrocities. His pilgrimage greatly magnified both his power and his ambition. Believing that Kossk chose him to rule, the bokor sought out ancient altars he could use to strengthen Tetzcal, and they flowed red with the blood of sacrifice once more.

Taloc believed that the more exceptional the life offered up to the spirits, the more powerful the ritual, and so he and his band of swamp shamblers, enslaved bog trogs, and fanatically loyal gatormen began kidnapping and sacrificing individuals of great strength and deeds. Champions, chieftains, those gifted with arcane abilities—all fell to the bokor's sacrificial blade. To Taloc, his calling went beyond political or tribal affiliations, and he preyed on fellow gatormen, farrow, humans, trollkin, Tharn, and blackclads alike. Any individual whose accomplishments were great enough to catch the bokor's attention was soon strapped to a bloody altar, his soul devoured to add to Taloc's growing power. So it was that Taloc became a pariah among both gatormen and other peoples of the wild who might have aided his cause under different circumstances. The bokor and his cult came to be seen as an uncontrollable threat to his own kind, to all those in the wild, and even to the world at large.

Until recently, Taloc and his cult restricted their predations to isolated individuals caught in their travels, or scattered villages far from the protection of sizable armies. But as his power grew, his raids become more brazen, attracting greater attention from such powerful forces as the Blindwater Congregation and the Circle Orboros. As these groups turned their attention to the bokor and his cult, rumors began spreading that his strange rituals had achieved terrible results and that he was on the verge of summoning one of the primal spirits he claimed to commune with. What would happen then is anyone's guess, but given how deadly Taloc has been without the power of an ancient spirit at his beck and call, the consequences would certainly be dire.

As the adventure begins, Taloc has captured a powerful sacrifice—either an ally of the player characters (PCs) or an envoy of the blackclads—and is preparing for a final ritual that will expand his power exponentially and perhaps wreak havoc on the world at large.

GETTING THE PCS INVOLVED

The adventure opens with the PCs delving into a backwater swamp in search of Taloc. Their motives for doing so may vary. Maybe they are searching for a missing comrade. Maybe their village's superiors sent them to investigate strange rumors coming from the swamp. Or maybe they have the more mercenary motive of having been hired to stop Taloc's activities. Whatever brings them to the swamp, the Game Master should emphasize the threat Taloc will pose if he completes his ritual and should make the PCs fully aware of the stakes.

The Game Master can use one of the following story hooks to get the players involved, or he can devise one better suited to the PCs.

Hook 1: Rescue Mission

An ally or a close friend of the PCs has been captured by civilized authorities, who are hauling him to a nearby city for execution. The PCs are pursuing the prison transport as it passes near the swamps where Taloc makes his lair. When they come upon the wrecked prison caravan, they discover that their ally has been abducted by Taloc's forces and will be the bokor's next sacrifice if they do not act quickly.

Hook 2: Dark Rites

The PCs or their superiors have heard troubling rumors about the strange rituals Taloc is performing in the depths of the swamp. They believe his growing power will result in more than just a handful of isolated deaths—it will threaten neighboring regions, and possibly even the world at large, if allowed to continue expanding unchecked. The PCs have journeyed into the swamps to put a stop to Taloc's machinations.

Hook 3: "Will Work for Food"

Although the PCs do not have any particular stake in shutting down Taloc's schemes, they have been hired to do so. Perhaps a nearby bog trog, gatorman, or trollkin village has been suffering at the hands of Taloc's forces, and its leaders want some hearty warriors to put an end to the threat. If the prisoner Taloc kidnapped is not a friend or an ally of the PCs, he is a blackclad envoy, in which case the Circle Orboros has leveraged the PCs to get him back with the promise of either payment or favors down the road. If the PCs are already affiliated with the Circle, their superiors have likely dispatched them to rescue their comrade.

ULTHAR THE GATEKEEPER

If the prisoner is not a friend or an ally of the PCs, he is a blackclad envoy named Ulthar the Gatekeeper. Ulthar's superiors within the Circle dispatched him to sow discord among the human settlements on the fringes of the swamp, which is why he was traveling without protection. He was caught by civilized authorities and was being taken to a nearby town or fort for trial and execution. On the way, he was "liberated" by Taloc, who plans to sacrifice him in order to complete his ritual. Whether or not the PCs are already affiliated with the Circle Orboros, they should know that rescuing Ulthar would put them in the good graces of local blackclads, while failing to do so might call down their wrath.

SCENE 1: THE WRECKED CARAVAN

As the PCs are pursuing the prison caravan or searching for Taloc, they come upon a ruined prison transport caravan on the edge of the swamp, currently being looted by swamp gobbler bandits.

READ ALOUD OR PARAPHRASE THE FOLLOWING:

Ahead of you on a narrow dirt trail that cuts through the swamp, you see what looks to be an armored prison caravan half-submerged in the stagnant water at the side of the road. Greenish shapes scurry over the splintered wagons: swamp gobblers, who appear to be looting the wreckage.

The caravan consists of a larger, enclosed prison wagon that was bringing up the rear and a smaller wagon hauling guards in front. Both were run off the road and now lie on their sides in the brackish water. The prison wagon has bars over the windows and is made from reinforced wood, but it has been broken open. If the PCs are explicitly on this adventure to rescue the prisoner, they may recognize the wagon from an earlier encounter or descriptions they were given.

Even a cursory examination shows that the caravan was attacked. The sides of the wagons bear deep gouges from claws and polearms, and the wagon wheels have been broken off their axles. The prison wagon is slowly sinking into the muck. The horses that once pulled the caravan are long gone, and the PCs do not see any sign of the guards or the prisoner.

Four swamp gobblers are looting the wreck. If the PCs are hostile, the looters attempt to flee. If a fight ensues, use ranged battle NPCs armed with pistols to represent the swamp gobblers.

INVESTIGATING THE SCENE

The PCs have several ways of learning more about the wreckage, including interrogating the swamp gobblers and using the Investigation and Tracking skills to try to piece together what happened. The swamp gobblers are not interested in fighting for their salvage, and they will attempt to flee into the swamp if the PCs behave aggressively toward them. If the PCs do not show any signs of attacking, a successful Intimidation skill roll against a target number of 13 or Negotiation skill roll against a target number of 10 convinces the gobblers to stay and answer the PCs' questions. Lower the target number by 1 if the PCs are willing to sweeten the deal by letting the gobblers keep whatever they can salvage from the wreckage.

