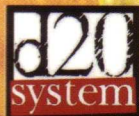


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LOCK & LOAD™

IRON KINGDOMS™ CHARACTER PRIMER™





LOCK & LOAD™

IRON KINGDOMS CHARACTER PRIMER™

A D20 System Sourcebook

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Introduction & Notes on Usage

Welcome to the first release of Privateer's "Lock & Load"TM series, the *Iron Kingdoms Character Primer*! This reference book focuses specifically on customizing characters for campaigns in the Iron Kingdoms and nearby surroundings (also referred to as western *Immoren*), making it easier to create characters—both PC and NPC—that are custom-built for the Iron Kingdoms campaign environment. It also contains a wealth of background material for both DMs and players yearning for more general information about the Iron Kingdoms setting.

Using this reference book is quite simple. Characters are created in the same fashion as described in the PH1, but players and DMs are encouraged to use the races herein and consider adjusting the character classes as suggested. In some cases, such as the Ranger, we recommend large adjustments, whereas others, like the Rogue, have no changes at all. How each class fits into the kingdoms is described, as well as the frequency of each class appearing within the various races.

Players with characters already generated in the Iron Kingdoms are encouraged to use this guide and work with their DMs to adjust them to fit. Players with human characters will enjoy the detailed human subcultures that provide additional flavor and benefits. If a player has purchased skills for their character at a cross-skill penalty listed as an "automatic class skill," they should spend the additional points (equal to the skill level) on other skills as an alternative. Ability score adjustments are optional, but should be used in their entirety for a given character or otherwise completely ignored.

Once race and character class have been determined or adjusted, a religion should be chosen. It is highly encouraged to decide upon a religion for all characters, not simply clerics. The major faiths have some benefits even for laypersons, particularly if one has



GAVYN KYLE, YOUR TOUR GUIDE TO
THE IRON KINGDOMS, WELCOMES YOU.

Introducing Gavyn Kyle

a patron Ascendant of Morrow or Scion of Thamar and is diligently pious. Virtually everyone in the kingdoms pays respect to one of the gods (usually Morrow), though some are surely not as devout as others.

More information on the races and religions of the Iron Kingdoms is provided in the *Iron Kingdoms Campaign Guide*, but this first volume of the "Lock & Load"™ series allows the creation of characters proper to the setting.

"I have witnessed my share of blood. I have seen my share of rust. I have seen the two together and I have seen one sprung forth from the other. Yes, cloaked in the gray stratus of bureaucracy I have used the poniard at the behest of rusty officials and wielded for them religion as a sword and politics a shield, sowing discord from both near and afar. I have chewed the meat of their maudlin flummery with teeth stained crimson from the blood of the bleated. I have surrendered governors to the gallows, impoverished the wealthy, caused priests to weep like lost, little children and generals to mewl like broken strumpets. Am I proud? Am I vain? No. There is no malice in what I do. 'Tis only business, and always I remain faceless...unseen."

—From the annals of Gavyn Kyle

Many of the narratives herein are excerpted from a man called Gavyn Kyle, arguably the most skilled spy in the Iron Kingdoms, or one of a select few who could make such a claim. He is a member of the mercenary operation known as the Unseen Hand—a company out of the kingdom of Llael that offers its services and discretion, for a price. Although most kingdoms have their own spies, there are occasions when the talent of outsiders becomes necessary, and the Unseen Hand is the only group that many paranoid politicians are willing to trust with the most unpleasant but necessary tasks.

Gavyn has traveled extensively across the Iron Kingdoms. He considers himself versed in every major city from Blackwater to Imer, and is fluent in all

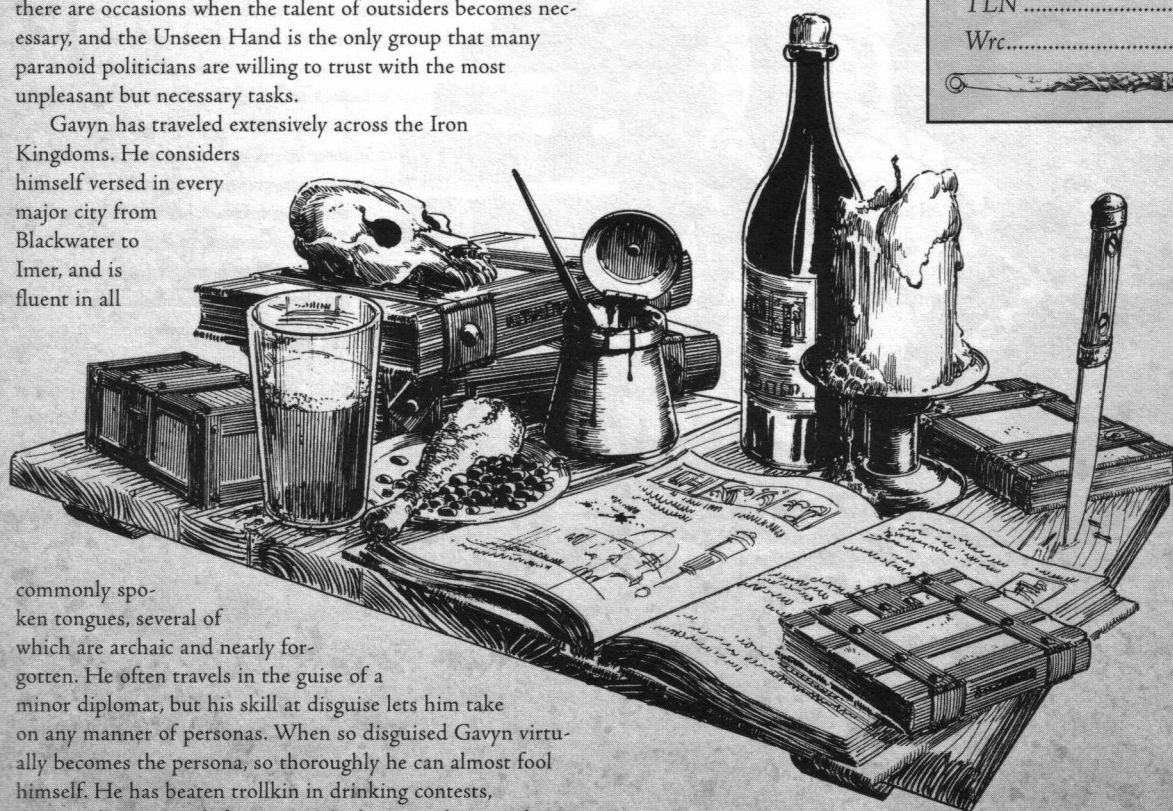
to a High Captain of Five Fingers, and used a trollkin blood-oath to avoid capture by rangers from Highgate.

Although he is charming, erudite, and seemingly innocuous, Gavyn Kyle is considered an extremely dangerous man. The deaths he has instigated and the lives he has affected are impossible to number, as his missions have had many repercussions. He has neither national loyalty nor scruples, other than an apparent dedication to the Unseen Hand and its secret charter. There are those who consider him a friend, yet no one knows the real man behind the infinite layers of lies and guises. It is said that Gavyn Kyle's true loves are but the weight and color of gold.

To find out more about spies in the Iron Kingdoms, you'll have to do a little spying of your own. Look for the symbol of the Unseen Hand at ironkingdoms.com.

Abbreviations

Asc.....	Ascendant
BnGr.....	Bonegrinder (PrC)
Exe.....	Exemplar (PrC)
GK.....	Gavyn Kyle, narrator
Gmg.....	Gun Mage (PrC)
Inf.....	Infernalist (PrC)
IK.....	Iron Kingdoms
IKCG.....	Iron Kingdoms Campaign Guide
L&L.....	Lock & Load
L&L:CP.....	Lock & Load: Character Primer
LOLS.....	Legion of Lost Souls
Mck.....	Mechanik
MonHtr.....	Monster Hunter (PrC)
MM.....	Monster Manual
MN1.....	Monsternomicon Vol. 1
PH.....	Player's Handbook
PrC.....	Prestige Class
Ptr.....	Pistoleer (PrC)
Rfl.....	Rifleman (PrC)
SOTE.....	Shadow of the Empire
TLN.....	The Longest Night
Wrc.....	Warcaster (PrC)



commonly spoken tongues, several of which are archaic and nearly forgotten. He often travels in the guise of a minor diplomat, but his skill at disguise lets him take on any manner of personas. When so disguised Gavyn virtually becomes the persona, so thoroughly he can almost fool himself. He has beaten trollkin in drinking contests, destroyed a steamjack factory in Khador, served as an advisor

Races of Western Immoren

The lands of western Immoren are controlled by humanity, and the diverse and numerous cultures of mankind are unquestionably dominant. However, they do share the region with several other races. The elves of Ios and the dwarves of Rhul are the two strongest of these, and each has learned to live alongside their more numerous and ambitious human neighbors, although not always with complete civility.

Besides the elves and dwarves, several other races have managed to prosper and survive by making themselves valuable to the dominant races, or by finding habitation in areas considered dangerous or lacking in resources. The most successful of these are the Gobbers, Ogrun, and Trollkin.

Nothing prevents DMs from using other races in the IK, but they do not have a natural place from the perspective of the land's history and source material. There are no halflings, gnomes, orcs, half-orcs, dark elves, or other races

dwelling here. DMs who wish to use those races must make their own arrangements about how they fit into the IK.

Some races described in the *Monsternomicon* (MN1) use character classes, but these are not recommended as player characters due to the hostile relationship they have with inhabitants of the setting. In many cases these creatures are considered nothing more than "monsters" and would be killed on sight. Nonetheless, DMs who enjoy a challenge can attempt to integrate these races into their campaigns. They have the following level adjustments:

Skorne	level adjustment +1
Satyxis	level adjustment +2
Farrow	level adjustment +4
Bog Trog	level adjustment +5
Oreg	level adjustment +5
Gatorman	level adjustment +6
Black Ogrun	level adjustment +9
Troll (standard)	level adjustment +12

HUMANITY

"I'd advise you to listen to me well—ah, by all means enjoy that ale, but keep your mind on what I tell you and not the pretty maids flitting about the common. If you hope to stay alive in this business, there is nothing more important than understanding the people around you. You need to learn these lands as thoroughly as I have, and you may not have the time to do it the hard way, like I did.

"First thing. When you look at a person, you have to see more than their nationality. People are more than just where they're born. That'll deceive you. See. Assess. Dismiss. That's the quick trick of the trade, and takes a lot of practice. As far as people go, we both know these Iron Kingdoms are relatively new, barely four centuries old, and they rose up from a wide cultural diversity. Before the Orgoth occupation, at least a dozen strong kingdoms dominated the fragmented Thousand Cities, and much of today's cultures have distilled through the years down from those people and customs.

"Now it's true one man is the same as another by many standards, but one could argue all men are equally as different. Nevertheless, one's upbringing has more to do with his makeup than his birth blood—some people place more impor-



"YOU WANT ME TO GO FIRST, ELF?" ASKS THE SPIKY-HAIRED WARRIOR. UNDERNEATH OLD KORSKA, THIS NEWLY FORMED PARTY OF ADVENTURERS IS FIFTY FEET BELOW GROUND AND DELVING DEEPER. THEIR SCOUT, AN IOSAN ROGUE NAMED TYLTH WYLLOTHYRR, HAS SPOTTED SOMETHING BELOW AND IS URGING THE STAUNCH CASPIAN FIGHTER, DUGGER SHAW, TO PASS WORD BACK TO THEIR LEADER, THE YOUNG LYSSIMACHE MARPESSA AND HER DEVOTED, PRIESTLY BROTHER, BARIGAN. "IF YOU INSIST," REPLIES TYLTH. "BUT I WARN YOU, SHAW, WHATEVER IS DOWN THERE, EXPECT MORE THAN ONE. THERE WERE MANY EYES IN THE DARK!"

Races of Western Immoren

tance on riding a horse, for example, or fighting with a sword, or choosing the right fork at dinner. So mark a man by the way he bears himself, the way he talks, the way he moves, watches, listens, reacts...not by the skin he wears or by the cut of his beard. The various peoples of the kingdoms all bear those distinct, superficial differences, but the practiced eye sees past all that. The cynics of our trade argue that advancement has less to do with ability than with reading contacts and knowing shibboleths, so that's what we're going to discuss today.

"Second thing. Ethnicity shouldn't be dismissed altogether. You have to be able to decide what's trivial and what's worth remembering. It's important to know that not all people refer to themselves by the names I'll give you. It'll serve you well to know this. Example...the people of Five Fingers—they do not call themselves 'Thurians,' but there's no question they derive from the same ancestors as the people of Ceryl. In many cases, a person's ethnicity is an unspoken thing. Speak cautiously and make mention discreetly, if you must at all, as it often creates umbrage, and that is a grave misstep in this business. Woe betides the man who names a Protectorate scrutator a 'Caspian' to his face. Mark my words. I speak from experience.

"Ah, but very well then. Since you're set upon this path, I'll share some of my knowledge in hopes it will enlighten you. I've been to all the major cities in my lifetime, and I've lived among many a people. I know their languages and, trust me, that's important. If you can't speak like them, you'll never understand them, and you'll never pass as them. It takes time and study and practice, my young friend, but it's well worth it. Well then, you have me talking and, believe me, that's a rare thing. Order us another ale. I've got a lot to say, and I'll want to keep my throat wet...."

—Gavyn Kyle, traveler, diplomat, and mysterious agent of the Unseen Hand

Humans are without question the most varied breeds in all of western Immoren. Although the information in the PH is adequate, players of human characters in the Iron Kingdoms are encouraged to choose a specific subculture, for these have much impact on a character's appearance, aptitudes, and attitudes. Listed below are the twelve primary human subcultures along with the majority group for each kingdom. Other ethnicities do exist here and there but they are not listed in this book, as this list comprises the groups making up the majority of the population. Aspects specific to character generation are summarized on the pages that follow.

Kingdoms	Major Human Subcultures*
Cryx	Scharde
Cygnar	Caspian (majority), Midlunder, Morridane, Thurian
Khador	Khardic (majority), Skirou, Kossite, Umbrean
Llael	Ryn (majority), Umbrean
Ord	Tordoran (majority), Thurian
Protectorate of Menoth	Caspian/Sulesse (majority), Idrian, Midlunder

* Other subcultures do exist, but in relatively small numbers.

USAGE NOTES

An individual is born with the appearance of his parents. If parents are of mixed background he will likely favor one or the other, or a mix of the two. Cultural traits like skill and ability score adjustments only apply to a person who was raised in the traditions of that culture. It is possible to have the appearance of

one subculture and the traits of a different one. Therefore a person with Khardic parents who was raised in a Caspian culture would look Khardic but use the Caspian section for his cultural outlook and traits.

Popular Starting Feats: The feats listed are the ones often chosen by this subculture as the bonus feat that all humans receive at 1st level. This is not a requirement, but represents feats the subculture generally prefers.

All cultural adjustments are entirely optional, and some DMs may decide not to allow their players to utilize them. Ability score adjustments are intended for adventuring characters (who are, by their nature, exceptional) and should not be applied to all people of that culture. Further, a player may opt not to use the adjustments for his specific character. A Khardic wizard, for example, may decide to forego the ability score adjustments, not needing +2 strength and not wanting to suffer -2 Int and jingoism flaw. However, the ability adjustments need to be either ignored or taken in their entirety, along with penalties.

For some subcultures there is a social flaw with a penalty applied to the social skills in order to help balance a physical advantage. This is designed to represent cultural attitudes that impair dealing with other cultures, but are not quite so extreme as a Charisma penalty (they do not affect certain Charisma related skills like Intimidation). The type of flaw is primarily a roleplaying guide to represent the source of the penalty: "Socially Isolated" represents an unfamiliarity with other cultures, being blunt or rude without meaning to be, or perhaps overly crude in speech, and a general lack of decorum; "Jingoistic" represents a type of extreme patriotism such that members of foreign kingdoms are treated with disdain, scorn, or even outright hatred. Jingoistic social gaffs are usually more intentional than socially isolated ones. Players are encouraged to roleplay this flaw, particularly if botching a social skill check.

Cultural Skills: Cultural skills include those treated as a class skill regardless of the character's actual class, as well as skills that are given a racial bonus. If the skill is listed as an "automatic class skill" and the character's class already has it as a class skill, they are given a +2 racial bonus instead.

Favored Class: All humans of the IK have the ability described in the PH to multiclass and ignore their highest-level class for the purpose of determining XP penalties. This applies regardless of whether that class is listed as a preferred class for their people.

PREFERRED CLASS BENEFITS

The preferred class is a special human-only benefit. This represents the adventuring class for which that subculture has a special knack and talent. If a character chooses the preferred class for their subculture, they can pick a minor benefit (samples listed below) for doing so. There is no penalty for picking a non-preferred class. At character generation, the character that has chosen the preferred class for his subculture can pick from one of the following one-time benefits, with the approval of the DM.

- 1 superior starting equipment, such as a masterwork weapon, a superior mount, or masterwork tools
- Double starting money
- +20 percent starting hp
- +3 starting skill points to be used on class skills or bonus languages only



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- +500 XP at start of game
- 1 free ally; usually this is a mentor, but could be someone else (like a fence for a rogue, for example). This relationship must be cultivated, or the ally may become alienated or indifferent.
- Starting base of operations with reasonable resource access (like a criminal organization or gang, wizardry order, or military company). As above this relationship must be cultivated or will fade in time. It should be noted wizard orders (and some other groups) have prerequisites for true membership, but this might represent a favorable starting relationship with the group.
- Key information; customized per campaign, one key piece of info which will be helpful in the upcoming adventure as designated by the DM.
- Strongly blessed holy symbol; grants a +1 sacred/profane bonus to turn/control undead checks. This blessing fades after 1d4+1 months and cannot ordinarily be restored. (cleric or paladin only)
- 1 extra 1st-level spell in starting spellbook (wizard only)
- 1 2nd-level spell scroll (wizard only)
- Military training; the character was trained in a national military branch; while interacting with members of this group all NPC base attitudes are friendly so long as military protocol is observed. In time, these ties will fade unless deliberately maintained by an adventurer (fighter only).
- Tiger balm; character was taught the secrets of brewing muscle salve, allowing 3 skill points in Craft (muscle salve) as well as 1d4 doses of the concoction; when applied tiger balm heals 1d2 points of temporary Str damage; only one application may be made per 12 hour period (monk only).
- Detailed and annotated map of home area; grants +1 competence bonus to Wilderness Lore rolls in that area (ranger only).
- Other; at the DM's discretion, other starting advantages may be substituted. Use these examples as a guideline, and remember that a preferred class benefit is meant to grant some form of starting edge over other classes but does not have a long-term benefit (or possibly a minor one).

At the DM's option, preferred class benefits could also be provided to other classes as a reward for notable creativity or role-playing during character generation.

LANGUAGE NOTES

Automatic languages are known by all members of the appropriate race/subculture without spending any skill points. Bonus languages can be learned at character generation by spending a skill point or bonus points given by high Intelligence. Literacy is not always automatic in the IK. Languages noted as "spoken" under automatic languages require a point for literacy. If a language is noted as "spoken only" in bonus languages, literacy cannot be achieved in that language during character generation, but can be learned later by spending skill points gained during character advancement. See the section on Languages for more information on each language and dialects (pg. 58).

A WORD ON NAMES

As in many fantasy settings, names in the Iron Kingdoms run the gamut, but it's a tight gamut. Rarely will you find a multi-

syllabic, archetypal, high fantasy name such as Cartamandrius IV, as most IK names follow a pattern like the modern real world's. In fact, you may find a Tomas or Willem somewhere in Cygnar, possibly a Vlad in Khador, a Hogun in Rhul. And most nations in western Immoren have adopted the surname convention as a more precise way of identifying people, hence not just Julian, but Julian Helstrom, not just Alexia, but Alexia Ciannor.

The best stratagem in naming your IK character is to take some Western names (not the "Old West!") of the past few centuries and give them a faint tweak. Avoid common names. There are no Troy's, Bob's, or Steve's running around in Corvis, but there are some Edwin's, a Sebastian, a Barlowe, perhaps a half-dozen Sabina's and Elspeth's.

Each entry that follows lists a handful of archetypal persons for that ethnicity or race. In addition to being material to interject in your campaign at some point if you so desire, this is also intended for you to get a feel for each race's naming convention. Of course, you're always welcome to develop your own convention, but this is our way of being helpful in keeping your campaign in line with the creators' of the IK vision (and, hence, future guides and supplements).



MEN OF THE NORTHERN KINGDOMS

Khards

PEOPLE OF CENTRAL KHADOR. POPULATION: 3,144,000 (3,090,000 KHADOR; 54,000 OTHER KINGDOMS)

"In Khador, the prevalent race of men are called Khards, or Khardic, so called because of the old kingdom of horselords called Khard, which spanned most of the southerly hills and dales and the prairies to the north of them in the days of the Thousand Cities. I shan't say these are a stupid people, for they are not slow of mind, but they are slow to change—there exist Khardic communities in the vales of remote Khador that have practically remained untouched even throughout the centuries of the Occupation and after.