A successful INT + Investigation skill roll or PER + Tracking skill roll against a target number of 12 reveals that the caravan was attacked by a force substantially larger and better equipped than the handful of swamp gobblers who currently swarm over it. It also reveals that the attacking force went into the swamp with at least one captive, judging by the tracks that lead away from the ruined wagons.

The gobbers witnessed the attack, and their leader will give up a little more information in exchange for salvage rights to the rest of the caravan. If the PCs cooperate, the leader, who identifies himself as Nib, will happily tell them the following:

"They was set upon by a bunch of smelly bog trogs and a handful of gatormen. They killed all the guards and drug 'em off. Didn't seem much interested in the wagons or the supplies, but they took all the weapons, and they carried off the feller they was transportin'. Carried him off alive, too. We thought maybe he was a friend of theirs, but they kept him chained up, and he seemed none too happy, so maybe not."

If the party contains any bog trogs, Nib adds a hasty "no offense" after his first comment.

If the PCs are unwilling to grant the gobbers salvage rights, they can potentially get the same information out of Nib, albeit less cheerfully, with a successful Interrogation or Intimidation skill roll against a target number of 14. None of the swamp gobbers seem to know what the battle was about or who the prisoner was. If asked about the identity of the attackers, Nib replies that the only gatormen around these parts are those of "ol' Taloc." Nib does not know much about Taloc except that he is bad news and is said to sacrifice anyone he captures.

If the PCs treat the gobbers well, they will happily point out which way the attackers went. However the PCs find the trail, it leads deeper into the swamp.

If the PCs loot the wagons themselves, they discover that the attacking bog trogs and gatormen already took everything of value, leaving behind only broken containers and shredded blankets. Even so, the enthusiastic gobbers are happy to salvage whatever apparently useless bits remain behind.

SCENE 2: THE BOG TROG VILLAGE

The trail from the wrecked caravan leads the PCs to a bog trog village just inside the swamp. Everything about the village indicates it has recently been under prolonged attack. The inhabitants regard the PCs with fear and paranoia.

WHEN THE PCS LEAVE THE CARAVAN BEHIND, READ OR PARAPHRASE THE FOLLOWING:

The trail from the wrecked caravan leads you deeper into the swamp to the edge of a bog trog village that has clearly seen better days. Many of the huts have been partially or completely gutted. Their interiors lie open to the elements, especially on the far side of the village, near the deeper part of the swamp. Signs of one-sided conflict are visible everywhere, and the inhabitants cast about with fearful eyes and slink from one place to the next.

The bog trogs are afraid of the PCs and will move away or retreat to their homes if the PCs approach. If the PCs try to forcefully

interrogate one of the villagers, the bog trog primarily mumbles and pleads with the PCs to let him go, not to hurt him, and so forth. If the PCs make their way peacefully to the center of the village or if they assault any of the bog trogs they encounter, then Nosk, the village's mist speaker, will arrive immediately. She greets the PCs if they are peaceful and tries to intercede if they are not.

If the PCs simply attack the bog trogs, they encounter nominal resistance and easily slaughter the village's inhabitants. If the PCs avoid the village altogether or cut the bog trogs down, they continue into the swamp and soon experience "Combat Encounter: Ambush!" (p. 100).

Nosk, the Mist Speaker

WHEN THE MIST SPEAKER APPROACHES, READ OR PARAPHRASE THE FOLLOWING:

The village's mist speaker, a stooped bog trog of nonetheless impressive size, approaches you. She wears a headdress fashioned from a toothy skull and walks with the aid of a long staff topped with the skulls of a variety of swamp predators. Her right leg is twisted and mangled, and her right foot is completely gone.

The mist speaker identifies herself as Nosk. She speaks in Quorog or Quorgar if any of the PCs speak it; if not, she uses another tongue known to at least one of the PCs.

Nosk attempts to appear both strong and reasonable. She is willing to stand up to the PCs, but she is not looking for conflict if she can avoid it. No skill roll is required to notice she is hiding the same fear all the other bog trogs exhibit. If the PCs tell her the truth about their mission, Nosk is eager to tell them about the plight of her village. If they dissemble, they should attempt a Deception skill roll against a target number of 12. If the roll succeeds, Nosk believes whatever story the PCs tell her and will likely still tell them about the attacks her village has endured. If the roll fails, however, she becomes distrustful, and a successful Negotiation, Interrogation, or Intimidation skill roll against a target number of 15 is required to get the truth from her.

If the PCs succeed in getting Nosk to tell them about her village, she informs them the bog trogs are besieged night after night by terrible things that come out of the swamp. Each time, more of her people are dragged away. Some are never seen again; others return as swamp shamblers to drag away their own kin.

If the PCs mention Taloc or the captive they are trying to rescue, Nosk tells them that Taloc sends the attackers. No one in the village has laid eyes on the bokor, but all of them have seen his lieutenant, a bog trog bone grinder named Gossag. Gossag was once an important member of Nosk's village, but he disgraced himself by abandoning his comrades during a skirmish with a nearby tribe. For his cowardice, the bone grinder was exiled from the village. At the time, none of the other bog trogs knew that he remained in the surrounding swamps, watching them and plotting his revenge.

When Taloc arrived in the area, Gossag used his knowledge of his former village to ingratiate himself with the gatman, betraying his own people to be sacrificed, enslaved, or turned into shambling horrors. Gossag also led Taloc to a cursed ruin deep in the swamp, one the bog trogs have always avoided. Nosk believes the PCs will find Taloc inside the ruin. She also believes Taloc is using the ruin's sacral vault to help summon some sort of fell swamp spirit. Gossag seems to have a special hatred for Nosk, who was one of the bog trogs responsible for his exile, and he taunts her with tales of his new master's plans whenever he leads swamp shamblers to raid the village.

If the PCs are here purely to rescue the captured prisoner, this may be the first time they have heard of Taloc's plans, so be sure to impress on them the danger of what the gatman is trying to accomplish. Nosk can give the PCs some indication of Gossag's capabilities, including a partial explanation of the spells the bone grinder knows.

Once the PCs speak to Nosk—and especially if they agree to stay and defend the village—the other bog trogs warm up to

them somewhat. By continuing to speak with Nosk and by asking around among the other bog trogs, the PCs can learn the following:

- Some of Taloc's followers passed the village shortly before the PCs arrived. They were transporting several human corpses and one still-living captive.
- Taloc's living followers consist of a tiny handful of loyal gatmen and some enslaved bog trogs, but he has a seemingly inexhaustible supply of undead swamp shamblers.
- Since Taloc came to the area, the number of unpleasant omens and portents—withered plants, stillborn births, discolored moons, and so on—has been on the rise.
- The swamp shamblers that attack the village seem to target their own kin first.

If the PCs appear friendly at all, Nosk and many of the bog trogs in the village plead with them to stay until nightfall and defend the village against Taloc's forces. Nosk should impress upon them that Taloc's legion of swamp shamblers will grow with every bog trog who dies tonight.

The PCs can stay and intercept the forces when they attack the village, or they can continue following the caravan raiders while the trail is still fresh. If they stay, see "Combat Encounter: Nightfall" below; if they continue on, see "Combat Encounter: Ambush!" (p. 100).

COMBAT ENCOUNTER: NIGHTFALL

At the GM's discretion, enterprising characters can prepare for the attack by setting traps, erecting fortifications that provide cover or concealment, using the Command skill to recruit some bog trogs to aid in the fighting, and so on. Nosk cites her injuries and her obligation to watch over the rest of the village in declining to join the battle, but a successful Command skill roll against a target number of 14 convinces $d3 + 2$ bog trogs to assist the PCs. Use melee battle NPCs to represent the bog trogs in combat.

As night begins to fall, the bog trogs illuminate the village with long poles topped with bundles of foxfire, after which they retreat into their huts to hide from the coming attack. Those who have lost family members to Gossag's raids move as far away from the deeper part of the swamp as they can. Soon afterward, swamp shamblers begin to creep from the darkened swamp and into the eerie light of the foxfire.

WHEN NIGHT FALLS, READ OR PARAPHRASE THE FOLLOWING:

Peering into the shadows at the edges of the village, you see movement among the trees. As you squint against the darkness, the movement coalesces into a mass of decaying bog trogs. They shamble toward you like a scene from a nightmare, glittering lights of malignancy burning in the empty sockets of their rotting faces. Algae and moss sloughs off their skeletal frames, and their claws clutch at the warmth of living flesh.



Combat Encounter: Nightfall



G: GOSSAG **S:** SWAMP SHAMBLER

The swamp shamblers are accompanied and commanded by Gossag, the disgraced bog trog bone grinder.

Hero-Level Combat Encounter

Encounter Points: 34

Adversaries: 6 swamp shamblers (3 with the Backbiter template, 3 with the Stealthy template), Gossag

The swamp shamblers are not very clever; they will simply mob the nearest living target and attack until it is dead. Gossag is every bit the coward his reputation suggests he is, and he will hang back from the fighting as much as possible while he keeps the swamp shamblers in range of his support spells. He supports the shamblers with Banishing Ward and Guided Blade and attacks or weakens the PCs with Hex Blast, Marked for Death, Parasite, and Spirit Lash. Gossag will not willingly engage the PCs in combat. If the battle starts to turn against his forces, he will make a break for the swamp and attempt to escape.

If the PCs defeat the swamp shamblers and save the village, Nosk gives them an artifact called a spirit vine, which she claims will help defend them against Taloc's minions. It also gives them an indication of how close the bokor is to completing his ritual. If the PCs are attempting to rescue Taloc's captive, this is a good time to remind them the ritual will culminate with his blood sacrifice.

SPIRIT VINE

This item is a short length of cut vine braided around the bone of a swamp shambler. Bell-shaped white flowers sprout from the stem. The closer Taloc comes to completing his ritual, the more the vine withers, giving the PCs a more precise measure of how much time they have to stop him. If the PCs have the spirit vine when they encounter Taloc, tell them exactly how many turns they have before he completes his ritual.

The vine also grants protection from undead. Any PC holding the spirit vine in a free hand gains +2 DEF and +2 ARM against any attacks from incorporeal or undead sources.

Combat Encounter: Ambush!**COMBAT ENCOUNTER: AMBUSH!**

If the PCs abandon the bog trogs to their fate rather than defend the village from attack, they run the risk of stumbling into an ambush set by Taloc's forces. After traveling a short distance from the village, the PCs should make a PER + Detection skill roll against a target number of 15. If the roll succeeds, the PCs spot a group of bog trog ambushers waiting in shallow water on either side of the path. If the roll fails, the PCs are surprised and fail to spot the bog trogs or the traps they have set.

The bog trogs have set up pendulum traps consisting of heavy logs tied to vines and hung from the trees along the path. Four pendulum traps line the pathway the PCs are taking. If the PCs spotted the ambushers, they can make a PER + Detection skill roll against a target number of 14 to spot one of the traps. Each successful roll reveals one trap and allows them to make another roll to spot an undiscovered trap. (Remember that characters gain +2 on Detection skill rolls to spot pendulum traps.)

Aside from the main path, which is a sort of natural causeway roughly forty-eight feet (8") across running down the center of the map, all terrain in this encounter should be treated as shallow water. The bog trog ambushers lurk in the water until they attack or the PCs spot them.

Hero-Level Combat Encounter

Encounter Points: 32

Adversaries: 6 bog trog ambushers, Gossag

If the PCs do not spot the ambush, the bog trogs and Gossag get a surprise round. Unless the PCs attack first or give some indication that they know the ambushers are there, the bog trogs wait to attack until one of the PCs triggers a trap or the party is halfway through the trapped area.

As described in the "Nightfall" encounter, Gossag hangs back from the actual fighting, supports his underlings with spells, and attempts to flee if the tables turn against him. In this encounter, Gossag uses Battle Plan: Shadow to try to grant the bog trogs as much advantage against the PCs as he can.

BOG TROG AMBUSHERS

PHYSIQUE	PHY	6
SPEED	SPD	5
STRENGTH	STR	5
AGILITY	AGL	3
PROWESS	PRW	4
POISE	POI	3
INTELLECT	INT	2
ARCANE	ARC	—
PERCEPTION	PER	3



THROWN HARPOON			
RAT	RNG	AOE	POW
4	6	—	8



HARPOON		
MAT	POW	P+S
4	3	8

Abilities: This weapon has Reach. A character wielding this weapon gains +2 on charge attack rolls.

INITIATIVE	INIT	12
DEFENSE	DEF	10
(Bog Trog Armor -1)		
ARMOR	ARM	12
(Bog Trog Armor +6)		
WILLPOWER	WIL	8
VITALITY: 6		
COMMAND RANGE: 2		
BASE SIZE: SMALL		
ENCOUNTER POINTS: 4		

ABILITIES:

Amphibious – This character treats water as open terrain and gains concealment while within water. Amphibious characters never make Swimming skill rolls and can always advance their full SPD while swimming (*Iron Kingdoms Unleashed Roleplaying Game: Core Rules*, p. 194). The character can remain submerged for a number of turns equal to twice his PHY.