"But those in the more civilized areas are struggling to keep pace with the times. They have done quite well at implementing a rail travel system across central Khador, and their steamjack foundries in the capital are extremely impressive. Quite unfortunate that one of their most crucial factories exploded shortly after my recent inspection; at least I got to see it in all its glory...but I digress.

"Bear in mind that Khards have no love for Cygnarans of any background; the rivalry between these two kingdoms is strong indeed, make no mistake. In addition to countless border disputes and other political scuffles, I'm of the mind that they're rather envious of Cygnaran advancement—compared to the progressive Caspians, the Khardic are downright backward.

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"Ah, but dealing with them is quite refreshing for someone in my profession. They are exactly what they seem to be—most Khards can't lie to save their lives. Again, this isn't to say they're stupid by any means. They're blunt, direct, and as tactless as they are honest, which is mayhap why I believe they'll never find peace with Cygnar. The Caspians are too eager to be lied to."

—GK

APPEARANCE

Khardic people are tall and burly, often dwarfing their southern neighbors. They have hard square features with usually dark hair, men often shaving to the scalp. Eyes are usually dark, normally brown and hazel, sometimes gray and even less frequently green. The males usually cultivate facial hair in a wide variety of styles. The females are often large, strong, and buxom, and wear their hair long and loose, some never cutting their hair for the duration of their lives.

TRADITIONAL WEAPONS

The Khardic are known for skill at battle on horseback, and they are good with lances, polearms, spears, and axes. For ranged weapons they prefer firearms and crossbows. Those who can afford them are just as likely to use a rifle (the heavier, the better) or a heavy pistol.

PREFERRED ADVENTURING CLASS

Fighter: Khards have a knack for the arts of war, a tradition that is just as strong today as centuries ago.

Popular Starting Feats: Endurance, Mounted Combat, Power Attack, Toughness

Automatic Class Skill: Ride

Skill Bonus: Handle Animal +2, Intimidate +2

RACIAL TRAITS

- Optional Ability Adjustments: +2 Strength, -2 Intelligence, jingoistic (-2 racial penalty to Bluff, Diplomacy, Innuendo, Gather Information, and Sense Motive checks when dealing with non-Khadorans). Lower intelligence represents lack of emphasis on education, not their inability to reason.
- Average Height (Weight): Men-6'3" (205 pounds), Women-5'10" (165 pounds)

Noted Khardic men: Visgoth Ruskin Borgia (Clr16), leader of the Old Faith in Korsk, an extremely influential and popular priest of the minority faith; Tarle Kasimir (Ftr8/MonHtr6), leader of the Scarsfell Rovers mercenary company in Ohk; Asad Makara (Ftr7), an elderly warrior of the dying Andulhar tribe; Khevre Lichko (Wiz11/Inf5), former wizard of the Greylords Covenant, fled when infernalist ties were discovered.

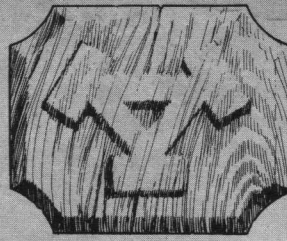
Noted Khardic women: Zelmira Brezhnev (Ftr5/Rog4/Rfl6), sniper in the Khadoran army; Ksana Lizhka (Brd8), gifted skald and chronicler for the 3rd Uhlan Cavalry out of Khardov.

Automatic Languages: Automatic: Khadoran (spoken only), Cygnaran (spoken only). Bonus Languages: Khadoran (written), Cygnaran (written), Ordic, Khard.

Kossite

PEOPLE OF NORTHWESTERN KHADOR AND THE SCARSELL FOREST. POPULATION: 936,000 (930,000 KHADOR; 6,000 OTHER KINGDOMS)

"Of all the Khadorans, it is those of ancient Kos who are often confused



KHADOR

THE PEOPLE OF KHADOR RULE THE NORTH WITH ABSOLUTE CONVICTION AND MILITANT FEROCITY—THE ONLY KINGDOM TO RIVAL CYGNAR IN SIZE AND POWER.

KORSK, the capital, is a city of both ancient traditions and new innovations. Located between the three great lakes of Khador, Korsk was long believed by Khadorans to be the center of the world and the rightful throne of the north. The sky is often dark above Korsk, as the perpetual smoke from her smithies, factories, and foundries that produce the bulk of Khador's steamjacks, weapons, and armor hangs in a pall over the large city. These, combined with the sprawling royal palace, the towers of the renowned Greylords Covenant, and the sundry estates of the great noble houses, makes Korsk as spectacular in her own way as Cygnar's capital city of Caspia.

The largest sea-port of Khador is OHK, a city noted for its great long halls carved from the lumbers of the Scarsfell Forest. The impressive harbor provides a haven for countless heavy war galleons and trade ships. Whenever the worst storms threaten the northwest, all Khadoran captains make for Ohk, even in preference to closer ports.

The northern city of SKIROV was long a gathering place for the northern mountain tribes, and its preserved temples to Menoth are some of the most ancient remaining in the Iron Kingdoms. Additionally, there are several equally impressive cathedrals to Morrow designed to accommodate the large number of faithful parishioners who regularly attend services there. It is a city of weighty stone buildings, influenced by the work and help of a number of dwarves who have made it their home in the last few centuries.

KHARDOV serves as an important trade nexus between Ohk and the capital, and has developed a thriving merchant community based in part on the Khadoran railroads. The city is also famous for the impressive shrine which houses the relics of Exemplar King Khardovic, who helped tame the north in the name of Menoth at the start of the Thousand Cities era.



with lesser barbarians. This is a misnomer, I believe, as my experiences with them have generally been friendlier than with other peoples of Khador. If anything, the Kossites are hard working patriots living far from the capital and largely removed from southern politics and rhetoric—perhaps that's why they remain patriotic.

"Their closest tie to Khadoran government is the port city of Ohk, the strongest harbor in all of Khador and essential to its trade. Though glad for it, most Kossites yet shun actually living within the city's walls, choosing to remain in the numerous villages and towns to the northwest and within the great Scarsfell Forest of Khador.

"Though they bear no particular animosity to anyone, a Kossite considers people of other kingdoms to be soft and lazy. Most of these people are northmen and woodsmen with an utterly primal mindset and way of life. They have little need or interest in modern conveniences, believing they only make one weak and needlessly overindulgent. They are satisfied to hunt

Races of Western Immoren



LAEI

THE KINGDOM OF LLAEL IS RECOGNIZED, APPLAUDED, AND SOMETIMES CRITICIZED FOR ITS CUNNING POLITICS AND OPPORTUNISTIC HABITS.

Her capital of MERYWYN is home to the illustrious Council of Nobles. This city is noted for its baroque architecture, buildings with towering spires and elaborate buttresses, ornamented with scenes depicting the tales of the Ascendants. The Cathedral of Asc. Rowan dominates the central square across from the nearly abandoned Royal Palace, and is the largest church of Morrow outside the Sancteum in Caspia.

LERYN earned a special place in history as one of the first cities permanently liberated from the Orgoth during the Rebellion, and as the birthplace of firearms and blasting powder. The old rebel fortress has been renovated and expanded and is the headquarters for the Order of the Golden Crucible, which retains its virtual monopoly on commercial blasting powder throughout Llael, Ord, and Cygnar.

Often referred to as the "City of Ashes," LAEDRY and the surrounding area have had more than their share of strife and destruction. This city reached its height in the Thousand Cities era and was the center of the ancient kingdom of Umbrea, then later the eastern capital of Khard, which would become the heart of Khador. However, it was razed to the ground by the Orgoth and its people were scattered in the aftermath. Khador repeatedly promised to rebuild the city, but was distracted by its border wars. It wasn't until the region was ceded to Llael as part of the compromises to end those wars that the city was finally rebuilt. It is only a shadow of its former glory, but beloved by its citizens who are well versed in its history.

and track and craft their own weapons and clothing, although less so by the city dwellers among them, of which there are an increasing number. Life in the wood, after all, can be droll, I should think...even to a Kossite."

—GK

APPEARANCE

The tallest people of the IK, the Kossites are long-limbed and even taller than their Khardic kin. In fact, they more closely resemble their Skirov cousins, trimmer in build, but with the same heavy features and fairness of skin, with hair that ranges from dark to sandy blonde.

TRADITIONAL WEAPONS

Most Kossites have adopted the Khardic style of weaponry but they are not as noted for mounted combat as their southern kin. They are skillful with spear, axe, and sword, and disposed to bows over firearms for purposes of stealth. Of late, many Kossites have taken up the long rifle in spite of the noise, and both their bowmen and riflemen have an impressive reputation throughout the kingdoms.

PREFERRED ADVENTURING CLASS

Ranger: Kossites take particular pride in their rangers.

Popular Starting Feats: Point Blank Shot, Track, Two-Weapon Fighting

Automatic Class Skill: Wilderness Lore

Skill Bonus: Climb +2, Craft (any wood) +2

Skills: Climb, Tumble, Wilderness Lore

RACIAL TRAITS

- Optional Ability Adjustments: Constitution +2, Charisma -2, Intelligence -2. Lower intelligence represents lack of emphasis on education, rather than the inability to reason.

- Average Height (Weight): Men-6'4 (210 pounds), Women-6'0 (160 pounds)

Noted Kossite men: Vasa "Grimjowls" Raduvir (Rgr12/Brb3), Rimeshaws ex-barbarian, reputed as a scout-for-hire in the mountains from Tverkuts to Drotuhn and Hellspass; Servath Zavor (Ftr6), ruthless scamp of a sailor always looking for ways to get rich quick; Dragosh Baldisev (Ftr3/Rog3), heir apparent to an influential crime family in Ohk that oversees one of the primary black markets of Khador.

Noted Kossite women: Riksa Toshiana (Ftr3/Rgr6), exile of Khador currently roving in Highpass; Stefka Zeitsev (Ftr8), former mercenary in the Khadoran Free Soldiers League, now adventurer; Natalia Casale (Ari6), a powerful merchant in the ranks of Corvis' wealthy elite.

Automatic Languages: Khadoran (spoken), Cygnaran (spoken). Bonus Languages: Khadoran (written), Cygnaran (written), Khard, Ordic.

Ryn

PEOPLE OF CENTRAL LLAEL (LLAEL MAJORITY)

POPULATION: 1,638,000 (1,520,000 LLAEL; 80,000 CYGNAR; 38,000 OTHER KINGDOMS)

"Ah, yes, my own people, the Ryn of Llael. Clearly we are a comely folk, if not a bit willowy of stature. It's said our words are as fair as our skin, but I am more cynical of my people than that. I've learned never to take the word of a Ryn at face value, and you should too, particularly when speaking to any of the small army of nobles and bureaucrats—myself included, young friend...but not today, hmm.

"Ah, but lowborn or high, the Ryn are known for their love of kingdom and culture. Proud folk...not without conceit, I suppose...sometimes considered the most arrogant people of the kingdoms by outsiders, and perchance with good reason. Still, the culture emphasizes politeness and etiquette above common sense. It sometimes takes a Ryn three sentences to say what a Khard could tell you in three words. I am guilty of this as well, I admit, although hopefully exposure to the world beyond Llael has tempered these habits.

"There are many good people among the Ryn, particularly the hard working laborers of the field and the shrewd merchants and the traders who travel across the realm. Ages ago, it was these dedicated, toiling pioneers that propagated gun-smithery and the alchemic concoction for blasting powder to the realm. And speaking of such things as these, always bear in mind that Ryn are proud, passionate, grudge-holding folk; indeed, dueling—which is still considered legal in most cities—is one of the leading causes of death amongst high-born Ryn. So you'll find that etiquette only goes so far as a Ryn's genteel nature allows, and then one misstep might mean a blade or, better yet, the open end of a barrel in your face. Heh...just stick by me for now, my friend."

—GK

Races of Western Immoren

APPEARANCE

As a folk the Ryn are, in the main, thin of stature, however their physiques are sometimes relative to their indulgences and appetites (applied to the wealthy, in particular). Most Ryn are spindly and narrowhipped, with fair skin and light, fine hair—red locks and freckled skin are often definitive traits. Ryn women are sometimes described as leggy and svelte and the men as tall and lanky.

TRADITIONAL WEAPONS

Firearms, particularly pistols, are a matter of national pride among the Ryn, although too expensive for many. Those in use are often highly ornamented and passed down as heirlooms.

This includes the relatively common use of double-pistols (rare elsewhere). Preferred martial weapons include the longsword and light arms such as the dagger and short sword.

PREFERRED ADVENTURING CLASS

Rogue: Rogues of the region have always done particularly well, and many appreciate the arts of stealth and subterfuge. Multiclassed adventurers with several rogue levels are not uncommon. Many of these rogues are of the more sophisticated variety, interested in con-jobs, infiltration, and spying.
Popular Starting Feats: Expertise, Improved Initiative, Quick Draw, Weapon Finesse
Automatic Class Skill: Diplomacy
Skill Bonus: Knowledge (etiquette) +2, Sense Motive +2

RACIAL TRAITS

- Optional Ability Adjustments: Charisma +2, Wisdom -2
- Average Height (Weight): Men-5'10" (150 pounds), Women-5'4" (110 pounds)

Noted Ryn men: Capt. Halford Bray (Ftr7/Exp5), "unkillable" skipper of the steamship Palaxis; Bryson Gylfyn (Rog4), cutpurse of small repute in Leryn; Wythsten Farill (Brd10), vain but spirited war-bard for hire found throughout the kingdoms.

Noted Ryn women: Chaplain Ilya Dyvarc (Clr9), founder of the controversial Divinist cult of Morrow in Laedry; Capt. Juliana Forsythe (Ftr7), heroic officer of the Merywyn Watch; Lady Myrna Dunlyfe (Ari11), Llaelese ambassador to Cygnar, frequently traveling between Merywyn and Caspia.

Automatic Languages: Automatic: Llaelese, Cygnaran (spoken).

Bonus Languages: Cygnaran (written), Khadoran, Rhulic (spoken only), Shyr (spoken only; requires 2 skill points), Caspian.

Skirou

PEOPLE OF THE NORTHERN MOUNTAINS OF KHADOR. POPULATION: 1,529,000 (1,518,000 KHADOR; 11,000 OTHER KINGDOMS)

"The Skirou of the northern mountains of Khador are nearly as unforgiving as the landscape in which they live. In relative isolation they have existed in their high mountain settlements, and this has preserved their distinct history and culture. Before, during, and even after the Occupation years, the Skirou rarely ventured forth from their strongholds save to pillage or trade. To this day a few thousand barbarians remain in the deep reaches of the mountains, subsisting in caves or ruins or behind walls of stone or ice. But the more civilized Skirou inhabit the numerous small

towns and remote villages, and many able woodsmen, hunters, and mountaineers exist in these outlying areas. The northern mountains also boast the bulk of Khador's ore-laden mines, and it is the Skirou who work in those deep, dark tunnels.

"These were the last great human tribes to renounce the Devourer and turn to the gifts of civilization offered by Menoth. Faiths have changed over the centuries, as Morrow is the more dominant god, but a large number of the 'Old Faith' of Menoth yet exist. Religion has always been a central part of life to the Skirou. They are a very spiritual people and they worship with uncompromising intensity. Indeed, religious icons permeate their culture and art, and some have formed brotherhoods dedicated to strict worship.

"I've never had occasion to impersonate a Skirou—given their size I doubt I could pull it off—but I did spend some time up near a major mining operation and knew a few of the locals, at least as well as I could for a mistrusted foreigner. Alas, I had to leave the area in quite an unexpected hurry after the collapse of the mines of Khaga Rusk, a major gold excavation...I knew full well I'd be one of the first suspects in this tragic accident, and Skirou are ever quick to judge first and question later!"

—GK

APPEARANCE

These people are tall and thickset like most Khadorans. They have pale skin and dark hair that turns to white with age, and usually blue or green eyes. The sign of a Skirou warrior is a thick, walrus mustache, often plaited, as a sign of masculinity; and several also display full beards. Elflocks and panted hair is common for both sexes, although of late many Skirou men have taken to shaving their heads bald and decorating them with ornate and often sacred tattoos.



Races of Western Immoren

TRADITIONAL WEAPONS

The Skirov favor fighting on foot to horseback and have a preference for weighty, blunt weapons such as the morningstar, flail, and heavy mace. Axes are also popular, as are large swords.

PREFERRED ADVENTURING CLASS

Paladin: Whether serving Morrow or Menoth, the Skirov make for exceptional paladins with their combination of fighting prowess and zeal. Skirov paladins are particularly vigilant for signs of Thamar's corruption and are eager to root out and expose evildoers.

Popular Starting Feats: Great Fortitude, Iron Will, Toughness

Automatic Class Skill: Knowledge (religion)

Skill Bonus: Run +2, Wilderness Lore +2

RACIAL TRAITS

- Optional Ability Adjustments: +2 Constitution, -2

Intelligence, jingoistic (-2 racial penalty to Bluff, Diplomacy, Innuendo, Gather Information, and Sense Motive checks when dealing with non-Khadorans). Lower intelligence represents lack of emphasis on education, not inability to reason.

- Average Height (Weight): Men-6'1" (195 pounds), Women-5'7" (160 pounds)

Noted Skirov men: Sir Ulfar Helgrist (Pal9), paladin of Morrow in Korsk, serving as bodyguard to one of the vicars; Borja Berzhin (Ftr6), roving bounty hunter; Skorek "The Bear" (Clr13), war-priest of the Devourer among the northern barbarian tribes, enemy of dwarvenkind.

Noted Skirov women: Lady Nastasja Dvora (Wiz9), wizardess of the Greylords Covenant; Hildr Veyrheitz (Ari8), matriarch of an influential noble house in Skirov; Sivasha Durga (Dru11), mysterious druid of the Circle.

Automatic Languages: Khadoran (spoken), Cygnaran (spoken).

THIS BLACKCLAD OF THE GNARLWOOD APPEARS RATHER UPSET. MAYHAP THE BOGRIN SCAVENGERS DIDN'T SEE THE "NO GOBBERS" SIGN TACKED ONTO THE GLOWING WOLDWARDEN MARKER AT THE FOREST'S EDGE. NOTE: BOGRIN AND DRUIDS OF THE CIRCLE...AN OFTENTIMES VOLATILE MIXTURE.



Races of Western Immoren

Bonus Languages: Khadoran (written), Cygnaran (written), Rhulic (spoken only), Llaelese, Khard

Umbrean

PEOPLE OF WESTERN LLAEL, EASTERN KHADOR.

POPULATION: 711,000 (400,000 LLAEL; 300,000 KHADOR; 11,000 OTHER KINGDOMS)

"I recall much of my early days as being the subject of torment by a group of hulking Umbrean bullies—of course, I was a waif of a boy so practically everyone and everything was hulking in those days, but no matter. The fact is, I'm Ryn, and that was enough for those pig-faced ne'er-do-wells."

"However, I've come to know better examples of Umbrean pedigree since those days, and in all honesty, I've developed a bit of sympathy for their troubled history. Certainly few people have endured as much strife as the Umbreans. History has them suffering heavily during the Orgoth years and much later during the border wars between Llael and Khador. The end result of those wars divided the people of Old Umbrey. From the time when they've been split between the two kingdoms, they've dealt with prejudice and rancor from both sides. Umbreans...strangers in their own country be it Khador or Llael, are usually looked down upon, often ostracized, even oppressed."

"Through it all, they endure. Hard workers, in the main, and big people, too; indeed, they bear the signs of their Khadoran roots markedly, particularly in size and frankness, and their wariness of smooth talk. In spite of whatever disdain they suffer, Umbreans have found value as an important addition to the Llaelese military, eagerly venting their ages-long frustrations as crack troops of the front line, and turning out some of the finest spearmen and pistoleers in the realm."

"Those residing in Khador are not as fortunate. They are ill liked by their countrymen, who still hold them accountable for the loss of Laedry, once the heart and capital of old Khador. It is said that most Umbreans in Khador are refused military service and are not even allowed to bear arms in some parts of the country, among other things."

—GK

APPEARANCE

The people of Umbrean stock resemble their Khardic kin, to whom they are more closely related than the Ryn of Llael. Men and women are often tall, broad-shouldered, and thickset with bronzed skin and dark, curly hair. The men tend to get rather paunchy in their mid to latter days, and the women a bit wide in the middle, but both genders generally remain durable into their grey years.

TRADITIONAL WEAPONS

Axes of all sizes are the favored weapons of Umbreans, along with spears and thick-bladed swords to a lesser degree. Like virtually all citizens of Llael, the people of Laedry often prize their pistols above all other weapons.

PREFERRED ADVENTURING CLASS

Fighter: Fighters are common among the people of Old Umbrey, and they share the same pride in military excellence as their ancestors.