Blending – Provided his body is mostly uncovered and he is not wearing armor, a bog trog gains boosted Sneak skill rolls.

Camouflage – This character gains an additional +2 DEF when benefiting from concealment or cover.

Dual Shot (Thrown) – This character can forfeit his movement during his turn to make one additional ranged attack with a weapon of the type specified. To make a ranged attack, the character's ranged weapon must be loaded.

Knife Thrower – After throwing a weapon, this character can immediately draw a weapon without using a quick action.

SKILLS:

NAME	STAT +	RANK	TOTAL
Great Weapon	PRW	1	5
Sneak	AGL	2	5
Thrown Weapon	PRW	1	5



GOSSAG

PHYSIQUE	PHY	6
SPEED	SPD	5
STRENGTH	STR	5
AGILITY	AGL	4
PROWESS	PRW	4
POISE	POI	2
INTELLECT	INT	3
ARCANE	ARC	3
PERCEPTION	PER	4



GOSSAG'S TRIDENT (ONE HANDED)

MAT	POW	P+S
4	3	8

Abilities: When wielded two-handed, this weapon gains +2 POW and Reach. This weapon is a magical weapon with Blessed. (When making an attack with a weapon with Blessed, ignore spell effects that add to the target's ARM or DEF.)

INITIATIVE	INIT	13
DEFENSE	DEF	12
(Bog Trog Armor -1)		
ARMOR	ARM	12
(Bog Trog Armor +6)		
WILLPOWER	WIL	9

VITALITY: 12

COMMAND RANGE: 5

BASE SIZE: SMALL

ENCOUNTER POINTS: 8

EQUIPMENT

Gossag's trident, bog trog armor, apothecary's kit, skinning tools, arcane relic in the shape of a mummified human skull (spell range +2)

ABILITIES:

Amphibious – This character treats water as open terrain and gains concealment while within water. Amphibious characters never make Swimming skill rolls and can always advance their full SPD while swimming (*Iron Kingdoms Unleashed Roleplaying Game: Core Rules*, p. 194). The character can remain submerged for a number of turns equal to twice his PHY.

Anatomical Precision – When this character hits a living target with a melee attack but the damage roll fails to exceed the target's ARM, the target suffers d3 damage points instead of the damage rolled.

Battle Plan: Shadow – This character can spend 1 feat point to use Battle Plan: Shadow. Using a battle plan is a quick action. When a character uses this battle plan, each friendly character who follows his orders gains Prowl (*Iron Kingdoms Unleashed Roleplaying Game: Core Rules*, p. 164) for one round.

Blending – This character gains boosted Sneaking skill rolls.

Disease Resistance – This character can make boosted rolls to resist disease and infection.

Fast Caster – This character gains one extra quick action each activation that can be used only to cast a spell.

Feat Points – This character starts each encounter with 1 feat point. He is allocated 1 feat point at the start of his turns. He can have up to 1 feat point at a time.

Prowl – This character is virtually invisible while in the shadows or in terrain that grants a degree of concealment. The character gains stealth while within terrain that provides concealment, the AOE of a spell that provides concealment, or the AOE of a cloud effect.

Will Weaver – This character is a will weaver.

SKILLS:

NAME	STAT +	RANK	TOTAL
Alchemy	INT	1	4
Command	SOC	2	*
Great Weapon	PRW	1	5
Sneak	AGL	2	6

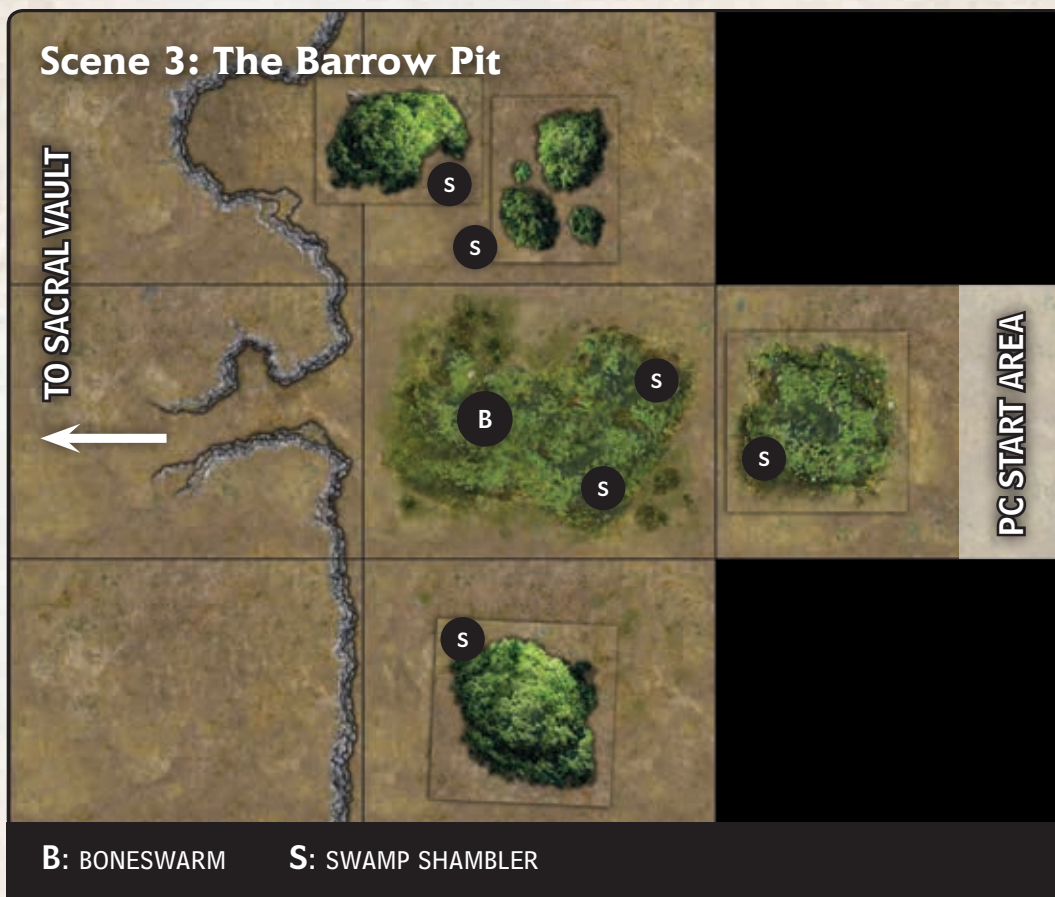
SPELLS

NAME	COST	RNG	AOE	POW	UP	OFF
BANISHING WARD	2	6	—	—	YES	NO
Enemy upkeep spells on the targeted friendly character expire. The affected character cannot be targeted by enemy spells or animi.						
GUIDED BLADE	1	6	—	—	NO	NO
Target friendly character gains +1 on his melee attack rolls, and his melee weapons become magical weapons. Guided Blade lasts for one round.						
HEX BLAST	3	10	3	13	NO	YES
Upkeep spells and animi on a character directly hit by Hex Blast immediately expire.						
MARKED FOR DEATH	2	8	—	—	YES	YES
Target enemy suffers -2 DEF, loses incorporeal and stealth, and cannot gain those abilities while affected by Marked for Death. Friendly characters ignore LOS when targeting an affected character.						
PARASITE	3	8	—	—	YES	YES
Target character suffers -3 ARM, and the spellcaster gains +1 ARM.						
SPIRIT LASH	2	10	—	10	NO	YES
A character damaged by Spirit Lash cannot run, charge, or be placed for one round.						

CAPTURING GOSSAG

If the PCs manage to reach Gossag, they might be able to capture him instead of kill him. Gossag will put his own survival ahead of every other consideration, so if most or all of his minions are destroyed and he sees no way to escape, or if he is badly hurt and believes the PCs could finish the job, he will surrender if they promise to let him live. If the PCs question Gossag, he will volunteer all the details of Taloc's plan, telling them Taloc intends to sacrifice his captive in order to revive and command an ancient and powerful swamp spirit called Tetzcal. Although Gossag is a coward, he is also a true believer. He will present Taloc's plan as though the PCs have no hope of foiling it, and he will mock them for believing they can stop the powerful bokor or the fell spirit he intends to conjure.

If the PCs attempt to bring Gossag with them, he will use any opportunity to lead them into perilous circumstances or to simply escape. If he escapes from the PCs en route to the final scene, he will show up in the last encounter, just as if he had escaped from the previous encounters.



SCENE 3: THE BARROW PIT

If the PCs stayed to defend the bog trog village, Nosk's directions safely lead them deeper into the swamp until they reach the barrow pit that stands between them and the sacral vault that serves as Taloc's headquarters. If they abandoned the village and got caught in Gossag's ambush, a successful PER + Tracking skill roll against a target number of 12 will let them find the trail the bone grinder's group took from the sacral vault to the village. Either way, they will have to cross the barrow pit, which was once a proper burial site but is now little more than a dumping ground for the corpses of the Taloc' victims.

WHEN THE PCS APPROACH THE BARROW PIT, READ OR PARAPHRASE THE FOLLOWING:

A low ridge of earth snakes between sunken pits that were once the resting places of the dead. Broken grave markers jut up from the shallow water, and bones and other detritus float everywhere on the surface. The decayed remains of fresher bodies lie scattered among the ancient graves. This site is clearly where Taloc disposes of his victims after he has finished his bloody rituals. The corpses of bog trog slaves who perished under the bokor's yoke float alongside the bones of humans, gatormen, and others. Worse yet, you see something massive moving beneath the black and fetid water.

Several wandering swamp shamblers have arisen spontaneously among the dead bodies in the barrow pit, but the main threat comes from a huge boneswarm that lurks underwater and will attack any living thing that comes within range.

As in the "Ambush!" encounter, aside from a narrow—and, in this case, crooked—ridge of dry land, all terrain on this map is considered shallow water.

Hero-Level Combat Encounter

Encounter Points: 26

Adversaries: 6 swamp shamblers, 1 boneswarm with the Large Specimen template

The swamp shamblers and the boneswarm are largely unaware of each other and will not use pack tactics against the PCs, but all of them viciously and voraciously attack any living thing that comes near them. As in the "Nightfall" encounter, the swamp shamblers attempt to swarm one target whenever possible. If the boneswarm is injured, it will strike at nearby swamp shamblers as needed in order to gain corpse tokens to heal itself.

Scene 4: The Sacral Vault



A: BOG TROG AMBUSER

G: GATORMAN CULTIST

S: SNAPPER

T: TALOC

TZ: TETZALCAL

SCENE 4: THE SACRAL VAULT

Once the PCs have passed the barrow pit, they begin hearing the sounds of Taloc's ritual echoing through the swampy darkness. Soon after, they come upon the ruined sacral vault that is the bokor's base of operations.

AS THE PCS PASS THE BARROW PIT, READ OR PARAPHRASE THE FOLLOWING:

Beyond the barrow pit, the sound of drumbeats and guttural chanting fill the darkness. Ahead of you, a ruined sacral vault juts up from the murk, its stone surface carved with images of skulls and twining serpents. Candles cover nearly every inch of the vault, their wax dripping down like the blood that has clearly been spilled here.

Atop the vault stands a massive gatorman wearing a golden mask, his sacrificial blade held above the bound body of his intended victim. His chanting voice calls out to the spirits of the swamp. As you watch, the mists from the swamp coalesce around him and a smoky shape begins to take form: an enormous, two-headed serpent that coils around the broken pillars of the ancient ruin. The bokor's mouth twitches into a toothy smile at the appearance of the spirit, but he remains intent upon his ritual.

Anyone who speaks Quor-gar can make out Taloc's invocation of the spirit among what sounds like nonsense syllables: "Oh great Tetzalcal, fangs of Kossk, bringer of pestilence, you whose breath is both death and change. Come forth now and bring victory over all those with warm blood!" Although PCs who speak Quorog will not comprehend the entire invocation, they will get the general sense of it.

As soon as Taloc or his gatormen become aware of the PCs' presence, the bokor casts Ghost Shroud on himself and shrieks for his minions to attack before the PCs can interrupt the ritual. The spirit also unfurls itself from the pillars and moves to intercept the intruders.

Hero-Level Combat Encounter

Encounter Points: 57

Adversaries: 2 gatorman cultists, 4 bog trog ambushers, 1 snapper, Taloc, Tetzalcal

Optional Adversaries: Gossag (if he survived the previous encounters), up to 7 swamp shamblers

Taloc's followers are arrayed around the sacral vault. The bokor stands atop it next to the altar, where his victim is securely bound. Even if the PCs could somehow free the victim, he is held in torpor by powerful enchantments and weakened by the smoke of potent medicinal plants, making him incapable of aiding in his own rescue.