Popular Starting Feats: Combat Reflexes, Endurance, Weapon Finesse, Toughness

Automatic Class Skill: Knowledge (history)

Skill Bonus: Ride +2, Spot +2

RACIAL TRAITS

- Optional Ability Adjustments: +2 Strength, -2 Charisma, jingoistic (-2 racial penalty to Bluff, Diplomacy, Innuendo,

Gather Information, and Sense Motive when dealing with non-Llaelese or non-Khadorans, depending on their origin)

- Average Height (Weight): Men-6'2" (195 pounds), Women-5'8" (155 pounds)

Noted Umbrean men: Grigori Radazar (Mnk11), respected monk of the Order of Keeping, frequently abroad; Vassily Varnek (Pal9), "retired" paladin of Morrow in Czerbolge; Lord Stoyan Petru (Ftr9/Uhl5), horseman and champion of Mount Ylber Hold; Vladimir Szetka (Clr6/Ftr4), questing Khadoran razchla, or teacher.

Noted Umbrean women: Elka Aleksey (Rog7/Ptr3), renowned gun-for-hire based out of Laedry; Siri Ostyvik (Ftr7), elite guard for the Order of the Golden Crucible's wizardly headquarters in Leryn; Misha Babora (Rgr5/MonHtr3), notorious bogrin hunter along the rivers and mountains of Llael.

Languages: Automatic: Llaelese, Cygnaran (spoken), Khadoran (spoken). Bonus Languages: Cygnaran (written), Khadoran (written), Khard, Rhulic (spoken only).



MEN OF THE CENTRAL KINGDOMS

Midlunder

PEOPLE OF NORTHERN CYGNAR. POPULATION: 2,974,000 (2,720,000 CYGNAR; 100,000 PROTECTORATE OF MENOTH; 99,000 ORD; 55,000 OTHER KINGDOMS)

"Speaking of humorless people, let's talk about the Midlunders for a moment. Most of the inhabitants of Corvis, Fharin, Point Bourne, and regions hard by are ancestors of the old lineage. These were dour, obstinate folk and remain so to this day. Midlunders are hardy people, ill-humored and tenacious of opinion—more or less exactly what you'd expect of a Cygnaran. And they're possibly as numerous as the Caspians to the south."

"Midlund culture is well-rounded, emphasizing both education and physical prowess. For the most part, the people are well spoken, hard working and quite skilled. A number of famed smiths and metalworkers are of Midlund descent, along with noted alchemists, engineers, famous heroes and soldiers—as well as a few noted villains and criminals, of course."

"Another thing about these folk—they're the most bullheaded, ego-centric people this side of the abyss! Naturally, they prefer to call this 'pride.' These people never give up once they set their minds to something, and nothing shows their tireless determination better than ever-enduring Corvis, a city that has prospered despite slowly sinking into the mire for the past nine centuries."

—GK

APPEARANCE

People of Midlund stock are slightly above average in height and thick of build, with generally rugged looking men and women of ample curves. With some notable exceptions, most Midlunders



Races of Western Immoren



CYGNAR

OFTEN REFERRED TO AS THE "JEWEL" OF THE IRON KINGDOMS, CYGNAR IS THE RICHEST AND ARGUABLY MOST POWERFUL OF THE IRON KINGDOMS.

Her capital is CASPIA, the City of Walls. These towering and permanently salted breakwater barricades are among the largest walls in all of western Immoren and something for which the Caspians are rightfully proud. Caspia has a rich sea-trading heritage and has enjoyed much wealth and importance over the years as the majority leader of a group of merchant cities called the Mercarian League. Caspia is home to the Sancteum, a sovereign city-within-the-city which is the center of the Church of Morrow.

Located on the divergence of the Black River and the Dragon's Tongue, CORVIS, the City of Ghosts, is a trade nexus, as well. This ages old city was the birthplace of the Corvis Treaties that created the loosely defined confederacy of the Iron Kingdoms as it is today. One of the infamous features of Corvis is its marshy and unstable foundation by which buildings sink into the mire and are continually replaced.

HIGHGATE is a well-fortified army town strategically located to guard the most viable pass through the Wyrmwall Mountains from Cryx and the dragon god-king Lord Toruk. The brave rangers, scouts, and soldiers of Highgate are admired for their ceaseless patrols of the rough southwestern territory.

Second in size only to Caspia, CERYL is an impressive city serving as the westernmost port of Cygnar. Ceryl is rich in arcane history and was the birthplace of "the Gift" of human wizardry. The Stronghold—headquarters of the Fraternal Order of Wizardry—is based there along with branches of most other wizard orders. Suspicious locals whisper about secret societies meeting in dark corners to renew blasphemous oaths and hatch evil plots.

MERCIR is the southernmost port of Cygnar, a city virtually unapproachable by land but proud of its strong ocean-based commerce. All ships rounding the horn of southern Cygnar seek shelter in its harbor, and the Cygnaran Navy uses it as a base from which to hunt down Cryxian privateers.



are tan-skinned, some with quite dark pigmentation, and black hair is the norm. They have thick eyebrows, square features, expressive faces, and are inclined to scowl too much.

TRADITIONAL WEAPONS

The only proper weapon to most Midlunders has ever been the sword, although other weapons are taught and learned. Pistols are the ranged weapons of choice, however some still prefer the crossbow. Among the army and mercenary companies, heavy rifles are also popular. There have been many noted Midlunder riflemen and some famed pistoleers as well.

PREFERRED ADVENTURING CLASS

Fighter: These people have long been noted as exceptional fighters. Soldiers of royal armies and the numerous mercenary companies have dominated the region for centuries.

Popular Starting Feats: Endurance, Iron Will, Power Attack

Automatic Class Skill: Knowledge (History)

Skill Bonus: Craft (blacksmith) +2, Gather Information +2

RACIAL TRAITS

- Optional Ability Adjustments: None; Midlunders are the "average" baseline of humans in the IK
- Average Height (Weight): Men—5'11 (185 pounds), Women—5'5 (135 pounds)
- +1 racial bonus to Fortitude saves

Noted Midlunder men: Barien Caulfield (Wiz12), mage of the Fraternal Order in Corvis; High Prelate Pandor Dumas (Clr9), trusted and wise leader of the Church of Morrow in Corvis; Galt Bainbridge (Ftr7), leader of the infamous Ravenwatch companions out of Point Bourne.

Noted Midlunder women: Alexia Ciannor (Sor13), young, prodigious sorceress who has been linked to the mysterious events of the liberation of Corvis from the Skorne; Vicar Cecily Applewhite (Clr13), stern leader and spokeswoman for the Fharin Vicarate Council.

Automatic Languages: Cygnaran. Bonus Languages: Llaesele, Ordic, Khadoran, Caspian, Rhulic (requires 1 point for spoken, 2 for literacy).

Morridane

PEOPLE OF THE THORNWOOD IN NORTHERN CYGNAR. POPULATION: 418,000 (400,000 CYGNAR; 18,000 OTHER KINGDOMS)

"Since we're speaking of guileful folk in and around Cygnar, I would be remiss not to mention the folk of the ancient kingdom of Morrdh called the Morridanes. Their guile is of another fashion, however—lo! how the mighty have fallen...these cunning, little bog-trotters. They're an old, earthborn lineage. Never a people of great numbers, but when it comes to survival skills, despite their dearth, they are indeed masterful. Stalwart, coarse, and taut as a drawn string on those longbows they so love to carry, and you'll never find fault with one for not knowing his business. In fact, if you're ever in need for a guide around the local area, I highly suggest finding a Morridane if you can.

"The density of this people is concentrated about the city of Fellig, spreading out into various civilized pockets of the Thornwood, here and there north and west about the banks of the Dragon's Tongue. They've always had a knack for river trade and forestry work. Most woods, marshes, and river towns in Cygnar boast at least a small community, I daresay; indeed, I've found most so-called 'swampies' to be of Morridane descent. Undeniably, a goodly number have migrated further south and east in recent decades for reasons unknown, lest it be for money—which most things are. Perhaps they are tiring of the rustic life and looking to find their fortune? I can't say.

"But I hope I have not sounded as if I am speaking ill, for in all honesty I've known them to be very shrewd and practical, more often quiet than not. Discerning, yes. Often uneducated, yet introspective, and bearing a spiritual nature that atones for any lack of proper learning. I would say they are honorable...indeed, they are. Simple, sturdy, honorable...yes, that is the Morridane. Although often a tad grimy, too...and a bit humorless for my tastes...ah, but to each his own."

—GK

Races of Western Immoren

APPEARANCE

Morridanes share a similar appearance to their Midlunder cousins of the south, although they are shorter, as most are stumpy folk and below average in height. The men are often bull-necked specimens with callused hands at the ends of arms a bit long for their squat bodies. The women are often bosomy and full-figured. In the main, they sport swarthy, disheveled hair, ruddy skin, and dark eyes.

TRADITIONAL WEAPONS

These people prefer simplicity in arms and armament. Spears and javelins are common to the Morridane, as are thick bladed short swords, heavy daggers, and simple maces and clubs. They pride themselves on their archery, particularly the use of the longbow, however the rifle has begun to eclipse this regional specialty. The Morridane are legendary as Cygnaran snipers.

PREFERRED ADVENTURING CLASS

Ranger: Although isolated rangers are frequently treated with suspicion, there is no doubt the Morridane have a knack for woods-fighting. Most rangers are members of local militias or sometimes seek membership in the Cygnaran military. They share the same distrust and fear of the forest as the rest of their people. Many Morridane rangers are uncomfortable with the title and prefer to be called "scouts" or "woodsmen."

Popular Starting Feats: Alertness, Combat Reflexes, Dodge, Run

Automatic Class Skill: Wilderness Lore

Skill Bonus: Climb +2, Hide +2

RACIAL TRAITS

Optional ability adjustments: +2 Dexterity, -2 Charisma, socially isolated (-2 racial penalty to Bluff, Diplomacy, Gather Information, and Sense Motive when dealing with non-Morridane)

Average Height (Weight): Men-5'6" (145 pounds), Women-5'0" (110 pounds)

Noted Morridane men: Cdr. Julian Helstrom (Ftr11), one of five commanders of the Corvis Watch; Capt. Leland Northcliffe (Ftr5/Rfl6), leader of the Northern Thornwood Patrol; Caine Talbot (Ftr4/Rog5), daring scoundrel in and around Fellig; Squint Versh (Rog4), river captain of the steamship Fortune, found along the Black River or Dragon's Tongue and often in Corvis.

Noted Morridane women: Mother Caspis Crispus (Clr19), legendary abbess of Fellig; Ciarda Isaebal (Wiz11/Inf2), infamous mage who is also secretly an Infernalist; Gwenneth Bocker (Rgr4), taciturn ranger of the Thornwood and outlying areas.

Automatic Languages: Cygnaran, Khadoran (spoken). Bonus Languages: Khadoran (written), Caspian, Khard, Llaesele, Ordic

Thurian

PEOPLE OF SOUTHERN ORD AND WESTERN CYGNAR.

POPULATION: 1,914,000 (1,200,000 CYGNAR; 690,000 ORD; 24,000 OTHER KINGDOMS)

"Let's talk about Thurians, those folk of the ancient lineage of Thuria, or just Thur in some texts. In the west of Cygnar you have cities like Five Fingers and Ceryl and the lovely people of southern Ord—this is the general area where Thurian blood remains deepest even today. To be sure

there are honest folk among them, but this is a most guileful stock indeed and there's no telling a simple and well-meaning man from a knave with a barbed tongue, mind you. Some might defend a remark like that, citing passion or ambition, and indeed many a Thurian is a fine cut of cloth as a charming rogue or a shrewd, pot-bellied merchant, but they're impulsive, and skilled in the arts of deception as much as any Ryn noble, I daresay. Mayhap that's why I feel such fondness for them. Heh-heh. Some advice to serve you well: be leery of Thurians.

"Ah, but I should hasten to clarify this reputation as scoundrels is overstated by and large, most accurate in the two major cities of the region—the ones I've mentioned, Ceryl and Five Fingers—and half of what is heard in those places is generally lies. Uncovering the truth requires a discerning ear. But that guile I spoke of leaves even honest folk visible to the leery eye—even the farming folk are as sharp as a needle, they are, in touch with the local gossip and innuendo, and as clever as any found elsewhere."

—GK

APPEARANCE

The people of Ceryl, Five Fingers, and the nearby regions are a fair but ruddy skinned people of above average height and light hair, in both color and thickness, and generally have greenish, hazel, or blue-colored eyes. They are a sleek-bodied people in the main, the men often long-limbed and raw-boned and the women willowy, if not a bit rugged looking (but not always in an unattractive way).

TRADITIONAL WEAPONS

Polearms are popular among the soldiers and guards in Ceryl, although the sword is also common. Five Fingers is a city of short blades, daggers, knives, punching-knives, stilettos, and the occasional rapier. Pistols are also quite popular, although good ones are prohibitively expensive due to a shortage of supply and a lack of high quality gunsmiths. A large number of cheaply made pistols have recently flooded Five Fingers and the buyer must beware.

PREFERRED ADVENTURING CLASS

Rogue or Wizard: Thurians have an aptitude for roguery, and in the last seven centuries have proven exceptionally able wizards. Many Thurian adventurers are multiclassed rogues.

Popular Starting Feats: Blind-Fight, Combat Casting, Skill Focus, Two-Weapon Fighting

Automatic Class Skill: Bluff

Skill Bonus: Innuendo +2, Spellcraft +2

RACIAL TRAITS

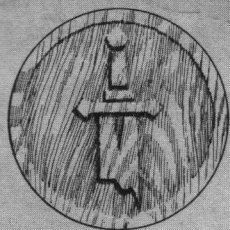
- Optional Ability Adjustments: +2 Intelligence, -2 Wisdom
- Average Height (Weight): Men-6'2" (175 pounds), Women-5'7" (125 pounds)

Noted Thurian men: Scout General Bolden Rebal (Rgr13/Spy3), Cygnar's spymaster, often found traveling the kingdom but most frequently in Caspia; Magus Egan Sorrow (Wiz12), prominent wizard supervising recruits in the Fraternal Order's headquarters in Ceryl; Dando Kildair (Ftr9), owner of the Falling Star in Corvis; Chase Porthan (Ftr2/Exp4), owner of the Smoking Gobber in Five Fingers.

Noted Thurian women: Col. Jelyan Kerrigan (Ftr9), 2nd in command of the Leatherskin Irregulars mercenary company in Ceryl; Megan Wadock (Ftr4), plucky, attractive sergeant of the Corvis Watch; Ashleigh Blu (Exp2/Wiz5), proprietress of the Polished Silver tavern and house of ill repute in Five Fingers.



Races of Western Immoren



ORD

POOREST OF THE IRON KINGDOMS, ORD HAS EARNED THE RESPECT OF ITS NEIGHBORS BY THE UNFLAGGING SPIRIT AND BRAVERY OF ITS CITIZENS.

Although the capital of Ord, MERIN is frequently overshadowed in reputation by the kingdom's other more famous (or infamous) towns. Merin is located on the banks of the Rohannor River, near some of the only fertile croplands of Ord.

It supports itself on river trade as well as the abundant coal deposits found along the river's banks. Visitors to Merin are often surprised at the humble and practical nature of its buildings, including the royal palace; it is surprising that the monarch is rarely present at his own court.

The pride of Ord, MIDFAST is her most famous and heroic city. This fortress town holds the primary pass through the northern hills and sits at the center of an enormous border wall erected to keep the barbarians—and later the Khadorans—at bay. Outside of Caspia it is considered the most tenaciously defended city of the Iron Kingdoms, and was the site of the last battle of Asc. Markus, patron saint of northern Ord and of soldiers everywhere. Even most Khadorans speak of Midfast with grudging respect.

FIVE FINGERS is as seedy and infamous as Midfast is heroic and legendary. This southern port town is lawless and utterly corrupt, and takes pride in its traditions of debauchery. The black markets of Five Fingers are known to carry everything imaginable, from illicit Cryxian liquors to dangerous addictive spices imported from the uncharted southern lands across the ocean. There is a whorehouse or gambling hall within easy reach from any quarter of the city, and only the most drunken or well armed brave its unlit streets at night.

The bulk of Ord's famed navy is harbored at the port town of BERCK. This conservative military town has an uneasy rivalry with Five Fingers to the south, and it is not uncommon for violence to erupt between naval vessels and the smugglers plying their trade there. Pilots from Berck are proud of their reputations as the finest sailors on the western seaboard.

Automatic Languages: Cygnaran, Ordic (spoken). **Bonus Languages:** Ordic (written), Khadoran, Khard, Caspian, and Llaelese.

Tordoran

PEOPLE OF NORTHERN ORD (ORD MAJORITY). POPULATION: 2,282,000 (2,100,000 ORD; 90,000 KHADOR; 80,000 CYGNAR; 12,000 OTHER KINGDOMS)

"A wife bewails the man who sails into the Windless Waste, for many a Tordoran's made the sea his final resting place." You've heard that one, eh? It's no secret the people of long lost Tordor have a deep affinity for the sea,

and there are many sailors among them, be they fishermen, ocean-going merchants, or members of the illustrious Ordic Navy. One of the best ways to escape the poverty of a farmer's life in Ord is to seek employment aboard a ship, and most Tordorans are dirt-poor and hungry as the sea, ever struggling to put food on the table. Does this put a dent in their zest for life? Not one bit—nor their sense of humor. A damn likeable people, these.

"Oh, and not just hungry as the sea, but 'strong as the tide' too, as they're so fond of saying. The Tordoran are noted for their endurance in spite of often-difficult conditions. Historically, northern Ord has always had to deal with countless hostile neighbors and they're as stalwart fighters as you'll ever find, I daresay—renowned for their outright daring. Midfast is one of the most tenaciously defended cities in all the kingdoms, having beaten back hordes of barbarians and Khadoran invaders time and time again.

"If these people aren't fighting, laughing, flirting, singing, or screaming into the face of a sea storm, they're likely engaging in sports of all manner. They have an appetite for contests of wits, skill, or brawn—perhaps as just another means to distract themselves from their sorry lots in life. I did mention how bloody poor they are, yes? Another bit why is because these folk will gamble on anything. I've had some profitable diversions betting on various knife-fights, stone-hurling competitions, and particularly the knot-rope contests—some odd team-sport involving a convoluted game of tug o'war with a bewildering complexity of rules and usually resulting in countless injuries. Ah, typical Tordoran pastimes, heh-heh..."

—GK

APPEARANCE

The people of Tordor are a handsome folk, average of height with olive skin, hair that ranges from black to wheaten, and often dark-colored eyes. Most men are slender and wiry and the females, short and curvaceous. A popular trend among these folk, especially towards the coast, is to henna their hair and sometimes their beards, resulting in a range of reddish browns and sometimes a dark orange color. Burnsides and muttonchop-whiskers are also a popular style among the men of Ord.

TRADITIONAL WEAPONS

Tordoran soldiers are fond of swords and axes—particularly the longsword and battleaxe—and disdain polearms. They prefer pistols to rifles and are said to treat their firearms better than their wives, as per the Tordoran quip, "Anyone can find a wife, but a good gun is expensive!" Sailors frequently use short weapons such as heavy curved daggers, short swords, or occasionally spiked truncheons or hammers.

PREFERRED ADVENTURING CLASS

Fighter: The fighters of Ord have earned respect even among the stubborn soldiers of Khador.

Popular Starting Feats: Expertise, Improved Initiative, Dodge

Automatic Class Skill: Balance

Skill Bonus: Profession (sailor) +2, Use Rope +2

RACIAL TRAITS

- **Optional Ability Adjustments:** None; Tordoran are the "average" baseline for IK humans.

- **Average Height (Weight):** Men—5'10 (160 pounds), Women—5'4 (135 pounds)

+1 racial bonus to Will saves

Noted Tordoran men: Capt. Lionor Cravo (Exp9), captain of the Dragon's Bounty, based out of Berck and serving the

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reputed Mateu Merchant House; Lt. Vasco Simtra (Ftr7), belligerent army officer currently stationed in Midfast; Belchior Gaspar (Ftr8/Brd4), popular underworld bare knuckle brawler and Ordic pipe player who frequents the Rohannor from Berck to Midfast.

Noted Tordoran women: Mirena Graza (Rog11), infamous burglar based in Merin; Eliana Regla (Sor3/Rog5), gambler of considerable reputation and some wealth, often seen in Five Fingers; Creena Torcail (Wiz5/Exp6), master alchemist in Midfast, specializing in experimental customized cannon and small arms ammunition.

Automatic Languages: Ordic, Cygnaran (spoken). Bonus Languages: Cygnaran (written), Khadoran, Llaelese



MEN OF THE SOUTHERN KINGDOMS Caspian / Sulese

PEOPLE OF SOUTHERN CYGNAR AND THE PROTECTORATE OF MENOTH. POPULATION: 4,009,000 (3,440,000 CYGNAR; 510,000 PROTECTORATE OF MENOTH; 59,000 OTHER KINGDOMS)

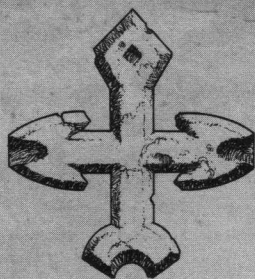
"Long ago, the kingdom of Caspia dominated much of what is now Cygnar, and the name yet lingers as its capital city. Caspian blood still courses in the veins of the Cygnarans. You may have heard it said, 'toss a rock into a crowd in Cygnar, it'll bounce off the head of a Caspian.' Very true. And it's something I'd like to do since I've found the typical Caspian to be the model of mule-headedness. Besides this, they're near as arrogant as my own people, the Ryn, and that's nigh unforgivable!