The sacral vault is separated from the rest of the swamp by a narrow moat patrolled by a hungry snapper. A wooden footbridge provides the only means of crossing the moat without wading into the water, but it is only wide enough to allow a single medium- or small-based model to cross at a time.

To reach the top of the sacral vault, or to descend from it, a character must make a successful AGL + Climbing skill roll

against a target number of 12. Climbing up or down the sacral vault requires a full action. Incorporeal characters can move onto and off the sacral vault without difficulty as part of their normal movement.

Taloc does his best to ignore the PCs and complete the ritual no matter what, and his followers do everything they can to keep the PCs from interrupting the ritual before the sacrifice is complete. When the PCs arrive, Tetzcal has already begun to manifest, and it will join the effort to destroy the PCs. As powerful as the spirit is, it will become considerably stronger if Taloc completes the ritual.

The characters have $d3 + 4$ turns to stop Taloc before he completes the ritual. If they fail, not only will Taloc's captive die upon the point of his sacrificial blade, but the bokor will command the full might of Tetzcal. Because Taloc needs all his concentration to complete the ritual, he spends his entire activation each round working toward it. Unless he is interrupted, the only other thing he does is use the extra quick action that he gains from Fast Caster to cast spells. He attempts to weaken or wear down the PCs with Bone Shaker, Dark Fire, and Entropic Force, and he attempts to control any undead enemies with Dominate Undead and Enthral Spirit. If the PCs get too close, he protects himself with Ghost Shroud.

Bodies of past victims lie buried in the swampy earth at the foot of the sacral vault. For every turn that the ritual continues unimpeded, one swamp shambler emerges anywhere completely within eighteen feet (3") of the sacral vault on Taloc's initiative and attacks the PCs.

If the PCs engage Taloc in melee, he cannot continue the ritual until he is no longer engaged and must make an



ARC + Lore (Kossk) roll against a target number of 14 to resume the ritual. If the roll fails, the ritual ends and Taloc suffers a POW 14 magic damage roll.

Any action that prevents Taloc from activating during a turn also prevents him from continuing the ritual that round. For every round that Taloc cannot continue the ritual—either because he is engaged or because he is forced to skip his activation—the time needed to complete the ritual is extended by one round. If the PCs prevent Taloc from continuing the ritual for three consecutive turns, the ritual is ruined and cannot be completed successfully and Taloc suffers a POW 14 magic damage roll. If this happens, Taloc’s first action will be to attempt to complete the sacrifice anyway, though doing so will no longer empower Tetzcal. If Taloc attempts to finish off his victim in this manner, his melee attack automatically hits the victim, who has ARM 6 and 7 vitality points.

If Taloc completes his ritual, Tetzcal will grow considerably more powerful. The PCs will have to contend not only with the strengthened spirit, but also with the bokor himself. Although Taloc will be free to devote his full attention to fighting them, he will continue to focus on casting spells, using his bite and sacrificial blade only on those who come within melee range.

IF TALOC COMPLETES HIS RITUAL, READ OR PARAPHRASE THE FOLLOWING:

With a guttural cry, Taloc plunges his gleaming blade into the chest of his victim and pulls forth his still-beating heart. Thunder cracks, and the moons grow suddenly dark, as if eclipsed. Tetzcal seems to draw in a powerful breath, as if inhaling the life force of the sacrifice, and the already enormous serpent grows even larger. Its eyes glint with an emerald-green light that matches the glow coming from behind Taloc’s mask.

Tetzcal is bound to Taloc and cannot be completely defeated so long as the bokor lives (see “Tetzcal,” p. 108). If the PCs need a hint about how to stop the spirit, the bokor’s megalomaniacal ramblings should give them plenty of clues. He may even indicate that his own death is the only true way to stop Tetzcal by saying something like “So long as I live, Tetzcal can never be defeated!”

GATORMEN CULTISTS

The gatorman cultists are able to control—at least somewhat—the snapper that guards the sacral vault. While the snapper is within the command range of a living gatorman cultist, the cultist can perform a quick action to give it orders, granting the snapper +2 to all attack rolls for one round. The gatorman cultists, snapper, and swamp shamblers engage the PCs as quickly as they can, while the bog trogs and Gossag (if he is present) hang back and harass them with ranged attacks and spells, respectively. Because Gossag is more afraid of Taloc than he is of the PCs, he will not run from this battle unless his master is defeated.

PHYSIQUE	PHY	7
SPEED	SPD	5
STRENGTH	STR	6
AGILITY	AGL	3
PROWESS	PRW	4
POISE	POI	2
INTELLECT	INT	3
ARCANE	ARC	—
PERCEPTION	PER	2

	BITE		
	MAT	POW	P+S
	5	5	11

Abilities: Once per round, this character can make a bite attack in addition to his normal melee attacks.

	GREAT AXE		
	MAT	POW	P+S
	5	6	12

INITIATIVE	INIT	11
DEFENSE	DEF	10
ARMOR	ARM	14
	(Flesh of Steel)	
WILLPOWER	WIL	9
VITALITY: 10		
COMMAND RANGE: 4		
BASE SIZE: MEDIUM		
ENCOUNTER POINTS: 5		

ABILITIES:

Amphibious – This character treats water as open terrain and gains concealment while within water. Amphibious characters never make Swimming skill rolls and can always advance their full SPD while swimming (*Iron Kingdoms Unleashed Roleplaying Game: Core Rules*, p. 194). The character can remain submerged for a number of turns equal to twice his PHY.

Tough – This character is incredibly hardy. When this character is disabled, roll a d6. On a 5 or 6, the character heals 1 vitality point, is no longer disabled, and is knocked down.

SKILLS:

NAME	STAT +	RANK	TOTAL
Animal Handling	SOC	1	•
Command	SOC	1	•
Great Weapon	PRW	1	5

TALOC

PHYSIQUE	PHY	7
SPEED	SPD	5
STRENGTH	STR	6
AGILITY	AGL	3
PROWESS	PRW	4
POISE	POI	2
INTELLECT	INT	5
ARCANE	ARC	5
PERCEPTION	PER	3



BITE		
MAT	POW	P+S
5	5	11

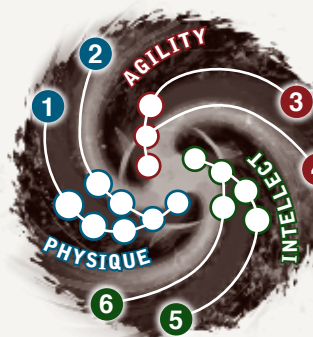
Abilities: Once per round, this character can make a bite attack in addition to his normal melee attacks.