"Ah, but anyway! This ethnicity makes up most of the populations of Mercir and Highgate, along with the rest of southern Cygnar, but it's not limited just to the south as you'll find Caspians all over Cygnar to some degree. Now, it was 482 if I recall my years correctly, when the Cygnaran Civil War divided the country. As you know, the Protectorate of Menoth now lies to the east of the Black River, and in an effort to establish autonomy the theocratic separatists took on the mantle of Sul, calling themselves Sulese. Put it on paper, etch it on stone, whatever's your wont, it makes little difference; they're connected by the same heritage and history whether they call themselves Sulese or Caspian. This is a hard pill for the Caspians all the same, because, as you know, their lives are practically centered around religion. Caspia has long been the center of the Church of Morrow, and prior to the war it was also home to the most devoted followers of ancient Menoth. The fact is, as much as they might hate it, there're more similarities than differences between Caspians and the Sulese. You ask me, the only true difference is whatever god they invoke when they stub their toes, but we'll discuss religion in more detail a bit later."

—GK

APPEARANCE

Caspians are of middling height for humans, most with slightly



Protectorate of Menoth

NOMINALLY STILL PART OF CYGNAR, THE PROTECTORATE IS ZEALOUSLY DEVOTED TO RELIGIOUS PURITY BASED UPON ANCIENT LAWS AND A STRICT CASTE SYSTEM.

IMER has changed considerably in the last few decades, having been once a primitive collection of sun-baked stone huts and hovels used by the Idrian tribesmen of this arid region. When the bulk of the Idrian tribes were converted to the worship of Menoth, this city experienced a surge of growth and rebuilding. This reached its apex when Hierarch Garrick Voyle moved the central Temple to the city and declared it the capital of the Protectorate of Menoth. Many enormous new buildings of gleaming stone have been erected here on the sweat and toil of its citizens, and it is from here that the Temple's scrutators plot and scheme to reclaim Cygnar in the name of their god.

SUL was once part of Caspia, forming the eastern city across the waters, and eventually most of the city's large Menite minority had moved into its worn and crumbling buildings. This became the Menite stronghold during the Cygnaran Civil War, led by Hierarch Sulon, who cast the city of Caspia into riot and flames. This portion of the city was ceded to the Protectorate after the civil war, and was renamed in honor of the slain Hierarch. The bridges between Caspia and Sul have all been torn down, and either side presents a walled and well-armed fortress to the other. Nowhere else are the tensions between the Menites and Cygnarans more apparent than here where they are in the closest proximity. Nonetheless, a small trickle of trade passes through Sul from Cygnar, as does its token taxation, given more grudgingly every year.



pale complexions, sharp features and a trim build, with an aquiline nose as a common trait among the men. The women are generally attractive, petite, and narrow-hipped, with small noses and fragile features. Dark eyes are the norm, with black or dark brown hair equally common.

TRADITIONAL WEAPONS

The sword is the weapon of choice among the Caspians. The larger the sword, the better. Two-handed blades are uncommonly popular here, found strapped to the backs of those plate-wearing knights who can use them. Firearms are also becoming more widely used among the Caspians, or those who can afford or otherwise procure them. Rifles are a particular trademark of the Cygnaran army, although in truth their best riflemen come from the north (among the Midlunders and the Morridane).

Across the river in Sul, blunt weapons like the heavy flail are more common than the sword. In the Protectorate there are strict rules forbidding most citizens from walking armed; only

Races of Western Immoren

those who serve the Temple directly are allowed to bear weapons. The theocracy is harsh to its people, affording them no easy means to rise up in protest to their strict laws.

PREFERRED ADVENTURING CLASS

Cleric: On either side of the river, clerics are given special status, and the Caspians have a knack for spiritual service.

Popular Starting Feats: Combar Casting, Iron Will, Power Attack

Automatic Class Skill: Sense Motive

Skill Bonus: Diplomacy +2, Knowledge (religion) +2

RACIAL TRAITS:

- Optional Ability Adjustments: Wisdom +2, Charisma +2, Dexterity -2
- Average Height (Weight): Men-5'10 (160 pounds), Women-5'4 (130 pounds)

Noted Caspian or Sulese men: High Magus Arland Calster (Wiz17), Court Wizard to King Leto in Caspia; Bors "Longwalker" Durant (Rgr9), Cygnaran scout based out of Caspia; Jonus Galbraith (Ftr4/Exe6), an arrogant exemplar of Sul often seen in Caspia acting as an intermediary.

Noted Caspian or Sulese women: Gale Falk (Ftr2/Clr7), battle-chaplain of Morrow, serving in Highgate; Cecily Barton (Ari3/Wiz2), socialite wizardess of Mercir; Lysimache Marpessa (Wiz8/BnGr2), young and wealthy Caspian socialite with a wild streak; Elspeth Faith "the Unsleping" (Ftr4/Exe10), captain of the west wall of Sul and commander of the Exemplar Knights of the city.

Automatic Languages: Cygnaran (Sulese dialect in the Protectorate). Bonus Languages: Caspian, Ordic, Llaeese, Khadoran (Sulese only), Khard (Sulese only).

Idrian

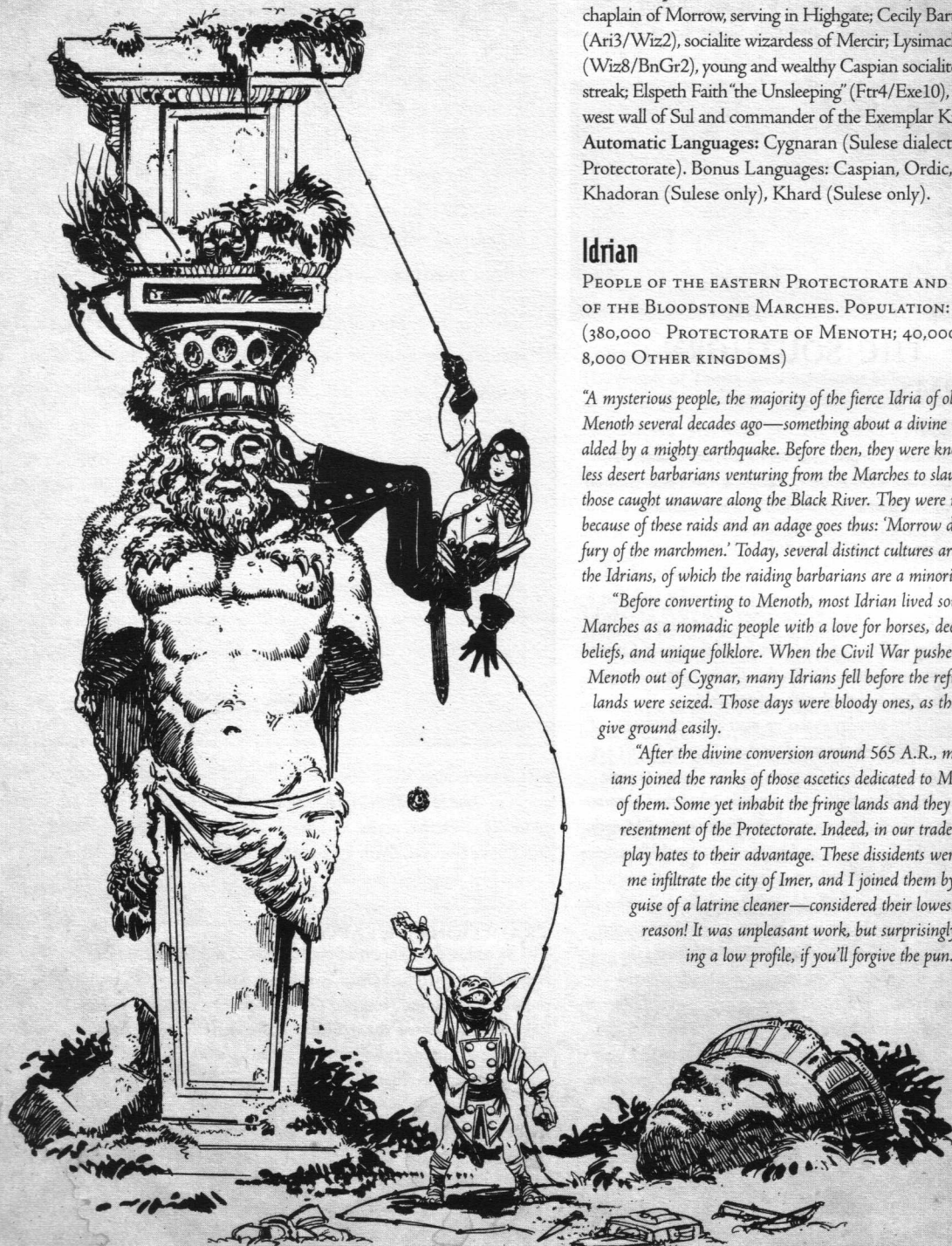
PEOPLE OF THE EASTERN PROTECTORATE AND THE FRINGES OF THE BLOODSTONE MARCHES. POPULATION: 428,000 (380,000 PROTECTORATE OF MENOTH; 40,000 CYGNAR; 8,000 OTHER KINGDOMS)

"A mysterious people, the majority of the fierce Idria of old converted to Menoth several decades ago—something about a divine manifestation heralded by a mighty earthquake. Before then, they were known only as reckless desert barbarians venturing from the Marches to slaughter and pillage those caught unaware along the Black River. They were much feared because of these raids and an adage goes thus: 'Morrow deliver us from the fury of the marchmen.' Today, several distinct cultures are known among the Idrians, of which the raiding barbarians are a minority.

"Before converting to Menoth, most Idrian lived south of the Marches as a nomadic people with a love for horses, deep-rooted spiritual beliefs, and unique folklore. When the Civil War pushed the followers of Menoth out of Cygnar, many Idrians fell before the refugees and their lands were seized. Those days were bloody ones, as the Idrians did not give ground easily.

"After the divine conversion around 565 A.R., many of the barbarians joined the ranks of those ascetics dedicated to Menoth; but not all of them. Some yet inhabit the fringe lands and they harbor a great resentment of the Protectorate. Indeed, in our trade one must learn to play hates to their advantage. These dissidents were crucial in aiding me infiltrate the city of Imer, and I joined them by adopting the guise of a latrine cleaner—considered their lowest caste, with good reason! It was unpleasant work, but surprisingly effective in keeping a low profile, if you'll forgive the pun."

—GK



Races of Western Immoren

APPEARANCE

Idrians range from olive-skinned to swarthy, depending on tribal heritage, with medium to dark colored hair and somewhat almond-shaped eyes. Idrian men are of average height with little or no facial or body hair, although downy beards are sometimes seen, and most are prone to thinning hair or baldness. Idrian women are nearly as tall as the men and quite strong. Most women have silky, medium length hair, often tied back. They frequently accent their brows and the rims of their eyelids by cosmetically penciling them with a peculiar type of soot mixture.

TRADITIONAL WEAPONS

Light-bladed weapons have always been the preference of the Idrians of the Marches, including the curved scimitar and a similar wickedly curved dagger. Firearms have been slow in coming to the Protectorate, but are gaining in popularity and usage, particularly heavy rifles. Among the followers of Menoth, blunt weapons are preferred over the old style blades, particularly huge weighty two-handed flails and maces. Many Idrians are skilled in the ways of unarmed combat and are quite deadly with their bare hands and feet. Among the barbarians, forked swords, daggers and compound bows remain prevalent.

PREFERRED ADVENTURING CLASS

Monk or Fighter: The monks of the Fist of Menoth are a relatively new branch of the faith, but have been gaining increasing popularity. Idrians have taken to this class exceptionally well, and presently make up the majority of the order. There are several large and strict monasteries in Imer and just outside the city.

Popular Starting Feats: Improved Unarmed Strike, Run, Two Weapon Fighting

Automatic Class Skill: Ride

Skill Bonus: Balance +2, Move Silently +2

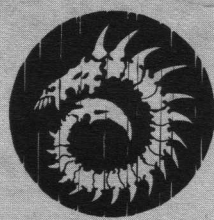
RACIAL TRAITS

- **Optional Ability Adjustments:** +2 Dexterity, -2 Intelligence, jingoistic (-2 racial penalty to Bluff, Diplomacy, Innuendo, Gather Information, and Sense Motive when dealing with non-Protectorate). Lower intelligence represents lack of emphasis on education, rather than the inability to reason.
- **Average Height (Weight):** Men-5'9" (155 pounds), Women-5'7" (140 pounds)

Noted Idrian men: Khvas Alnor (Mnk6), devoted brother of the Fist of Menoth order; Aakho Bergh (Ftr10), stalwart member of High Scrutator Voyle's personal guard; Rhark Halfon (Exp9), master fabricator of the Imer Holy Foundry, responsible for creating frames for Protectorate warjacks and considered by many a genius in the engineering arts.

Noted Idrian women: Selima Vohas (Pal6), paladin of Menoth serving the Order of the Wall in Sul, liked among the city's poorer Idrians for her acts of charity; "Asha" (Ftr10), high-ranking rebel against the theocratic rule of Menoth; Lady Theeda Gantris (Clr8/Scr5), one of the few Idrian and female scrutators serving directly under Hierarch Voyle.

Automatic Languages: Cygnaran (spoken only, Sulese dialect), Idrian. **Bonus Languages:** Cygnaran (written), Molgur, Caspian, Khadoran, Khard



Cryx

NIGHTMARE KINGDOM OF DEPRAVITY, NECROMANCY, AND TYRANNY, CRYX IS THE UNCONTESTED DOMAIN OF THE DRAGON TORUK AND HIS LICH-LORD GENERALS.

Lurking in the perpetual shadow of the looming citadel of the dragon god-king, Toruk, is the capital of Cryx, a dark city called SKELL. This dark, labyrinthine metropolis coils serpent-like at the base of Toruk's mountain fortress. In the uppermost city, heavy buildings and towers of sturdy, soot-stained trollkin stonework are fixed firmly into the rock facing of the dark mountain. Below this, stacked structures, walls upon walls, and tottering buildings of crumbling masonry sprawl haphazardly in a chaotic maze. The sigils of Lord Toruk are omnipresent in Skell, as are his black churches from which ominous chanting is frequently heard. Indeed, the subtle power of Toruk's blighted aura can be felt as a palpable haze in the very atmosphere, and the air is often filled with falling or dancing ash that newcomers mistake for snow. Few citizens of Skell are not "touched" in some way by the presence of the dragon, be it a patch of scaled skin, or a slight glow in the eyes even in absolute darkness. Trade and commerce can be found in Skell, but often conveyed in hushed tones and with furtive glances—murder and poison are legitimate tools of persuasion in this dark, twisted place.

The gateway to Cryx is the port city of BLACKWATER, and virtually all commerce, slaves, soldiers, and trade passes one way or another through this city. Blackwater is an extremely busy and bustling town, particularly along the waterfronts that are filled with frantic activity both day and night. It is not uncommon to see cadaverous thrall slaves unloading ships or stacking boxes in the guarded warehouses along the wharves. Structures rim the shore in a crescent around the bay and the waters do not hinder the city's sprawl as floating buildings and walkways bobble upon the dark waves of the frothy harbor waters. Arguments and open brawls are common on the streets and walkways of Blackwater, and many a dispute ends with bodies tossed into the water to be eaten by sharks or saltwater dragon fish, or fished out by servants of Cryxian necromancers. Bodies are just another good for trade in this town, and only the dark-robed priests of Toruk can walk these streets without fear of molestation.



Scharde

PEOPLE OF THE SCHARDE ISLANDS (CRYX MAJORITY).

POPULATION: 317,000 (273,000 SCHARDE ISLANDS; 44,000

OTHER KINGDOMS)

"Make no mistake, the Scharde walk a land of nightmare, and those who are not strong die an early death. They respect strength above all things, save perhaps freedom, although true freedom to most Scharde is something unknown. I speak mainly of the freedom of the open sea. Scharde are rarely comfortable in crowded cities, restricted by strange laws.

"The term Scharde itself is a term of locality more so than pedigree, as

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RHUL

THE DWARVES OF RHUL REPRESENT THE OLDEST CIVILIZATION OF THE REGION, UNITED UNDER THE PRECEPTS LAID DOWN BY THEIR PROGENITORS.

GHORD is rightfully considered one of the wonders of Immoren. This is an enormous sprawling city of stonework, much of it ancient and of remarkably brilliant construction. The towers and great halls of Ghord extend like a seamless construction from wall to wall and building to building. Only a dwarf can tell where one clan stronghold begins and another one ends. Ghord is the home of the Moot of the Hundred Houses, and all thirteen of the Stone Lords who protect Rhul keep their clans here. Every dwarven clan aspires to dwell in Ghord, and every dwarf dreams of eventually dying and being buried there. It is said many of the oldest buildings bear the marks of the Great Fathers themselves, for it was here that they first came to Caen and sired the dwarven race.

ULGAR is the only other "proper" dwarven city by their reckoning, the younger sister city to Ghord. Many dwarves await the day when the buildings of the two cities fill the gap between them and they become one great unified city. Ulgar was originally founded to take advantage of a series of rich mines to the east of Ghord, and it has developed as a substantial lake port in its own right. The fishermen and farmers along the banks near Ulgar are responsible for feeding many of the clans of Rhul that have taken up residence in the less hospitable areas of the Glass Peaks.



they're not true bloods of any one ethnicity, but rather a motley assortment of mongrel bloods, outlaws, exiles, madmen—for lack of a better word: scum. The majority of them reside on the dark isle of Cryx, which isn't considered a part of the Iron Kingdoms, as you know. Indeed, the Scharde were never invited to attend the Corvis Treaties, not that they ever cared to. They were even untouched during the days of the Orgoth long ago, perchance considered too base of a people to sully those old conquering swords and speartips, I know not, but more likely the Orgoth feared challenging the Father of All Dragons. Indeed, the fear these people inspire is largely due to Lord Toruk, the mighty Dragon King, who along with his immortal generals are served by virtually every Scharde of the islands, together with fell trollkin, evil ogrun, wild bogrin, and who knows what else!

"I recall a band of Scharde rascals I ran with for a time years ago, during a mission in Blackwater. I was forced to adapt quickly. It was that or death, to be sure. There was this ritual of matching insults, whereby the biggest mistake is actually showing anger. If insulted, it was best to smile and give back the better, unless you want to face off with blades, and you'd best be handy because Scharde babes are said to hack their way out of the womb with blades in both hands, and I damn near believe it."

—GK

APPEARANCE

The people of the Scharde Islands are tall and physically fit. They have dark olive skin, black hair, and resemble large Tordorans. The men are often rugged and handsome, if weath-

ered and grim. Their women are just as attractive, although intimidating for their height and directness.

TRADITIONAL WEAPONS

All manner of blades are popular with the Scharde, the more exotic the better. Curved and barbed swords and daggers are particularly popular, and are often decorated with dragon heads and talons in homage to Lord Toruk.

PREFERRED ADVENTURING CLASS

Fighter: Most Cryxian privateers and even merchants are skilled fighters, or multiclassed fighters along with their primary class. Rogues are almost as numerous, and rogue/fighters are a popular combination.

Popular Starting Feats: Ambidexterity, Iron Will, Two-Weapon Fighting

Automatic Class Skill: Intimidate

Skill Bonus: Swim +2, Innuendo +2, Profession (sailor) +2

RACIAL TRAITS

- **Optional Ability Adjustments:** Constitution +2, Charisma -2, socially isolated (-2 racial penalty to Bluff, Diplomacy, Gather Information, and Sense Motive when dealing with non-Scharde)
- **Average Height (Weight):** Men—6'1" (190 pounds), Women—5'7" (155 pounds)

Noted Scharde men: Waldron Derwyn (Clr9), grim priest of the Dragon Lord Toruk; Cul the Scarred (Brb7/Clr4), shaman and leader of a harried barbarian tribe occupying one of the northern islands; Corlberg "the Cobra" Thayer (Ftr11), Cryxian exile now mercenary general in southern Khador, leading a rag-tag army of cutthroats called the Bloodwolves.

Noted Scharde women: Devlin Bragg (Ftr10), privateer captain of Cryx known for feats of great daring; Orla Vinton (Rog5/Ftr2), successful smuggler of goods and influential Cryxian merchant.

Automatic Languages: Cygnaran (spoken – "Scharde Tongue" dialect), Molgur (spoken). **Bonus Languages:** Cygnaran (written), Molgur (written), Ordic, Khadoran.

OTHER PLAYABLE RACES

Dwarves, "Rhulic"

POPULATION: 2,200,000 (2,000,000 RHUL; 120,000 CYGNAR; 40,000 KHADOR; 23,000 ORD; 15,000 LLAEL; 2000 OTHER)

"Dwarves are not so dissimilar from hard working men and women, and it's clear why the two races have coincided agreeably since the Rebellion. Rhulfolk are intelligent, industrious, and skilled at the civilized arts, particularly construction, stonework, metalwork, and mechanika. They are no strangers to the arcane, claiming to have mastered magic long before humanity learned its secrets, yet using it sparingly and carefully by way of rules and tradition. The Rhulic credo forbids them from solving problems with magic when they can be solved with ingenuity and hard work.