SACRIFICIAL BLADE		
MAT	POW	P+S
7	4	10

Abilities: When wielded by Taloc, this weapon has an attack modifier of +1 and is POW 4. When wielded by anyone else, it has an attack modifier of -1 and is POW 2.

INITIATIVE	INIT	12
DEFENSE	DEF	11
ARMOR	ARM	14
	(FLESH OF STEEL)	
WILLPOWER	WIL	12



COMMAND RANGE: 7

BASE SIZE: MEDIUM

ENCOUNTER POINTS: 14

EQUIPMENT

Mask of Tetzcal, sacrificial blade

ABILITIES:

Amphibious – This character treats water as open terrain and gains concealment while within water. Amphibious characters never make Swimming skill rolls and can always advance their full SPD while swimming (*Iron Kingdoms Unleashed Roleplaying Game: Core Rules*, p. 194). The character can remain submerged for a number of turns equal to twice his PHY.

Blood Boon – When this character destroys a living character with a melee attack, instead of gaining a feat point he can immediately cast a spell with a cost of 3 or lower without spending fury points or generating fatigue. This benefit does not require the expenditure of a quick action.

Death Mastery – When a living character is destroyed in this character's control range, this character can immediately spend a feat point to animate it. The destroyed character permanently becomes a swamp shambler (*Iron Kingdoms Unleashed Roleplaying Game: Core Rules*, p. 402) under this character's control. The new swamp shambler has 5 vitality points and enters play knocked down. It can make attacks only while in this character's command range. This character's swamp shamblers activate on his turn. This character can have up to three swamp shamblers at any time.

Fast Caster – This character gains one extra quick action each activation that can be used only to cast a spell.

Feat Points – This character starts each encounter with 3 feat points. He is allocated 1 feat point at the start of his turns. He can have up to 3 feat points at a time.

Great Power – This character can upkeep one spell each turn without spending a fury point or gaining a fatigue point.

Soul Taker – This character gains one soul token when a living character is destroyed in his command range. The character can have up to one soul token. The character can spend soul tokens like feat points. The character can spend a soul token at any time to remove a fatigue point.

Unhallowed – While in this character's command range, friendly incorporeal characters gain +2 ARM and do not suffer blast damage.

Will Weaver – This character is a will weaver.

SKILLS:

NAME	STAT +	RANK	TOTAL
Command	SOC	2	*
Hand Weapon	PRW	2	6
Intimidation	SOC	1	*
Unarmed Combat	PRW	1	5

SPELLS

NAME	COST	RNG	AOE	POW	UP	OFF
BONE SHAKER	2	8	—	12	NO	YES
When this spell destroys a living or undead character, before removing the character you can immediately make a full advance with the destroyed character followed by a normal melee attack, then the destroyed character is removed from the table. The destroyed character cannot be targeted by free strikes during this movement.						
DARK FIRE	2	10	—	12	NO	YES
If the spellcaster can gain soul tokens, he can claim the soul tokens of characters destroyed by this spell regardless of range.						
DOMINATE UNDEAD	3	10	—	—	YES	NO
The spellcaster makes a contested Willpower roll against a target undead enemy hit by this spell. If the spellcaster loses, nothing happens. If the spellcaster wins, he takes control of the undead character. The spellcaster can immediately make a full advance with the undead character followed by a normal melee attack, then Dominate Undead expires.						
ENTROPIC FORCE	3	SELF	CTRL	—	YES	NO
While in the spellcaster's control area, other characters lose Tough and cannot regain vitality.						
GHOST SHROUD	3	SELF	—	—	YES	NO
The spellcaster gains +2 DEF and Poltergeist. (When an enemy misses a character with Poltergeist with an attack, immediately after the attack is resolved the spellcaster can choose to push the enemy d3" directly away from him.)						
RAISE DEAD	4	SELF	CTRL	—	YES	NO
When a living character is destroyed in the spellcaster's control area, the spellcaster can immediately make a full advance with the destroyed character followed by a normal melee attack, then remove the destroyed character from the table. During these attacks, the destroyed character is considered to be undead.						

TETZELCAL

PHYSIQUE	PHY	6
SPEED	SPD	6
STRENGTH	STR	6
AGILITY	AGL	6
PROWESS	PRW	6
POISE	POI	6
INTELLECT	INT	6
ARCANE	ARC	—
PERCEPTION	PER	3



POISON CLOUD
RAT RNG AOE POW
6 SP 8 — 12

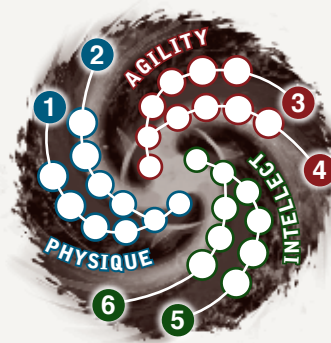
Abilities: A living character damaged by this attack must make a PHY roll against a target number of 12. If the roll succeeds, nothing happens. If the roll fails, the character suffers -2 SPD, DEF, and Willpower for one round.



BITE
MAT POW P+S
6 6 12

Corrosive Touch – Any character hit by this attack suffers the Corrosion continuous effect.

INITIATIVE	INIT	15
DEFENSE	DEF	15
ARMOR	ARM	12
	(WILLPOWER)	
WILLPOWER	WIL	12



COMMAND RANGE: 5
BASE SIZE: LARGE
ENCOUNTER POINTS: SPECIAL

Abilities: **Black Harvest** – When a living character is destroyed within this creature's command range, this creature gains 1 feat point. This creature cannot have more than 2 feat points at a time.

Bound – This creature is tied to Taloc and must remain within his control area. If Taloc is destroyed, this creature is destroyed as well.

Corpse Lord – Undead creatures within this creature's command range gain +1 to attack and damage rolls.

Feat Points – This creature starts each encounter with 1 feat point. It is allocated 1 feat point at the start of each of its turns. It can have up to 2 feat points at a time, though the second must be gained from Black Harvest.

Incorporeal – This creature can move through rough terrain and obstacles without penalty and can move through obstructions and other characters if it has enough movement to move completely past them. Other characters, including slammed, pushed, or thrown characters, can move through this creature without effect if they have enough movement to move completely past it. This creature does not count as intervening. Blessed weapons affect this creature normally. Spells, animi, and magical weapons can damage this creature but roll one fewer die on damage rolls. No other weapons can damage this creature. This creature is immune to continuous effects and cannot be moved by a slam. When this creature makes a melee or ranged attack, before the attack roll is made, it loses incorporeal for one round.