"Rhulfolk I've met in my day are as every bit as varied as humanity, by and large a jovial people, full of vigor and enthusiasm, embracing the joys of life and taking pride in their own accomplishments, as well as those of their ancestors and offspring. Their capital of Ghord is breathtaking, with its tall towers, arching bridges, and interconnected clan estates. As you can gather, I liked these people more than I expected during my

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visit—although it's fortunate they had no clue as to why I was actually there, else I'd likely go by 'Gavyn No-Hands' these days.

"Undeniably, they have an odd society based on eons of tradition, with rigid laws upholding the Rhulic precedent of order. Most days, this order is maintained, but it was made clear to me they've not lost the edge of battle in the least as, more than once during my stay, permissible feuds between rival clans erupted within the city. It startled me how brutal these can be—perhaps it is because the combatants have no fear of killing or dying for a cause they feel is just. This is considered an honorable thing.

"Oh, one last word of advice: no matter how curious you are, avoid the Moots—sheer torture, young friend, unless you are possessed of far greater patience than myself."

—GK

APPEARANCE

Dwarves are a short race, even the tallest standing less than 5 feet. They are typically burly and thick through the middle, and most have tan to dark complexions, with hair and eye color that varies as much as humanity's. Beards have no particular significance to the dwarves of Rhul and, although they are popular, not all dwarven men wear them. Female dwarves are slender in proportion to males, although also wiry and strong. Contrary to rumor, many female dwarves are quite attractive in their own way, and have no more facial hair than human women.

TRADITIONAL WEAPONS

Rhulic fighters pride themselves in being versed in many weapons. The three most sacred melee weapons are the axe, blade, and hammer, as instructed by three of the Great Fathers who were masters of those weapons. They have also taken to firearms as readily as humanity, and both pistols and rifles are in abundant use. They have great ingenuity, and several clever types of firearms are in testing by their best craftsmen and engineers. In addition to firearms, dwarves also prefer crossbows as ranged weapons.

FAVORED CLASS

The favored class for purposes of multiclassing is Fighter—per the PH. Multiclassed fighters are common among dwarvenkind.

RACIAL TRAITS

- Average Height (Weight): Male-4'9" (125 pounds), Female-4'4" (80 pounds)
- Oathbound: Dwarves of lawful alignment (the vast majority) take their oaths seriously and have been conditioned over millennia to obey them. For that reason, a formal oath taken by a dwarf is treated as if a *geas*/quest spell with all the repercussions. Dwarves of non-lawful alignment do not have this restriction (although they may pretend to). The term "oath-breaker" is one of the worst insults to a dwarf.

Except as noted, dwarves of Rhul are identical to dwarves in the PH regarding ability scores, skill bonuses, and other abilities, the primary difference is that dwarves of the IK have shorter life spans (see table below).

Noted Rhulic males: Gamack Redhammer (Ftr8/Exp3), inheritor of the famous Engines East of Corvis, exiled along with his brother from Rhul for reasons unknown; Golrick Dorgun (Exp12/Ftr4), master builder for Clan Dorgun in Ghord, confined to a high tech "wheelchair" of sorts.

Noted Rhulic females: Ulave Icehold (Clr5/Ftr7), wandering adventurer and part-time mercenary investigating the cult of



IOS

AN ENIGMA TO OUTSIDERS, THE ELVES OF IOS HIDE WITHIN THEIR ISOLATED FOREST KINGDOM AND PLOT TO ESCAPE THE DOOM OF THEIR RACE.

SHYRR is perhaps the most vibrant and beautiful city of western Immoren that no one outside its inhabitants ever sees. The capital of Ios is ancient and exceedingly preserved, and only the dwarven capital of Ghord can claim a longer history. Despite the efforts of its citizens, it is a city on the decline, and the efforts to maintain its oldest buildings and works of art seem desperate and doomed to failure. Yet, for now, this "city of lights" is a sight to behold, particularly in the evening when it is illumined by countless colored lamps of singular artistry. Originally devoted to the Vanished goddess Lacyr, this is now the home of Scyrach, who is kept hidden and isolated in the sanctuary of the Fane at the center of the city. Even the palaces of the ruling nobles of Ios cannot rival the Fane in grandeur, nor the palpable presence of the ailing goddess in their midst.

IRYSS is another of the original great cities of Ios that has survived the centuries. This city was originally the home of Scyrach before the exodus of the elven gods, and her old Fane has remained here even though the goddess relocated to Shyrr on her return (some inhabitants believe Scyrach spends part of the year in Iryss, although this has never been confirmed). The outlying sections of Iryss have suffered in recent centuries, and many have been abandoned to decay, only inhabited by the poor or criminals, yet the heart of the city is vibrant and thrives as the trade hub of the elven kingdom. This is also as far as most non-elves have traditionally been allowed to venture into Ios, and only the most trusted humans are let within its gates.



Cyriss; Gedine "Softshadow" (Rog4/Lrk8), respected Lurker of the "brotherhood," frequently hired for missions outside Rhul by the Stone Lords.

Automatic Languages: *Automatic: Rhulic, Cygnaran (spoken). **Bonus Languages:** Cygnaran (written), Llaelese, Khadoran, Dol-Rhul.

* Dwarves born outside of Rhul may have the language of their birth kingdom at the DM's discretion. They might not automatically be literate in Rhulic, depending on their education.

Elves of Ios, 'Iosans'

POPULATION: 820,000 (800,000 IOS; 8,000 CYGNAR; 5,500 LLAEL; 4,000 KHADOR; 2,000 ORD; 500 OTHER)

"Do not underestimate the willingness of Iosans to go to any length to preserve their isolation. What I know of Ios has been gleaned from tidbits by exiles and those few who deign to dwell among humanity. They are an ancient people, civilized well before humanity, and they don't consider us particularly civilized even now! Certainly they are paranoid and unfriendly toward other races, especially humans. Even the dwarves have had but a trickle of contact with them in their many centuries of shared history.

"Iosans are an exceptionally well-educated, intelligent race, with a deep and exhaustive knowledge of the arcane. They do not appear to be particularly hardy, with thin, almost frail bodies, yet they are clearly

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versed in the arts of war. Like Rhul, Ios has never been successfully invaded, despite being greatly outnumbered. They are masters of ambush, tactical use of terrain, and misdirection, and their powerful wizards give them a considerable advantage.

"A few thousand elves live outside of Ios, some of whom I've known, and I should say that if you ever meet one outside of Ios willing to swap stories in a friendly fashion, these are most likely exiles—elves open minded enough to befriend other races are an aberration indeed."

—GK

APPEARANCE

Iosans are of similar height to the average human but more slender of build, with graceful limbs and attractive features—including prominently pointed ears. Most elves of Ios have dark olive complexions, with dark hair and eyes, and long hair is the norm for both sexes.

TRADITIONAL WEAPONS

Favored melee weapons among the elves have always been the pairing of the longsword and the short sword, an ancient fighting form they call ryssso-lorr (old Shyr for 'long and short'). Many elves will only wield these weapons, although others have adapted to a variety of martial implements. Daggers are common among those inclined toward stealth, and some formal guards prefer polearms. Elves are not strangers to firearms. Although they have been slower to adopt these weapons than the dwarves, they do have pistols and rifles of their own design that are generally less bulky than human or dwarven equivalents. Among most elves the longbow, however, is considered the more elegant and noble ranged weapon, along with its stealth advantages.

FAVORED CLASS

Favored class for purposes of multiclassing is Wizard—per the PH. Elven wizards are relatively common, but expected to be cautious with their powers, and are wary of human wizards and what they consider to be incautious use of mechanika. Elves have a particular knack for divination, and diviner specialists are respected. Many elven wizards only study the arcane arts for a few levels before progressing to another class.

RACIAL TRAITS

- Average Height (Weight): Male—6' (150 pounds), Female—5'7" (110 pounds)
- Elven casters are particularly skilled at divination magic. All elven casters receive the Spell Focus (Divination) feat for free. In addition, they receive a +2 racial bonus to Scry checks.

Except as noted, these elves are exactly identical to elves in the PH regarding ability scores, skill bonuses, and other abilities, the primary difference is elves in the IK are considerably taller, and have shorter life spans (see table below).

Noted Iosan males: Attendant Avross Larisar (Clr17), one of the leaders of the traditional Fane of Scyrh in Shyrr; Glyssor Syviis (Rog6/Ftr7), influential elf in Shyrr's underworld suspected as one of the leaders of the Retribution of Scyrh.

Noted Iosan females: Falcyr Larisar (Wiz3/Ftr8), wife of Avross and retired sword-maiden of the Warders of the Southern Vale; Dahlia (Div16), powerful divination specialist currently living in Corvis, perhaps a member of the Seekers sect.

Automatic Languages: *Shyr, Cygnaran (spoken). **Bonus Languages:** Cygnaran (written), Llaelese.

* Elves born outside of Ios may have the language of their birth kingdom at the DM's discretion. They might not automatically be literate in Shyr, depending on education.

Half-Elves

"You may have heard stories of humans and elves falling in love and having children. It almost never happens. Half-elves are rarely seen in the Iron Kingdoms, and with good reason. I've met exactly one in all my travels. There are no villages of half-elves, and from what I've been told there are none in all of Ios. Who knows why, except for the fact that the elves are so opposed to humans living among them that such a thing as a half-elf is considered a deformity of their nature. I've heard it said these pregnancies have a high mortality rate as most half-elven 'offspring' are stillborn, but in the unlikely event a half-elf is born, I imagine the immediate family faces direct exile...or worse."

—GK

APPEARANCE

Half-elves look as described in the PH, sharing traits of both human and elven ancestry. Their height and weight is similar to their human parent, albeit impacted by their elven blood inasmuch as they tend to be lighter of frame. In other respects the human half of the equation tends to be dominant, except for the pointed ears and finer bone structure.

TRADITIONAL WEAPONS

There are no particular weapons favored by half-elves, and they will follow the example of the human culture of their upbringing.

FAVORED/PREFERRED CLASS:

As described in the PH, half-elves multiclass as humans, however they do not get the advantage of a preferred class bonus per the culture where they were raised, as that is a human-only benefit.

RACIAL TRAITS

- Average Height (Weight): Half the difference between the elven average and the human subculture average. For example, a Morridane half-elf's average Height (Weight) is 5'8" (150 lbs).

Except as noted, half-elves are exactly identical to half-elves in the PH as racial traits, the primary difference is that half-elves of the IK have shorter life spans (see table below).

LANGUAGES AND NAMES:

Per culture of upbringing.

Winter Elves, 'Nyss'

RARE AND ISOLATED ELVES OF THE NORTHERN MOUNTAINS.

POPULATION: 10,000 (9,500 KHADOR; 500 OTHER)

"When I first heard of the 'winter elves,' I assumed they were a peculiar and remote community of Iosans choosing to settle in northern Khador rather than the sheltered forests of Ios, for whatever reason. Intrigued, I conducted more study, sending inquiries to the one of the field's experts, a Professor Pendrake of the renowned Corvis University. Despite his missives, more obscurities reared up than revelations, and I was left with many questions to ponder, most of which remain unanswered to this day. Obviously these Nyss, as the Professor called them, are far from the top of my list of inquiries, but I suppose I'll be heading northward soon enough.

"Still, I'll tell you what little I know. These Nyss comprise a very dis-

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tinct, completely unique culture and appearance, they are every bit as territorial and brutal to intruders as the Iosans, with little to no interest in other races. Tall and physically robust, they are terribly fierce on the field of battle. Curiously, they have no interest in formal arcane study, thus no wizards exist among them, but sorcerers and priests are much respected and keep a close relationship with one another for some peculiar reason.

"They live simpler lives than their southern relations, comprised of semi-nomadic clans of hunters, warriors, and shaman called 'shards.' If you're so bound to go among them, venture deep into the icy crags above Khador and seek beyond the monoliths called 'winter stones,' for you will rarely see Nyss outside of their homeland. They are hostile to all outsiders, so go with your weapons bound and take a gift of some martial significance. Some do venture south into the lands of man from time-to-time, but these are often sworn to never speak of their homeland upon fear of death 'by the hand of their god, Nyssor.' Avoid them if you can for now, young friend."

—GK

APPEARANCE

Most males stand over six feet in height, females a few inches under. They have taut skin, ashen as bone, and hair black or pale with eyes of steely blue and sometimes violet and amber. Female Nyss favor long hair, often tied back or braided, and engage in an unusual custom of keeping their hands gloved at all times around strangers. The women avoid direct contact with any individuals except their chosen mate, and to touch a female Nyss without permission is a grave breach of hospitality, often provoking animosity.

TRADITIONAL WEAPONS

The Nyss do not train in a wide variety of weapons, mostly utilizing their traditional runic

claymores (greatswords), long and short bows, and short swords. Many of their weapons are ritually covered in Aeric runes, with the names of past owners or famous ancestors. The Nyss claymores are particularly important to their culture, masterwork, and half the weight of human greatswords. Once a Nyss is given such a blade he is expected to keep it his entire life. Note: usage requires the Exotic Weapon Proficiency feat for non-Nyss.

FAVORED CLASS

Favored class for multiclassing is Ranger.

Automatic Class Skill: Wilderness Lore

Skill Bonus: Listen +2, Spot +2, Hide +2

RACIAL TRAITS

- +2 Dexterity, -2 Wisdom. Nyss are nimble and graceful but prone to impulsiveness over forethought.
- Proficient with Nyss claymore and longbow: Nyss train with these ancestral weapons from youth. Because of its special design, the Weapon Finesse feat may be applied to the Nyss claymore (a two-handed weapon).
- +4 racial saving throw bonus vs. cold-based spell attacks, but -2 racial saving throw penalty vs. fire or heat based attacks.
- Nyss have regular vision (not low-light vision), nor do they share other attributes of regular elves in the PH except as listed here (no innate sleep immunity, enchantment resistance, etc.).
- Nyss are resistant to the effects of cold weather and do not suffer penalties for cold conditions until 40



TO THE DELIGHT OF GOBBERS EVERYWHERE, THE TWO STRONGEST OF THE CIVILIZED RACES—OGRUN AND TROLLKIN—are prideful and ever eager to prove who is most powerful. Feats of strength are inevitable when these two races meet, and cunning gobbers often try to use this to the advantage of their purses, much to the chagrin of tavern keepers everywhere.

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degrees lower than normal. For example, they experience cold conditions at 0 F and extreme cold at temperatures of -40 F and below.

- Nyss are particularly vulnerable to hot weather when wearing armor heavier than studded leather, suffering as if enduring hot or extreme heat conditions at 20 degrees lower than others. For example, they experience hot conditions in temperatures greater than 70 F (instead of 90 F) and extreme heat in temperatures greater than 90 F (instead of 110 F).
- Social Isolation: Nyss characters suffer a -2 penalty on any social skills (Bluff, Diplomacy, Innuendo, etc.) when talking to non-Nyss due to unfamiliarity with customs and foreign manners. This penalty is increased to -4 when dealing with Iosans (due to strong prejudice). At the DM's option these penalties can be reduced after prolonged time outside of the homeland.
- Average Height (Weight): Male-6'2" (175 pounds), Female-5'8" (115 pounds)

Noted Nyss males: Thale Vryr (Ftr6), exiled son of one of the northern shard-lords, scorned by his people for an unspoken crime, now a sell-sword in Merywyn; Bres Asyr (Clr7/Sor8), thorn in the side of trade emissaries from Skirov, an elder of the Nyss who despises humanity and advocates isolation.

Noted Nyss females: Lanae Ryssyll (Sor8/Rgr3), spell-weaving tracker often seen in the Malgur Forest and the villages along Lake Gravewater; Feen Breyr (Rog5/Ftr6), reputed assassin and suspected worshiper of Thamar, last seen aboard a vessel near Ohk with a crew of Satyxis pirates.

Automatic Languages: *Aeric (spoken only). Bonus languages: Aeric (written - clerics & sorcerers only), Khadoran (spoken only), Cygnaran (spoken only), Shyr (spoken only).

*Nyss raised outside of their homeland may have the language of that kingdom at the DM's discretion, but only clerics and sorcerers are likely to be literate.

RACES WITHOUT NATIONS

Gobbers, ogrun, and trollkin are often lumped together for many reasons. They are distinct and different species but share some common history and are frequently found in one another's company. Unlike humans, elves, or dwarves, none of these races have their own nation or kingdom. This has often put them at odds with the more dominant races and forced them to adapt in order to survive.

The ancient ties between these races can be seen in their shared religious beliefs. They share the same basic creation myth, believing their primal "father" was the Devourer Wurm, and their primal "mother" was a goddess named Dhunia. The second interesting tie is the shared language of Molgur, which is also the language of most remaining human barbarian tribes.

GOBLINS Common Gobbers

THE MOST CIVILIZED GOBLINS, FOUND ACROSS THE IRON KINGDOMS. POPULATION: 520,000 (265,000 CYGNAR; 175,000 KHADOR; 40,000 ORD; 10,000 LLAEL; 30,000 OTHER)

"Everyone has their own opinion of gobbers, and it's only been a couple of generations since they've become widely accepted by humanity. Llael is quite backwards concerning gobbers, and in the outskirts they are often killed on sight if they get too close to human towns or villages. I've heard things are as bad, or worse, in the Protectorate. Otherwise the rest of the

Iron Kingdoms are relatively used to civilized gobbers and tolerate them, so long

"RIGHT, BLOKES. WE'RE READY THEN?" ASKS GALT BAINBRIDGE OF HIS RAVENWATCH COMPANIONS, THOLRICK OF CLAN BELGRE AND OGRUN BOKUN GORLU THAGROSH.

ON THE OTHER SIDE OF THE WALL, HALF-A-DOZEN BANDITS HAD PICKED THE MAGISTRATE OF CORBHEN CLEAN OF HIS JEWELS AND IT WAS HIS NIECE'S BIG BLUE EYES THAT HAD MADE GALT DRAG HIS COMPANIONS INTO THE MOORS.

"BLOODY SCAVS," MUTTERS THOLRICK.

"LET'S DO IT!" GORLU HEFTS HIS AXE AND NODS HIS ASSENT. "READY TO REND," THE OGRUN GRINS.



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their adopted clan as any dwarf, and I once observed a feud—somewhat safely from behind an armored bulwark, mind you—in which ogrun fought alongside their dwarven lieges, and I must say it was a most rousing display. But rather than regale you with gratuitous tales of violence, much of which you'll see firsthand in this trade, we must continue...

"Those ogrun living outside of Rhul prefer mountainous terrain for their settlements, and they are rarely seen in human cities, as most humans still view them as savages—a bit part they still play to the hilt, using it much to their advantage when employed as bouncers, bodyguards, and all that. In human lands, they are most commonly seen in Khador or Cygnar, and rarely in the other kingdoms.

"In spite of being highly independent, ogrun are remarkably loyal once they have sworn an oath to a leader. I don't understand the particulars, but honor is a thing taken seriously; perhaps it is something to do with their religious notions of reincarnation and family debts. Most adventuring ogrun are bokur, which means 'unsworn,' as they have not yet given their oath of fealty to what is called a korune, or 'lord' in Molgur-Og. Being bokur is acceptable for young ogrun learning their place in the world and honing their skills, but they are expected to eventually choose a leader or become korune themselves."

—GK

APPEARANCE

Recognizing an ogrun is easy, as they tower over other races, standing at least 8 feet in height, sometimes 9, with long arms, strong hands, and muscular bodies. Ogrun do not grow much facial or body hair and have flat noses and pointed ears. Female ogrun are certainly smaller than males, although still well over 7 feet tall and

large of frame, with more angular facial features. Unlike most males, female ogrun are not bald but keep their hair very short.

TRADITIONAL WEAPONS

The halberd is the most popular ogrun weapon, which they are able to wield in one hand. They are fond of other polearms as well, enjoying the reach and additional tactical options they provide. The most common missile weapon is the heavy crossbow, although some ogrun employ longbows or firearms with the notion of the bigger, the better.