Terror [16] – This creature has Terror [16].

Undead – This creature is not a living creature and never flees.

Two Heads – This creature's two heads give it the ability to make two attacks per turn, which it can divide however it wishes between its poison cloud and bite attacks. Because of its two heads, this creature does not count as being engaged when making a ranged attack.

ABILITIES:

Black Harvest – When a living character is destroyed within this creature's command range, this creature gains 1 feat point. This creature cannot have more than 2 feat points at a time.

Bound – This creature is tied to Taloc and must remain within his control area. If Taloc is destroyed, this creature is destroyed as well.

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Terror [16] – This creature has Terror [16].

Undead – This creature is not a living creature and never flees.

FULLY EMPOWERED:

Circular Vision – This creature's front arc extends to 360°.

Raise Dead – Any living model that is destroyed in this creature's command range immediately rises as a swamp shambler.

An ancient and powerful spirit of the swamp, Tetzcal was once propitiated with blood sacrifices on this very spot in ages long past. It is said to be a spirit of pestilence, and its breath brings sickness and withers crops. Swamp shamblers grow more powerful in its presence, and their hunger for the deaths of living creatures grows insatiable.

Long ago, Tetzcal was bound by the shamans of trollkin and human barbarians to this sacral vault, but Taloc's rituals have gradually reawakened the spirit and coaxed it forth once more to bring pestilence and destruction to the world. Taloc believes that Kossk has chosen him to command this primal spirit and use it as a weapon to bring the swamps under his rule. Taloc intends to continue feeding the spirit with sacrifices, increasing its power until its taint spreads far beyond the swamps—until there is nothing left but its worshippers and the shambling undead that follow in its wake.

When the battle at the sacral vault begins, Tetzcal is only a shadow of itself, but it will manifest completely if Taloc completes his ritual. Even then, it will be bound to the bokor's

FULLY EMPOWERED TETZCAL

If Taloc completes the ritual, Tetzcal becomes fully empowered. If Tetzcal is in play, remove it. At the start of the next turn, place Tetzcal anywhere completely within Taloc's control area that does not overlap another character. The fully empowered Tetzcal is a huge-based model and follows all the rules for huge-based models. When Tetzcal becomes fully empowered, it returns with full vitality points. Use the life spiral below for the fully empowered Tetzcal.



will and the ritual energy he has used to conjure it. Tetzcal will do whatever Taloc bids, and the ancient spirit depends on the bokor for its existence on Caen. If Taloc is slain, Tetzcal will be banished completely, unable to return unless someone else performs the same series of blasphemous rites that called it forth this time.

Combat: So long as the ritual is still underway, Tetzcal is only partially manifested. It has a large base, and only one of its heads activates each turn. If Taloc completes his ritual, Tetzcal increases in size and power. Its base size and life spiral increase (see the “Fully Empowered Tetzcal” callout), and it gains the use of the additional abilities Circular Vision, Two Heads, and Raise Dead.

Because Tetzcal is bound to Taloc, it cannot be completely defeated while he lives. If Tetzcal is incapacitated before Taloc is killed, it immediately regains 1 vitality point in each aspect.

CONCLUSION

WHEN TALOC IS DEFEATED, READ OR PARAPHRASE THE FOLLOWING:

With a cry, Taloc crumples across the altar, his cold blood running down its sides like that of the many victims sacrificed here for generations. Behind him, the smoky body of Tetzcal seems to dim and dissipate, like mist driven away by the sun, until nothing remains of the ancient spirit but a wispy afterimage. After a few moments, even that fades away. Taloc’s clawed hands reach for the mask that obscures his face, but it has split down the middle. Both halves fall to the ground with a clang and roll away, leaving the bokor looking strangely vulnerable as he dies.

With Taloc defeated, the threat of Tetzcal has ended—at least for now. The broken mask is useless to the PCs and resists all attempts to melt it down or otherwise destroy it, but it carries a dark aura of power that makes mundane traders unwilling to barter for it. If the PCs keep the mask, they will certainly attract the attention of powerful bokors and shamans, as well as other practitioners of the mystic arts, providing additional hooks for future adventures.

If the PCs stopped Taloc’s ritual in time to save the intended victim, the would-be sacrifice breaks free of the enchantments that held him as soon as the bokor is dead and comes out of his drugged stupor in a short while. If the captive is a friend or an ally of the PCs, then he and his organization are grateful for the party’s intercession and reward them accordingly. If the captive is Ulthar the Gatekeeper, then the PCs have earned the gratitude of the local agents of the Circle Orboros. Ulthar will ask them to accompany him to the nearest Circle conclave and promises they will be rewarded for their assistance. If the PCs agree, they may even be rewarded with connections to the Circle and asked to assist the organization in other matters. If the PCs are already members of the Circle, their bravery in this matter will likely improve their standing.

If the PCs accompany Ulthar to the conclave, they may find themselves pursued by the civilized authorities, who likely believe the blackclad escaped from the caravan guards and is responsible for their deaths. The authorities may even believe the PCs orchestrated Ulthar’s escape.

On the other hand, if the PCs failed to stop the ritual and save Taloc’s victim, they may face repercussions. If the victim was a friend or an ally, the PCs may want to return the victim’s body to his home village or tribe; if another organization tasked them with rescuing the victim, they will have to accept the penalties for their failure. If Ulthar was the victim, the PCs may face the wrath of the blackclad’s superiors within the Circle. Ulthar was considered a valuable agent, and even though Taloc was responsible for his death, some among the blackclads might view the would-be rescuers who allowed him to perish as equally culpable. The penalty for this failure could be as simple as being tasked with a mission for the Circle in recompense, or as serious as being hunted by Circle assassins bent on vengeance.

Regardless of the battle’s outcome, if the PCs return to the bog trog village, Nosk and the other besieged inhabitants will treat them as heroes. The villagers will gladly provide whatever hospitality they can, including meager food and lodging, and tend to the party’s wounds. The bog trogs have very little treasure to offer as a reward, but they will give the PCs sanctuary and adulation for as long as the PCs care to stay in the village.

No matter what path the PCs take after the battle with Taloc, be sure to drive home the importance of their victory over the bokor. Had they not stopped him, Taloc would have gained enough power not only to conquer this tiny portion of the swamp, but also to threaten much of the surrounding countryside, if not beyond. Even if the PCs failed to save the captive, and even if they find themselves hunted or castigated by other forces as a result of their actions, make sure they understand the magnitude of putting an end to Taloc’s threat.



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