ALIGNMENT

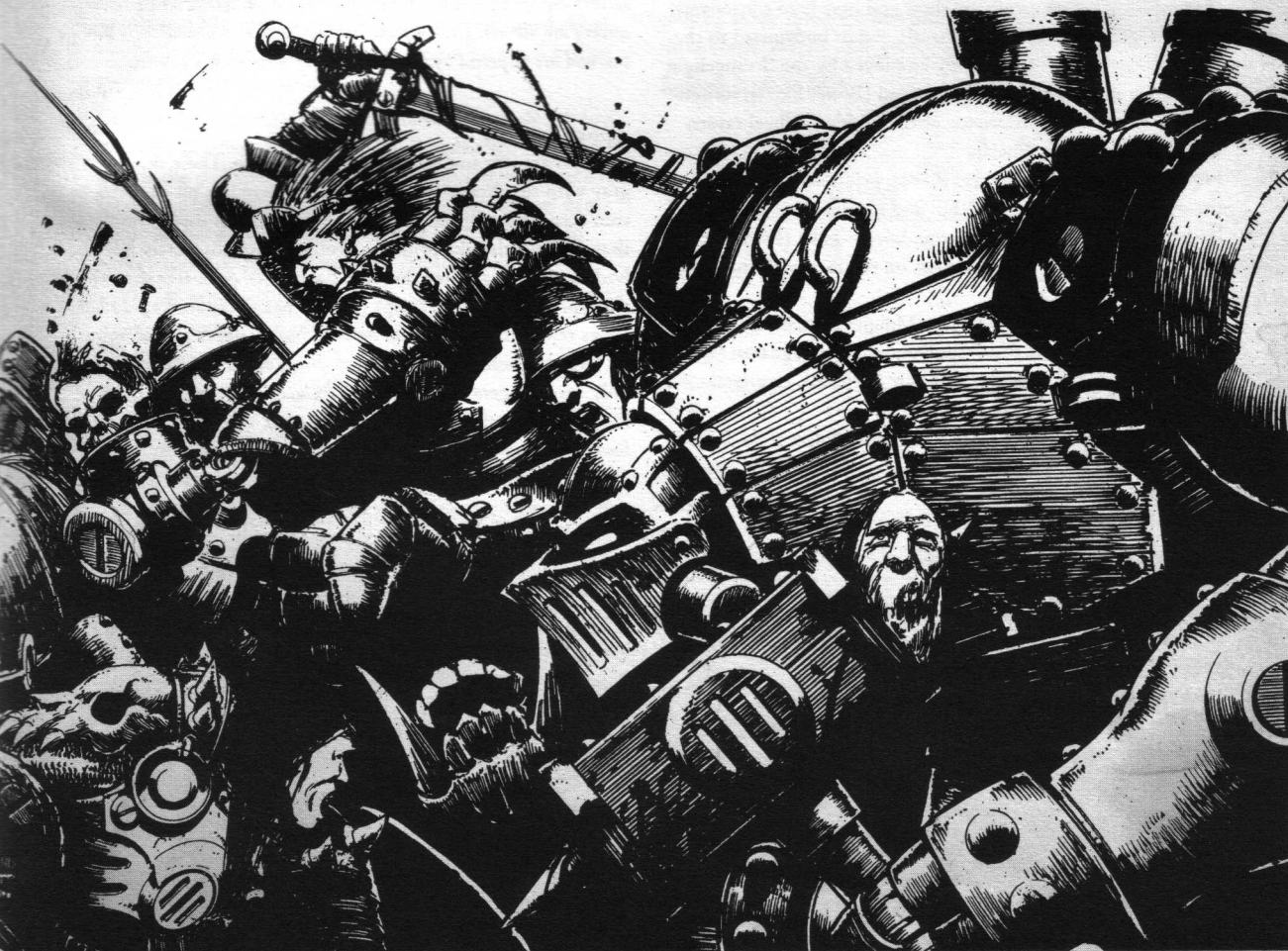
Almost all ogrun are chaotic alignment, despite their unique code of honor. They are born individualists and do not believe in complicated laws or social structures. Even when sworn to binding pacts they attempt to serve the good of their leader by whatever means necessary, and have a habit of disobeying specific orders. Those living in Rhul are mostly chaotic good, while those of the Scharde Islands are mostly chaotic evil. Other alignments are rare, but ogrun are not excluded from them.

FAVORED CLASS

Barbarian

Automatic Class Skill: Intimidate

Skill Bonus: Intimidate +2, Craft +2 (any craft involving working metal)



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RACIAL TRAITS

- +4 Strength, -2 Intelligence, -2 Wisdom. Ogrun are exceptionally strong, but are generally not well educated and have poor natural intuition and analytical capability.
- Large: As Large creatures, ogrun PCs have a -1 size penalty to AC and a -1 size penalty to attack rolls. They may use large weapons in one hand or huge weapons in two hands. They have twice the carrying capacity compared to Medium-sized creatures (but have a hard time with human doorways and furniture).
- Ogrun base speed is 40 feet.
- +2 natural bonus to AC as their skin is tough as leather.
- Proficient in any one type of polearm (usually halberd) regardless of class. Young ogrun are always trained in the use of the traditional weapon of their family.
- Once an ogrun swears fealty to a leader or cause, they are virtually incapable of betraying those oaths (with similar penalty as *lesser geas* if they do). They can choose to disobey specific orders but in all other ways must act in the best interest of the sworn leader or cause.
- Bonus Hit Die: Ogrun start with +1 Hit Die at 1st level.
- Level Adjustment +1: Ogrun are slightly more powerful and gain levels more slowly than other races of Caen.
- Average Height (Weight): Male-8'2" (450 pounds), Female-7'6" (330 pounds)

Names: Most ogrun names are short and have hard consonants. **Noted Ogrun males:** Tokol (Ftr10), sworn bodyguard to the dwarf Bornal Dungot, currently employed by the Strangelight Workshop in Ceryl; Koluk Stonehand (Bbn7/Exp2), retired mercenary and now proprietor of the Golden Wheel tavern and gambling hall in Fharin.

Noted Ogrun females: Dekri (Clr8), priestess of Dhunia in the mountains of southern Rhul and matriarch of one of the largest conclave allies of the Stone Lords; Tilka (Ftr3/Exp5), smith specializing in fine cannons, on retainer with the Cygnaran navy in Caspia.

Automatic Languages: *Molgur (Molgur-og dialect, spoken only), Rhulic (if from Rhul, spoken only) or Cygnaran (spoken only). **Bonus Languages:** Molgur (written), Cygnaran (written), Rhulic (written), Khardic.

*Ogrun may have the language of their birth-kingdom at the DM's discretion. Most ogrun are not automatically literate, but can spend a point for literacy as a bonus language.

RACIAL FEAT

Stronghammer Smith [General]

This racial feat is not possessed by all ogrun, but many smiths of this race learn techniques allowing them to take advantage of their great strength.

Prerequisite: Str 15+, Int 8+, ogrun only.

Benefit: This feat allows an ogrun to apply his Strength modifier to any Craft (blacksmithing, armorsmithing, or weapon-smithing) check. The Strength modifier is cumulative with any Intelligence bonus or penalty and is also cumulative with the racial bonus to metal Craft checks.

Trollkin

POPULATION: 415,000 (250,000 CYGNAR; 125,000 SCHARDE ISLANDS; 25,000 KHADOR; 15,000 OTHER)

"Trollkin have become more accepted within the last few decades, and are now a reasonably common sight in some cities, those of Cygnar in particular. Their battle prowess is frightening, readily enabling work as bodyguards and soldiers. Aside from battle, they are also skilled laborers, and I am always impressed with their knack for carving stone. Granted, their work isn't as refined as that of the dwarves of Rhul, as trollkin prefer their buildings plain and somewhat coarse, but trollkin stonework is built to last.

"I have also been impressed by how remarkable trollkin voices are; they are capable of singing powerful songs, and sustaining a difficult note—often impossible ones for human throats—without effort. A chanting technique among males, termed 'fell calling,' is a unique dirge that has an ominous quality, inducing actual physical effects.

"Trollkin have an enthusiasm for the culinary arts, but I recommend other races avoid the 'delights' of trollkin cooking, for their ingredients include many poisonous substances. Bloodline is of paramount importance to any trollkin, often indicated by a particular type of favored tattoo, as well as other traditions. Breeding with a different bloodline is taboo, although I'll admit I was not eager to discuss their mating habits in detail. Heh.

"...Oh yes, I have encountered trollkin that I presumed were afflicted somehow with a wasting disease because of their ashen skin and frail appearance, but I learned that trollkin with the power of sorcery are born physically unlike their kinsmen. Those who pursue sorcery are albinos, given ceremonial blue tattoos to denote their status, and are respected by other trollkin for their arcane abilities."

—GK

APPEARANCE

Trollkin are just under 7 feet tall on average. Their skin is gray with touches of blue and green. There is a bit of variation across bloodlines in appearance, points of distinction that individuals take pride in. Trollkin have absolutely no body hair, though they do often have thick quill-like growths that spring from their scalps (sometimes these are kept, other times removed.) They have neither visible noses nor ears, but do have ear-holes on the sides of their heads. Hands have only three fingers and a thumb. Trollkin sorcerers are born looking distinctly different than others, being albinos and a foot shorter on average. Aside from being considerably shorter and less stocky, female trollkin look quite similar to males and are sometimes mistaken by other races for adolescent males. They sometimes pierce their upper lip with one or more small rings.

TRADITIONAL WEAPONS

There is no one specific weapon strongly associated with trollkin, although axes of all sizes are particularly popular.

Trollkin use all manner of weapons—blades, maces, hammers, spears, and others. Firearms are sometimes used by the rare trollkin who can afford them, pistols more so than rifles because most trollkin prefer to get up close and personal for a kill. Melee is much preferred to ranged attack; killing at a distance has long a cowardly connotation within trollkin culture. Their large fingers may require human made firearms to be modified to be used properly.

Races of Western Immoren

as they follow the local laws and behave themselves.

"Even where accepted however, there are still lingering prejudices, and many people consider them nothing more than thieves, beggars, and scavengers; a notion not very far from the truth in some cases. They make exceptional thieves due to their small size and the camouflage qualities of their skin. The fact is their culture doesn't emphasize property rights as other races do, and this has gotten them into more than their share of trouble.

"Besides thievery, gobbers do have some redeeming skills, such as mechanical repair, alchemy, and an assortment of crafts, and a number of alchemy and machine shops across the kingdoms have noted these aptitudes, taking in gobbers as assistants or skilled workers. 'A man's trash is a gobbler's treasure' is an adage often spoken throughout the kingdoms, and I daresay a cultural credit to either their ingenuity or scavenging ways, depending on the speaker."

—GK

APPEARANCE

All gobbers are hairless, with large feet, big pointy ears, and nimble hands. Gobbers have smooth greasy skin, which has the unique property of changing colors like a chameleon, and this works best if they're naked or wearing very little. Their natural skin tone is greenish gray. They are generally just over 3 feet tall, give or take a few inches. Female gobbers have narrower faces and longer ears, and sometimes paint abstract whorls and patterns on their cheeks and arms as a type of cosmetic.

TRADITIONAL WEAPONS

Gobbers prefer small bladed weapons like short swords, daggers and knives. They are also fond of darts and blowguns. Better armed gobbers are likely to wield light crossbows or even a salvaged firearm if they can afford one or find an old broken one to repair. Due to their size, gobbers prefer smaller pistols and don't have much use for rifles (or would need specially made ones).

ALIGNMENT

Most gobbers are neutral in alignment, being somewhat selfish but not inclined to malicious deeds. They can be of any alignment, and incline more toward chaos than law.

FAVORED CLASS

Rogue.

Automatic Class Skills: Alchemy and Hide

Skill Bonus: Alchemy +2, Escape Artist +2, Move Silently +2

RACIAL TRAITS

- +2 Dexterity, -2 Strength. Common gobbers are nimble but not as strong as some races.
- Small: As small creatures, gobbler PCs gain a +1 size bonus to AC, a +1 size bonus to attack rolls, and a +4 size bonus to Hide, but must use smaller weapons than humans use. Carrying capacity is 3/4 that of Medium creatures.
- Gobbler base speed is 20 feet.
- Low-light vision: Gobbers can see twice as far as a human in starlight, moonlight, torchlight, or similar conditions.
- +1 racial bonus to saving throws vs. poison.
- Camouflage: Gobbers can blend into their surroundings by subtle changes in skin color. This grants a +4 maximum bonus to Hide checks, adjusted lower depending on how much skin is covered (+4 for virtually nude, +3 for 25 percent covered, +2 for half covered, and +1 for 75 percent covered.) Certain

gobbler items like their alchemically treated ponchos allow the full +4 bonus.

- Average Height (Weight): Male-3'1" (35 pounds), Female-3'0" (32 pounds)

Names: Both gobbers and bogrin enjoy exceptionally long and complex names, but generally abbreviate them to the first syllable except on formal occasions.

Noted gobbler males: Gortralokanomok "Gort" (Rog2/Exp3), assistant to the gunsmith Angmar Pitt in Corvis and a skilled craftsman in his own right, adept at making high quality firearm ammunition.

Noted gobbler females: Megrendaggananegg "Meg" (Rgr7), a skilled tracker and guide for the Fenn Marsh between Corvis and Mercir.

Automatic Languages: *Molgur (Gobberish dialect), Cygnaran (spoken only). **Bonus Languages:** Cygnaran (written), Ordic, Khadoran.

*Gobbers may have the language of the their birth-kingdom at the DM's discretion.

Bogrin, 'Boggers'

TALL, SAVAGE GOBBERS INHABITING THE MOUNTAINS, FORESTS, AND REMOTE AREAS OF THE IRON KINGDOMS. POPULATION: 510,000 (165,000 SCHARDE ISLANDS; 140,000 KHADOR; 135,000 CYGNAR; 30,000 LLAEL; 20,000 ORD; 5,000 PROTECTORATE OF MENOOTH/BLOODSTONE MARCHES; 15,000 OTHER)

"Much of the traditional distrust of gobbers is due to their ancestral kin, the bogrin, sometimes called 'boggers.' More scattered than the common gobbler, they thrive in all manner of hostile environments, communing in large tribes called 'kriels,' and are particularly fond of mountainous terrain. They are numerous in the Scharde Islands and within the deep mountains of Khador and Cygnar. You can immediately tell the difference between a gobbler and a bogger if you see the two together, as bogrin are larger and thicker and more sinister looking than the runtish goblins, with a ridge of hard bone the length of their protruding skulls and a penchant for ritual scarring.

"Indeed, because of their brutish nature, bogrin are a far more infrequent sight in human cities than the common gobbers, most of them loathing the cities of mankind. The wild majority is extremely territorial and violent, willing to ambush and slay others whenever they feel they have the upper hand and often using traps, poison, and fire to do the deed. Much like their less brutal kin, bogrin are able alchemists and have displayed creativity with flammable substances and gases.

"They are also adept at making weapons and armor, particularly from whatever materials are common to their surroundings. I have a bogrin bone dagger from the Bloodstone Marches I extracted from a past comrade's guts, and it is every bit as sharp as Khadoran steel. Don't fret. He was no student of mine. Just some fool of an innkeeper that insisted bogrin make good hostlers. I tried to warn him otherwise, but to little avail."

—GK

APPEARANCE

Bogrin look similar to gobbers except nearly a foot taller (averaging around 4 feet tall) and weighing half again as much. They have a pronounced ridge of bone along their skulls, starting from the bridge of the nose to the back of the cranium. Female bogrin are slimmer, have narrower faces, and longer ears than the males.

TRADITIONAL WEAPONS

With Bogrin, knives and small blades are always popular. Darts are a common missile weapon, along with light crossbows and short bows, and the rare wealthier or more fortunate Bogrin brandish pistols, as well. Bogrin particularly enjoy fire as a weapon given any excuse.



Races of Western Immoren

ALIGNMENT

The majority of bogrin are chaotic neutral. They are more often evil than good.

FAVORED CLASS

Rogue

Automatic Class Skills: Alchemy and Hide

Skill Bonus: Alchemy +2, Climb +2, Move Silently +2

RACIAL TRAITS

- +2 Dexterity, -2 Intelligence, -2 Charisma. Bogrin are as nimble and stronger than gobbers, but not as clever, educated, or sociable.
- Small: As small creatures, gobber PCs gain a +1 size bonus to AC, a +1 size bonus to attack rolls, and a +4 size bonus to Hide, but must use smaller weapons than humans use. Carrying capacity is 3/4 that of Medium creatures.
- Bogrin base speed is 20 feet.
- Low-light vision: Bogrin see twice as far as a human in starlight, moonlight, torchlight, or similar conditions.
- +1 racial bonus to saving throws vs. poison.
- Camouflage: Bogrin can blend into their surroundings by subtle changes in skin color. This grants a +4 maximum bonus to Hide checks, adjusted lower depending on how much skin is covered. (+4 for virtually nude, +3 for 25 percent covered, +2 for half covered, and +1 for 75 percent covered.)

- Bogrin are very resilient to extremes in temperature, and do not suffer the usual exposure consequences for any temperatures from 0-110 degrees F.
- Bogrin have impaired social skills and suffer a -2 racial penalty to Bluff and Diplomacy checks.
- Average Height (Weight): Male-4'0" (55 pounds), Female-3'7" (45 pounds)

Noted Bogrin males: Gommaganaggatol "Gomm the Invincible" (Bbn11), a vicious bogrin lieutenant in an unscrupulous Khadoran mercenary company called the Blood Sabers.

Noted Bogrin females: Zandriaberaldanek "Zan" (Rog4/Ftr4), has made a name for herself in Five Fingers for being much tougher than she looks, and a decent pick-pocket, as well.

Automatic Languages: *Molgur (Gobberish dialect), Cygnaran (spoken only). Bonus languages: Cygnaran (written), Ordic, Khadoran.

**Bogrin may have the language of their birth-kingdom at the DM's discretion.*

Ogrun

POPULATION: 620,000 (300,000 RHUL; 125,000 SCHARDE ISLANDS; 100,000 CYGNAR; 75,000 KHADOR; 20,000 OTHER)

"I never realized how well dwarves and ogrun got along until I happened upon an ogrun fort near the dwarven city of Ulgar. In fact, ogrun are a common sight even in Ghord itself—often serving various clans as soldiers, bodyguards, or laborers. They take as much pride in the honor of

IN ALL OF WESTERN IMMOREN, THERE HAS NEVER BEEN A MORE WRETCHED HIVE OF SCUM AND VILLAINY THAN THE ISLE OF CRYX. RECENTLY, A LARGE NUMBER OF CRYXIAN RENEGADES DISPERSED FROM HELL'S HOOK IN AN ATTEMPT TO TAKE A CYGNARAN WATCH KEEP ON THE NORTH END OF THE ISLE OF MOROVAN. THEY WERE UNSUCCESSFUL.



Races of Western Immoren

ALIGNMENT

Trollkin tend toward lawful over chaotic alignments. They are most often neutral as regards good or evil, and have a generally selfish but not necessarily hostile attitude.

FAVORED CLASS

Fighter

RACIAL TRAITS

- Regular trollkin: +2 Strength, +4 Constitution, -2 Dexterity, -2 Charisma. Trollkin have abundant fortitude and great strength, but they lack in both physical and social gracefulness.
- Trollkin sorcerers: +4 Constitution, +2 Charisma, -2 Dexterity. Those trollkin born with the power of sorcery are different from others, smaller and less muscular, but with far more force of personality.
- Darkvision 30 feet
- Poison Resistance 4 (see below)
- Improved Healing (Ex): Trollkin do not have true regeneration, but heal at twice the normal rate. If they feast considerably while resting, this healing rate rises to three times the normal rate. Additionally, they can regenerate lost limbs, although at a slow rate (compared to true regeneration). A severed limb that is surgically reattached will heal within 1d6+1 days. A lost limb will regrow within 2d20+30 days. Trollkin die when reduced to -10 hit points just like other races. Trolls also receive a +4 racial bonus to saving throws vs. poison, and a +2 racial bonus to saving throws vs. disease.
- Toughness (Ex): All trollkin are able to shrug off subdual damage. The first X points of subdual damage (where X equals the trollkin's Con modifier) from any one attack is ignored. This ability protects against most subdual damage from hazardous environments as well, although in these cases damage may never be reduced below 1.
- Level adjustment +1. Trollkin are slightly more powerful than most races, and advance more slowly.
- Average Height (Weight): Male-6'10" (280 pounds), Female-6'2" (200 pounds)

Names: Most trollkin have relatively short names with hard consonants. Occasionally, trollkin will adopt the name of their kith or krel as a surname.

Noted Trollkin males: Balasar Tumbrog (Bbn9) notorious bandit leader in the Scarsfell Forest and folk hero among the trollkin of northwestern Khador; Gerlak Slaughterborn (Ftr14), one of the most feared generals of Lord Toruk, responsible for the bulk of the dragon's ogrun and trollkin island skirmishers.

Noted Trollkin females: Nioror (Sor8), a respected sorceress living on the outskirts of Ternon Krag; Jata "Firetongue" Dogalus (Ftr7), bodyguard, chef, and food taster for the mayor of Berck.

Automatic Languages: *Molgur (Molgur-trul dialect, spoken only), Cygnaran (spoken); **Bonus Languages:** Molgur (written), Cygnaran (written), Khadoran. Scharde Islands trollkin

speak the "Scharde Tongue" dialect of Cygnaran.

**Trollkin may have the language of their birth-kingdom at the DM's discretion, but are rarely initially literate.*

Poison Resistance (Ex): All trolls are resistant to poison to a certain degree. This resistance is expressed in a numerical value similar to damage reduction. When stat damage is rolled to determine the effects of the poison, the poison resistance is subtracted from that number. Thus, if a trollkin with a poison resistance of 4 consumes a poison that affected subjects with 1d4 Con damage, then it would be unaffected. If it consumed a poison that did 1d6 Con damage, it might take 1-2 point of Con damage if a 5 or 6 were rolled. Multiple poisons affecting a troll simultaneously are rolled separately (i.e. do not accumulate to beat the resistance); neither are primary and secondary damage cumulative (subtract the resistance separately from each roll). If the poison is of a type that does not do stat damage (for example, a type that induces unconsciousness), the troll receives a bonus to its Fortitude save equal to its poison resistance.

AGE CHART

The following chart supersedes the age chart in the PH for the races of the IK but otherwise works similarly. Most races in the IK have shorter lifespans than their counterparts in other settings. This also means they are considered "adults" at similar ages, and learn the skills of their respective classes in a similar amount of time. An elven wizard may outlive a human peer by three times his lifespan, but it does not take him three times as long to learn the basics of his class.

Random Starting Ages

Race	Adulthood	Barbarian	Bard	Cleric
		Rogue	Fighter	Druid
		Sorcerer	Paladin	Monk
			Ranger	Wizard
Dwarf	20	+1d4	+1d6	+2d6
Elves (Iosan)	23	+1d4	+1d6	+2d6
Elf (Nyss)	25	+1d4	+1d6	+2d6
Gobber/Bogrin	14	+1d4	+1d6	+2d6
Half-elf	16	+1d4	+1d6	+2d6
Human (any)	16	+1d4	+1d6	+2d6
Ogrun	15	+1d4	+1d6	+2d6
Trollkin	18	+1d4	+1d6	+2d6

Aging Effects

Race	Middle Age*	Old**	Venerable	Maximum
				Age
Dwarf	60	90	120	+5d10
Elf (Iosan)	110	165	220	+d100
Elf (Nyss)	135	203	270	+8d20
Gobber/Bogrin	25	38	50	+3d10
Half-elf	50	75	100	+4d10
Human (any)	35	53	70	+2d20
Ogrun	30	45	60	+3d10
Trollkin	55	83	110	+3d20

*-1 to Str, Con, and Dex; +1 to Int, Wis, and Cha

** -2 to Str, Con, and Dex; +1 to Int, Wis, and Cha

^ -3 to Str, Con, and Dex; +1 to Int, Wis, and Cha



IK Character Classes

All traditional character classes have their place in the IK. However, in some cases the attitude toward these classes is different than expected, as is their rarity. Some suggested changes to the classes are listed below, including adjustments to spells. DMs can choose whether or not to adjust the classes as suggested to better fit their IK setting; however future published material will use these adjustments. Many detailed prestige classes for the setting are included in the IKCG.

BARBARIAN, 'BERSERKER'

"Although you'll find plenty of mention of these blighters in historical texts, barbarians are a dying breed. They've largely been replaced across the kingdoms by more 'civilized' peoples, though I use the term lightly. After all, does it matter to the gods' baleful eyes what banner you fly, what king you serve, or your level of 'enlightenment' when you commit the atrocities of war?"

"The remnants of the once mighty barbarian tribes can only be found in the most unforgiving regions, along the harsh fringes of civilization where the spread of steam technology and progressive government has yet to reach or dare not tread—at least not until sufficient public support has been garnered and the appropriate forces whelmed.

"You'll not likely encounter a barbarian waiting his turn for service at the ammunition counter at your local pistolry or hailing you from across the bar at the pub. No, to find these fierce folk you have to travel where politicians dare not. Indeed, it is in the service of some of those ostentatious fools that I've encountered these rather (by my standards at least) unkempt folk. Years ago, I accepted a mission that called for me to actually integrate myself into one of the tribes found deep within the northern mountains of Khador. A difficult task indeed, what with their complete mistrust of outsiders. Though primitive, I found their ways to be quite honorable, and came away with a far greater understanding of the barbarian tribes.

"Although I have little personal experience with them, I know that barbarian tribes still exist along the fringes of the hostile Bloodstone Marches, braving the persecution and prejudice of their human brethren rather than facing outright predation of the savage beasts to be found deeper within the Marches. Yet another group is the seafaring people of the Scharde Islands that dot Meredius. I've heard rumors of Lord Toruk subjugating many of these tribes into his vast army and I shudder to think of what the Dragon Lord may accomplish with a hoard of these fierce nomads at the head of his army."

—GK

IRON KINGDOMS NOTES

Terminology: Barbarians are actually a largely extinct culture composed of several different character classes. The barbarian as described in the PH is just one type of fighter-class of these people. When referring to undisciplined fighters capable of berserk rages, they are often termed "berserkers."

Proficiencies: Barbarians are not allowed to learn firearm and mechanika-related proficiencies or skills during character generation. This isn't to say they can't pick up a firearm and use it if they happened upon one. However, they do consider them suspicious semi-magical devices. They can acquire the proficiency as they advance, but not as starting PCs. Craft (small arms) is a cross-class skill for barbarians.

BARBARIANS BY KINGDOM/RACE

Human barbarians are almost extinct, with but a few thousand each in the three regions known for them: the Bloodstone

Marches, the Scharde Islands, and the mountains of Khador.

There are considerably more barbarians among other races, particularly the ogrun, followed by the bogrin, non-lawful aligned trollkin, gobbers, and the Nyss. There are no barbarians among Iosan elves and almost none among the dwarves.

BARD, 'WAR-BARD'

"I remember fondly some of the conversations I've had with the war-bards of northern Cygnar. I felt a great kinship with them, as they truly respect and understand the power of knowledge and information. Though few in numbers, these courageous souls have chronicled the deeds of innumerable warriors the world over. They serve as the raconteur of feats for mercenary companies and armies—and an extra sword-arm, should the need arise. You'll find them firmly ensconced among the soldiers of most mercenary bands and armies; fighting alongside those men whose lives and deeds they document.

"These 'war-bards', as they are called, continue the tradition of the old loremasters and chroniclers that served the mercenary bands and armies that roamed the countryside during the Thousand Cities Era. Those chroniclers did not have arcane powers of their modern day brethren, but were noted for their literacy, education, and record-keeping ability.

"The kingdoms over for the last several centuries, some folk born with sorcerous powers, rather than being persecuted, have undertaken training as war-bards as a means of putting their power to good use. These youths are recruited and trained to use their power in the service of the state. They are first skilled in an assortment of weapons and tactics as well as educated in military history and law. They are then placed in a unit of soldiers, where through wit and writ, they gain the trust and confidence of the men they serve. This is quite beneficial to a kingdom employing mercenary companies, as it is always an asset having a man in the company whom you know is loyal not to the kingdom's treasury, but to the kingdom.

"Most adventuring bards have already served their military duty and still serve on a reserve volunteer basis. They continue to have access to information and fine weapons, armor, firearms and ammunition."

—GK

IRON KINGDOMS NOTES

Terminology: Almost all bards in the kingdoms are "war-bards" because of militia relations. Indeed, entertainment has never been a primary function of the IK bard except to raise troop morale.

Class Skills: War-bards should use the following list for class skills instead of the one in the PH: Alchemy (Int), Bluff (Cha), Climb (Str), Concentration (Con), Craft (small arms) (Int), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Gather Information (Cha), Handle Animal (Cha), Jump (Str), Knowledge (all skills, taken individually)(Int), Listen (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Scry (Int), Search (Int), Sense Motive (Wis), Speak Language, Spellcraft (Int), Spot (Wis), and Use Magic Device (Cha).

Weapon Proficiencies: War-bards are proficient in all simple and martial weapons.

Alignment: Bards can be of lawful alignments, as they need to have discipline to serve kingdom armies and mercenary companies. These bards are not the impulsive wanderers as described in the PH. Chaotic neutral and chaotic evil individuals are not eligible to become war-bards in the IK, while chaotic good bards are rare and tend to serve in the military for the minimum period required. Most war-bards are neutral, or neutral good, as chroniclers value objectivity.

IK Character Classes

BARDS BY KINGDOM/RACE

Bards are not numerous anywhere in western Immoren, but they have an accepted tradition in the armies and mercenary companies of Cygnar in particular (trained by the Strategic Academy). They can be found in similar roles across the other kingdoms except the Protectorate. In many areas this remains the only socially acceptable path for those born with sorcery that do not want the stigma of being called a witch. Bards are rare among dwarves and elves, and extremely rare among the other races. There is a special trollkin bard variant called a "Fellcaller" in the IKCG.

CLERIC

The power and influence of the Church of Morrow cannot be overstated. These blokes are downright privileged and get the best deals from merchants and an abundance of other benefits, including waived tabs at local pubs or inns! Clerics of Menoth, on the other hand, are by and large only grudgingly accepted in most areas, excluding the Protectorate of Menoth of course, where their word is law. Individual reputations do vary however, and a cleric will be accepted if he's an affable fellow and keen on helping out the locals. The dwarven clerics of the Great Fathers and elven clerics of Scyrrah seem to be just as revered by their people, but I hear elven clerics seen outside Ios often belong to outcast sects and are therefore probably unwelcome in their homeland.

"Life as a cleric of a less accepted sect is more thorny. These smaller sects are often referred to as 'cults'—though, aside from the number of lay worshippers attending their services, I hardly see the difference between a 'cult' and an 'acceptable' religion. These 'cults' are generally hated and loathed by the populace at large, with cults of the Devourer and sects of Thamar being especially reviled, but even clerics of Cyrris prefer to keep a low profile. Initiating oneself into one of these faiths is a difficult and dodgy task, as they have no sanctioned seminaries to speak of, and cautious inquiries amongst the fringes are always a risk.

"Indeed, these priests universally seek isolation in order to avoid unpleasantness in the main; some clerics of Thamar have created elaborate false identities, going so far as to pretend to be clerics of Morrow—a dangerous charade indeed! Clerics of the Devourer have been known to take the guise of woodsmen or traveling warriors, while those of Cyrris often work as mechanics or engineers. I've made a point of tracking down at least one unorthodox cleric in every city I visit, in case I have need of their

BELCHIOR GASPAR LOVES TO WAIL ON HIS PIPES AND BEAT MEN INTO OBLIVION WITH HIS BARE HANDS. AYE, HE'S SPLIT HIS FAIR SHARE OF SKULLS IN TWAIN WITH HIS HEAVY CLAYMORE, NUTCRACKER, BUT THERE'S NOTHING MORE SATISFYING TO GASPAR THAN TO PUMMEL HIS OPPONENT INTO PULP, DOWN A KEG OF CERYLIAN RUM, AND THEN BLAST OFF A FEW BLADDER-QUIVERING NOTES ON HIS SCREECHER PIPES.

services. You see, these clerics are far more likely to tend a man hunted by, say, a city watch than some uppity cleric of Morrow, mind you."

—GK

IRON KINGDOMS NOTES

Religion (pg 40) has more information on each faith including any benefits or rules for clerics of that faith. Clerics of Morrow and Thamar need to check the religion section for details about choosing a patron Ascendant or Scion. There may be additional adjustments to other specific cleric spells in the IKCG.

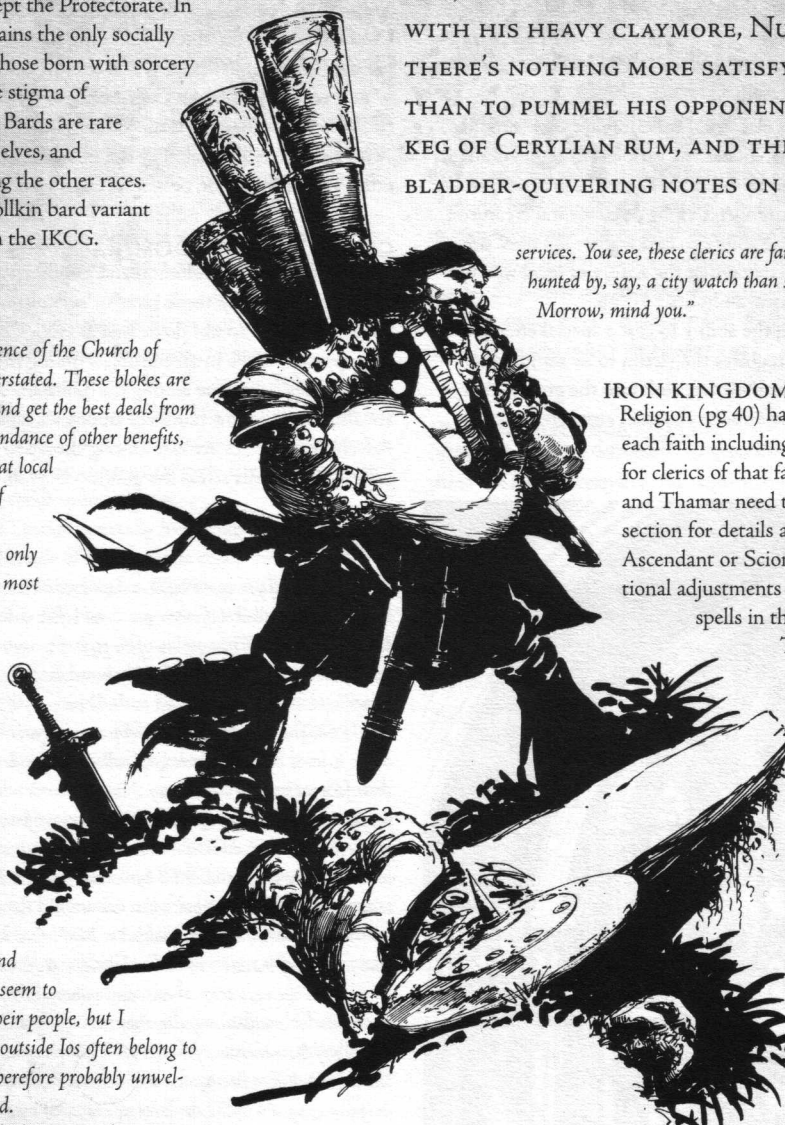
Turning/Rebuking

Undead: All clerics of Morrow can turn undead, as can those who follow the Great Fathers, Scyrrah, and Dhunia. All clerics of Thamar and Lord Toruk can rebuke undead.

Clerics of Menoth must choose one or the other at creation, generally based on alignment. Clerics of Cyrris, Nyssor, and the Devourer are not granted the

power to turn or rebuke undead, but have other advantages. (See their entries in Religion.)

Spell Restrictions: The spells *miracle*, *resurrection*, and *true resurrection* are not available to clerics in the IK. Only gods, demigods, and Ascendants/Scions possess these powers. Also, *raise dead* is a 9th level spell (instead of 5th) and only allowed by most faiths in extreme circumstances. The gods believe souls should go on to the afterlife when killed unless there is an extremely compelling reason to keep them in Caen. Further, there are a number of unpleasant side effects experienced by those who are brought back, including possibly physical impairments, an odd lingering odor, and possibly personality changes. Other spells that shouldn't be used include those related to planar travel (such as astral travel), and the creation of undead, which don't exist in the IK



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(such as *create greater undead*). The summoning of outsiders other than regular elementals should be generally discouraged as most outsiders have difficulty being brought to Caen. More information is available in the ICKG regarding the summoning of Infernals.

Healing Domain: Instead of *true resurrection* as a 9th level Domain spell, clerics who choose the Healing Domain have access to *circle of renewal*. This new spell is detailed in the ICKG and is similar to *circle of healing* but more powerful and larger in scope.

Elemental Domains: As elemental creatures are uncommonly rare in the IK, clerics that choose the various elemental domains (air, earth, fire, water) can be given the following granted powers instead of the various turning/rebuking of elemental creatures:

Air: These clerics gain the ability to cast feather fall once per day. They can also perfectly predict the nature of local weather conditions for the following 24 hours.

Earth: These clerics gain the ability to cast a special entangle spell once per day. This requires the victim to be standing on stone or earth, and makes their feet sink into the ground, but otherwise acts exactly the same as the spell entangle.

Fire: These Clerics can start normal fires with a touch, automat-

ically igniting flammable substances. With a successful touch attack, they can attempt to light the clothing of a person on fire, with damage and attended item saves per the rules for catching on fire in the DMG. They can similarly extinguish small normal fires at a touch. This power can be used at will.

Water: These clerics can breathe water after a successful Concentration check (DC 10) for up to 30 minutes per level, once per day. This requires no more distracting activity than swimming or may require additional Concentration checks at higher difficulty. Swim is considered a class skill for these clerics, and they can swim faster than normal; they can move at half their speed as a move-equivalent action or 3/4 speed as a full round action.

CLERICS BY KINGDOM/RACE

Clerics are relatively common and popular across all kingdoms and races. Naturally, those races or subcultures that receive a wisdom penalty do not do as well as clerics, but they still occupy an important niche in all cultures. Among the human subcultures, clerics are sparse among the Thurians and the Scharde and are also found in low numbers among all types of gobberkin. Adventuring clerics are rare among the Iosan elves as most believe their spells stress the goddess Scyrrah.

DRUID

"They say that if you stand before a dead-eyed bloke clad all in black wielding a heavy iron-shod staff, then you stand before a druid. And if you have any wits at all, you'd best get out of his path. I've never truly had occasion to stand in a druid's path before, but I've heard the fates of those who have, often turned up lashed to trees and left to the elements—if they turn up at all.

"I imagine that if there's a group more mysterious than those in our trade, it must be these 'blackclads' called the druids of the Circle. Frankly, these folk make even me uneasy. No one knows what they're about. Most people treat them with dread and superstitious fear, as they're suspected of consorting with the darkest and most base aspects of nature. A druid seen in town is always considered a bad omen. Indeed, I've seen a crowded tavern completely empty out when one walked through its doors.

"As to where they come from, I've heard that some children experience a breed of madness in their adolescent years called the 'wilding.' They claim the very trees, rivers, and mountains speak to them. Giving in to some animalistic impulse, they tear off their clothes—and some would say their humanity—and start gibbering madly, snarling about like a beast, before fleeing into the wilds. These unfortunate souls either die from exposure to the elements or are lured by a druid, who teaches them to harness the natural forces warring within, aiding them to regain their lost sanity—such that it is what with all the cavorting about in the woods and what-have-you. Still, they remain forever divorced from society, as these wilders never return to their families and are henceforth considered...well, dead, for lack of any other term. They are loyal only to their new fellowship, among the 'blackclad,' the merciless masters of nature and the elements."

—GK



"MORROW DELIVER US," HE IS HEARD TO WHISPER, AGAIN AND AGAIN.

WHILE AWAITING ORDERS FROM HIS VICAR, SIR ULFAR HELGRIST HAS TAKEN SOLACE IN KORSK'S CHURCH OF THE SHATTERED SHIELD IN ORDER TO CALM HIS BLOOD. IN SERVICE TO MORROW, THE PALADIN HAS PERCEIVED NUMEROUS ATROCITIES, SOME JUST HOURS AGO, BUT HERE HE FINDS CONSOLATION FROM THE UGLY WORLD AND THE VIOLENCE HE HAS WROUGHT THIS DAY.

IRON KINGDOMS NOTES

Weapon and Armor Proficiency: Druids are proficient in light armor, but not shields. They prefer weapons that can be improvised in the wild, along with those that have a utilitarian purpose. Druids are initially proficient in: club, dagger, greatclub, handaxe, quarterstaff, short bow, all spears, and sling. They have no religious prohibitions against metal armor or certain weapons. Within the Circle, black leather armor is the norm, and the primary weapons are an iron-shod quarterstaff (add +1 dmg) and a dagger.

Alignment: Law is a construct of society and against the ethos of the Circle. Human druids cannot choose the lawful neutral alignment. Neutral, neutral good, neutral evil, and chaotic neutral are acceptable. Most IK druids are neutral or chaotic neutral. Neutral evil druids are the most vicious in defending their territory from intruders and worship nature primarily for the raw power it brings them.

Spell restrictions: The following spells are not available to druids in the kingdoms: *awaken*, *heal*, *harm*, or *mass heal*. *Reincarnate* is a 7th level spell in the IK, due to the difficulty of recovering a soul after a person has died. Most druids do not feel the same aversion to using this spell as clerics do to using *raise dead*, but still prefer to allow the natural cycle to take its course without their interference in most cases.

Extended Lifespan: Druids generally live longer than non-druids, perhaps as a result of their unique relationship with nature and the powers they channel. Druids gain the advantage of a 10 percent boost in life expectancy per spell level attained. This also applies to aging categories such as middle age, old, and venerable. For example, a human druid able to cast 5th-level spells would gain a 50 percent bonus to life expectancy and be considered "venerable" at the age of 105 instead of 70. This is in addition to the Timeless Body ability gained at 15th level.

Superstitious Dread: Human druids are feared and superstitiously regarded by virtually everyone. When dealing with strangers, the druid receives a -4 penalty on any social skill checks (such as Diplomacy) except for Intimidate and Bluff, where they receive a +2 circumstance bonus. DMs who use the Initial NPC Attitude table (DMG) should treat NPCs as "Unfriendly" when encountering a druid for the first time. This can be overcome with time and contact, or among worldly-wise individuals.

Religion: Druids do not worship specific gods, but do believe their power comes from divine sources. Most human druids rightly believe their power comes from the ancient foe of Menoth, the Devourer Wurm, a primal and chaotic power having dominion over beasts and untamed places.

(Check pg 46 under Religion, Devourer Wurm, the Circle for information regarding druid ranks.)

Elven druids respect Scyrah and worry about her doom, but do not worship her directly. Similarly, Nyss druids revere Nyssor but are not part of his clergy.

DRUIDS BY KINGDOM/RACE

Druids are one of the most rare adventuring classes across all races. All human druids belong to the Circle hierarchy, which ignores national boundaries and has its own system of territories. No particular human subculture is noted for druids, but they are arguably more numerous among the Kossites and the Morridane due to their respective environments. There are no dwarven druids, and they are exceptionally rare among other races, although slightly more common among the Nyss.

FIGHTER

"Standing defiantly—or, as I say, foolishly—at the front of any group of adventuring comrades, you'll find the fighter. He alone can stand to take the brunt of the danger for his companions and dole out destruction to those who stand in his way.

"Fighters also form the backbone of any kingdom army or mercenary company. These disciplined warriors go far beyond the common infantryman who's been given minimal training before being sent off to die for his kingdom. True fighters are masters of their weapons.

"The Iron Kingdoms has always been a land of warfare and strife, and those most skilled with a blade are invaluable. However, in times of relative peace, this leads to a glut of brazen young bravos out to make a name for themselves by swinging a sword about at anything that moves. It is said that the situation is such in Khador that there are towns where the fighters outnumber the farmers and complain about being hungry all the time.

"Personally, I pride myself more on using wits than weaponry, but I respect those who master the bloodier arts."

—GK

IRON KINGDOMS NOTES

Firearms: Fighters interested in firearms should keep in mind these are exotic weapons and require the Craft (small arms) skill for reloading. Such training is not always available depending on a PC's background. DMs may want to postpone 1st-level characters from learning these skills (in addition to firearms being prohibitively expensive).

Skills: Craft (small arms) is a class skill for fighters.

Armor: The militaries of the IK are generally better armored than some settings. Fighters with a background in one or another military service can purchase initial armor at a 25 percent discount from prices listed in the PH. At the DMs discretion, they might also be loaned armor normally outside their means, to be purchased within a set period of time. In return, such fighters are expected to answer the call to arms if it is ever given to defend a local community or the kingdom at large.

FIGHTERS BY KINGDOM/RACE

Fighters are the most numerous adventuring class across all kingdoms and races in western Immoren. Even races noted for their small size and strength such as the gobbers include a reasonable minority of fighters.

MONK

"Outside the Protectorate of Menoth, monks are a rare sight, mostly keeping to their mountain monasteries and dusty relics. Most people won't even recognize a monk for what they are, as they look quite like priestly initiates. I have had occasion to watch them in action and I must say I'm quite envious of their ability, although a lifestyle of complete focus has never appealed to me personally.

"The only two organizations that boast these disciplined unarmed warriors are the Church of Morrow and the Temple of Menoth in the Protectorate. The monks serving Morrow belong to the Order of Keeping, a group dedicated to preserving the most sacred relics of the faith, and also acting as bodyguards for high ranking priests. These pious men and women may look serene and harmless, but they are capable of killing a man using nothing but their hands and feet. The monks of the Protectorate, known as the Fist of Menoth, are particularly dangerous, since they often blend in among the common people to better catch lawbreakers. Because the laws of the Protectorate prohibit people from carrying weapons, these monks have



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come up with a number of cleverly concealed ones. I've heard that the Fist of Menoth has marked me for death, due to a few unfortunate run-ins with them. Needless to say, I avoid those dolts whenever I can."

—GK

IRON KINGDOMS NOTES

Religion: All monks are devout and sometimes fanatic, but their religious training isn't as thorough as that received by clerics or paladins. Asc. Katrena and Asc. Rowan are popular patrons among monks of the Order of Keeping. Many monasteries are established in the name of a specific ascendant, and contain the tomb and remaining possessions of that ascendant, though resident monks are not required to take that ascendant as their patron.

Alignment: Monks of Morrow are mostly lawful good, with a small lawful neutral minority. Monks of Menoth are mostly lawful neutral with small minorities of lawful evil and lawful good.

Class Skills: (the following class skills should be used instead of those listed in the PH)

Order of Keeping: Balance (Dex), Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Jump (Str), Knowledge (Religion - Morrow) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex).

Order of the Fist: Balance (Dex), Concentration (Con), Craft (Int), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (Religion - Menoth) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Read Lips (Int), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex).

MONK WEAPON PROFICIENCIES

Some orders of note:

Order of Keeping: Although they often prefer to fight without any weapons, these monks are proficient with the traditional weapons of guardians everywhere, as well as a few developed by the order over the course of their history. The full list includes the crossbow (light and heavy), dagger, halberd, Katrena's hook, light mace, longsword, quarterstaff (the collapsing type is popular) and short sword. A monk using Katrena's hook, light mace, or short sword can use his unarmed base attack and more favorable number of attacks, but uses the weapon's damage and critical multiplier instead of his unarmed damage. Monks of Morrow are not proficient with armor or shields.

Fist of Menoth: As enforcers of Protectorate law, monks of the Fist have learned the value of concealed, unobtrusive, and improvised weapons, enabling them to blend in with a populace that is forbidden to carry weapons. Once again, unarmed fighting is still preferred. The full list includes club, dagger, handaxe, light chain, Menoth's sting, quarterstaff, sickle, and sling. A monk of Menoth using a club, light chain, or sickle, can use his unarmed base attack and more favorable number of attacks, but uses the weapon's damage and critical multiplier instead of his unarmed damage. Monks of Menoth are not proficient with armor or shields.

MONKS BY KINGDOM/RACE

Virtually all monks of western Immoren are human. Although there is nothing specifically preventing another race from becoming one, they would need to join an existing order and would encounter prejudices and religious biases. The Order of Keeping has a vari-

ety of monasteries in Cygnar, Llael, and Ord, each dedicated to the body and relics of a specific Ascendant. The Archabbot in Cygnar maintains the central and largest monastery, which preserves those relics of Morrow that are not in the possession of the Sancteum. There are currently no monasteries to Morrow in Khador, although there have been debates about moving the Asc. Katrena's relics, presently in Llael, to Khador. All monks of the Order of the Fist are in the Protectorate of Menoth, except specific individuals on missions from the Protectorate operating in other kingdoms. The Idrian subculture has proven particularly adept as monks.

PALADIN

"It shouldn't surprise you that I've never been fond of paladins. It would do you good to avoid them, for they are notoriously suspicious and nosy. Nonetheless, they serve their churches soundly and in most cities are treated with almost as much respect as clerics. All major benevolent and organized religions boast some order of paladins, although their numbers are few.

"These holy warriors are a bit too prone to zealotry in my opinion and seem uncommonly interested in bothering folks who are just trying to earn a living. Just between you and me, I've heard complaints from military officers about them—paladins obey the Church first and their superiors second.

"Knights of the Prophet can be found wherever there is a strong Church of Morrow, and some have taken to military service as well. From what I've seen, paladins are greatly outnumbered in the Protectorate by the more ruthless exemplars, and I hear they aren't given nearly as much respect. In contrast, the dwarven paladins of Rhul are highly revered and treated with great deference. Oh, and I've never seen an elven paladin, but I have heard they do indeed exist."

—GK

IRON KINGDOMS NOTES

Skills: Craft (small arms) is a class skill for paladins. Paladins of these religions are trained in rooting out evildoers and maintaining vigilance, so both Sense Motive (Wis) and Spot (Wis) are class skills for them.

Dwarven Paladin Adjustments: Dwarven paladins do not have the same mounted tradition as their human or elven counterparts. Therefore they do not gain the Ride skill as a class skill, but get Search (Int) and Knowledge (Law) as class skills instead. They also do not gain the Special Mount ability. Instead, once a dwarven paladin reaches 5th level, they gain an additional use of Smite Evil per day, which increases every 3 levels thereafter. (3 uses per day at 8th level, 4 uses at 11th level, etc.) Many dwarven paladins are fond of keeping birds of prey, used for sending messages, scouting for danger, and hunting. Falcons, hawks, and a particular large breed of raven are all popular.

SOMEWHERE HIGH UP IN THE NYSCHATHA MOUNTAINS, VASA RADUVIR GIVES PAUSE AFTER DETECTING THE FETID STENCH OF AN URTHEK BROOD EMANATING FROM A CAVE. TROUBLE IS, HE AND HIS FELLOW RANGERS INTEND TO COLLECT WARMTH-GIVING FUNGI FROM THIS CAVE, URTHEK OR NOT. THEN RADUVIR REMEMBERS HE KNOWS A FURRIER IN A VILLAGE EAST OF TVERKUTSK WHOSE SPECIALTY IS CLEANING PELTS...

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Code: Paladins in the IK have a slightly revised code of honor. This varies from faith to faith. However, the most important shared tenant is that paladins serve their church first and secular authorities only when this does not put them in conflict with the church. In other respects they are expected to behave in a lawful good fashion and forbidden to commit acts of evil as described in the PH. If a priest of their church orders a paladin to perform an act that he considers to be evil, the paladin must refuse, but this requires atonement for breaking the code. Paladins put in this position may request to be moved to a different town or city, or sometimes retire from active service. This is a more common problem with paladins of Menoth than other religions.

PALADIN ORDERS

Some orders of note:

Knights of the Prophet: These are the paladins that serve the Church of Morrow, the largest organization of paladins by far, and they can be found in all the IK except the Protectorate of Menoth. The Knights of the Prophet are zealous in their pursuit of improving themselves and others, and they are expected to be vigilant against Thamar's corruption. Asc. Katrena is the primary patron of paladins of Morrow, although some choose Asc. Markus instead, particularly in Ord.

Order of the Wall: This ancient order of paladins worships Menoth, but they are disdained by some of their peers for being "weak" and valuing good over pure law. They believe the law of Menoth is absolute but that humans sometimes make mistakes and deserve mercy. These paladins are greatly outnumbered by exemplars, a lawful-neutral prestige class detailed in the ICKG.

Knights of the Patriarchs: These are the dwarven paladins who serve the Great Fathers. Like their clerics, dwarven paladins are scrupulous in worshipping the Great Fathers equally, although they hold Godor and Orm in particular esteem.

The Dawn Guard: These elven paladins worship Scyrrah exclusively, but can be found in any of her sects. They are

appropriately named to honor Scyrrah as the goddess of the advent of spring and the dawning sun. Before the catastrophe that alienated the elven gods from their divine residence, these paladins served the gods Lacyr and Ossyris.

PALADINS BY KINGDOM/RACE

Paladins are a respected and not uncommon in all human kingdoms except Cryx. They are also relatively few in the Protectorate, greatly outnumbered by Exemplars. The Skirov subculture is particularly noted for their paladins, and Caspians also have a particular knack for this class. Paladins are highly respected among the dwarves, although their numbers are still small as they are considered akin to nobility and have a rigorous screening process. There are few paladins among Iosan elves, and virtually no paladins of other races. Although there is no order of paladins for Dhunia, in rare cases an individual lawful good trollkin (or far more rarely an ogrun or gobber) may take up the class in her name.

RANGER, 'SCOUT'

"As you may have gathered, I don't have a great deal of fondness for the forest, and there are many things I'd rather do than tramp around the bloody woods getting lost or eaten by warpwolves. I'd rather leave that lot to the rangers.

"These blokes are the incomparable experts at wilderness fighting and valued members of special scout divisions in the kingdoms' militaries. They survey the terrain that lies ahead of an army on the march and decide if the area is safe for the army to pass, or if it needs to get ready for a fight, foil an ambush, or if possible, skirt the area entirely.

"You'll not find many solitary rangers, mate, and those you do are mistrusted and generally disliked by common folk. Just as with druids, spending too much time alone in the forest is cause for suspicion. However, so long as they work with the local militia, army, or mercenary company, rangers are respected and valued for their unique skills and wilderness knowledge. They, along with rogues and riflemen, make up the majority of any army scout corps."

—GK



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IRON KINGDOMS NOTES

Revised Ranger (No Spells)

Because most rangers in the IK have no affiliation with druids whatsoever, DMs may opt to use the following as a replacement for the ranger as presented in the PH. This ranger does not cast spells and is different in other respects. Unless otherwise specifically noted, all rangers that appear in future IK supplements will use this variant of the class.

Class Skills: Animal Empathy (Cha), Climb (Str), Craft (Int), Craft (small arms), Handle Animal (Cha), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (Tactics)(Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Swim (Str), Use Rope (Dex), and Wilderness Lore (Wis).

Weapon and Armor Proficiency: Proficient with all simple and martial weapons, light armor, medium armor, and shields, but no longer gains the Ambidexterity, Two-Weapon Fighting, or Improved Two-Weapon Fighting virtual feats.

Spells: The IK ranger gains no spells whatsoever.

Favored Enemy: The IK ranger still receives the same progression, advancement, and bonuses for favored enemies. Rangers can select their own race as a favored enemy, even if they are not evil; one trains to deal with their most common potential enemies effectively, even if that means rival individuals of their own race.

Alertness: At 1st level, the ranger gains the Alertness feat for free.

Bonus Feats: At 4th, 8th, 12th, 16th, and 20th level, rangers gain a single bonus feat of choice from the following list:

Ambidexterity, Blind-Fight, Combat Reflexes, Dodge, Endurance, Exotic Weapon Proficiency, Expertise, Far Shot, Great Fortitude, Improved Disarm, Improved Initiative, Improved Trip, Improved Two-Weapon Fighting, Mobility, Mounted Archery, Mounted Combat, Precise Shot, Point Blank Shot, Quick Draw, Rapid Shot, Shot on the Run, Spring Attack, Run, Toughness, Two-Weapon Fighting, Weapon Finesse, and

Weapon Focus. Any feat with prerequisites must still be met.

Favored Terrain: At 2nd level, rangers may choose a type of terrain from the list below as a favored terrain, representing specialized training and familiarity with that environment. He gains a +1 bonus to Hide, Intuit Direction, Move Silently, Spot, and Wilderness Lore checks in his favored terrain and this ability also reduces movement penalties (see PH) in the favored terrain to the next highest fraction (x1/4 becomes x1/2, x1/2 becomes x3/4, and x3/4 becomes x1). At 9th and 17th levels, rangers select a new favored terrain, or increase the benefits of an existing terrain (a +1 bonus becoming +2, a +2 bonus becoming +3). Favored terrains available: arctic, desert, forest, hills, jungle, mountains, plains, scrub, and swamp.

All other aspects of the ranger class (Hit Dice, Base Attack Bonus, Saves, Skill Points, and the Track bonus feat) are unchanged.

RANGERS BY KINGDOM/RACE

Although more rare and more specialized than fighters, rangers are still a common enough sight across western Immoren. Among human subcultures, the Kossites and the Morridane are the most noted for their rangers, but they can be found in every kingdom to some degree, even the Protectorate. Rangers can also be found among other races, particularly the Nyss. They are least common among ogrun, and relatively few among dwarves, as well.

ROGUE

"Classifying rogues is a difficult task indeed. No two are alike, and one can find them under every cobblestone of the realm, or so it seems sometimes. We certainly lack not for thieves, conmen, spies, street thugs, second-story men, burglars, fences, pickpockets, lock-specialists, assassins, and more. I, for one, am glad for it."

"I've never been too comfortable in areas where the law holds such strong sway that everyone feels perfectly at ease to walk the streets at night. A little caution keeps us sharp, and roguery is one of the only ways for those born in the gutter to make a life for themselves. Don't misunderstand, I don't blame those who are victims of crime from beating the perpetrator within an inch of his life when caught—I've done the same to more than one scamp who's tried to filch my coin...yet, necessity demands we spies must

WITH ARCAN E GESTURES, LADY RYSSYLL SILENTLY MOUTHS THE WORDS TO A DEADLY ICE STORM SPELL. LITTLE DO THE TROLLKIN SUSPECT SHE IS AWARE OF THEIR ARRIVAL. THEY CREEP SILENTLY FORWARD, SEEKING TO END THE MENACE OF THEIR REGION WITHIN THE MALGUR FOREST, BUT THEN HEAR A NOISE IN THE TREES ABOVE THEM. LOOKING UP, THEY DISCERN A POWERFUL CHANGE IN THE BRANCHES—HUNDREDS OF ICY SHARDS, SHARP AS RAZORS, COME SLICING DOWN, AND PAIN'S ONLY COMPANION IS THE NYSS WOMAN'S LAUGHTER.



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consort with sordid, immoral people, and I've had many a comrade among the criminal circles. I must admit they are often more reliable and truer to themselves than most could ever imagine.

"Ah, but don't expect rogues to be given much respect outside the seedy bars and black markets they frequent. The only 'acceptable rogue' are those serving the military in scout corps, sometimes referred to as 'lick-spittle rogues' by their non-military peers for their shiny boots. In some areas, being a rogue is less detrimental than elsewhere, Five Fingers being the most notorious—but there is a criminal underworld in most major cities, such as the ever-lively Undercity of Corvis, for example."

—GK

IRON KINGDOMS NOTES

Skills: Craft (small arms) is a class skill for rogues.

ROGUES BY KINGDOM/RACE

Only fighters outnumber rogues as an adventuring class, and they are common in every human kingdom except the Protectorate, and virtually every major city. Life is toughest for rogues in the Protectorate of Menoth and Rhul, both of which have extremely strict laws against thievery. Among human subcultures, the Ryn, Thurians, and Scharde are all noted for their rogues. The only accepted rogues among the dwarves are members of the mercenary Lurker PrC, detailed in the ICKG. Rogues are common among Iosan elves, although their objectives are often different, particularly if they belong to a radical religious sect like the Retribution. Of the other races, gobbers make for exceptional rogues and this is by far the most common class among them. There are virtually no ogrun or trollkin rogues, due to their size and conspicuous nature. Nyss with a skill for stealth usually become rangers, not rogues.

SORCERER

"My parents were superstitious of sorcery, and I admit I'm rather biased myself...but perhaps I'm simply jealous, as my line of work would certainly be easier if I'd been born with such powers. The days when sorcerers were branded 'witches' are past, but many people still despise them. It seems to me these blokes get more grief than they deserve, but perhaps that's the price of power. I recall things got their ugliest under the Inquisition of Vinter Raelthorne IV in Cygnar some years back—although many who died were innocent of even being born with the power, let alone any actual wrongdoing. I have heard there is a similar standing practice in the Protectorate, and it wouldn't surprise me in the least to hear of babies killed in that backwater simply for manifesting arcane power.

"Generally speaking, in most places, being a sorcerer is not too dissimilar from being a wizard, except that wizards themselves look down their noses at the 'untrained and uneducated.' Some of those born with sorcerous powers escape harassment by hiding their powers and posing as wizards, or by enlisting in the military as war-bards."

—GK

IRON KINGDOMS NOTES

Class Skills: The following skills should be added to the class skills for sorcerers, learned due to the frequent necessity of keeping a low profile: Bluff (Cha), Diplomacy (Cha), Hide (Dex).

Familiars: There is no inherent restriction to using familiars, however their use is less prevalent because of superstitions involved with such creatures. During the height of the persecution of sorcery, the use of familiars has been linked to associa-

tions with Thamar, infernalism, and witchcraft.

Appearance: Human sorcerers do not dress in a style that would draw attention, given past prejudices and dangers, and they by and large try to appear as similar as possible to wizards, bards, or rogues. Trollkin sorcerers are distinctly different at birth and respected within their society. There is no stigma associated with sorcery in Ios or Rhul.

Spell Choice: DMs are encouraged to work closely with players when selecting spells for a sorcerer's repertoire. Try to develop a theme for a sorcerer that reflects their personality and arcane interests (a good example being the unique necromancy of Alexia in the "Witchfire Trilogy"). New learned spells should not be chosen at random but have some bearing on observed supernatural events and possibly discovered books and tomes.

Spell Restrictions: The following spells are not useable by sorcerers in the IK: magic weapon, greater magic weapon, limited wish, or wish.

SORCERERS BY KINGDOM/RACE

Regional attitudes toward sorcery vary widely, even from town to town. There remain many pockets of strong anti-sorcery prejudice, particularly in the more rural or heavily religious areas. In larger cities with more open-minded citizens, sorcerers are treated little different from wizards. Without question, the most dangerous place for a sorcerer is the Protectorate of Menoth, where it is rumored they are to be killed at birth. Being caught practicing sorcery there carries an immediate death sentence. There is no stigma associated with this class among either Iosan elves or the dwarves, although being a wizard is more prestigious. Nyss elves and trollkin have great respect for their sorcerers, and trollkin sorcerers are unique for being born distinctly different—they are all albinos and considerably smaller than their kin. Sorcerers are never born among ogrun, and are very rare among gobberkin.

WIZARD

"A good wizard is a rare and valued commodity, and there's always more demand for wizards than there are wizards to meet it. They're wanted by the kingdoms' armies for their destructive power, by influential orders for their knowledge, by ordinary citizens for their extremely useful alchemical mixtures, and by craftsmen and mechanics for their ability to enchant items and create mechanical wonders.

"Without mechanika there'd be no modern Iron Kingdoms, and mechanika just isn't possible without wizards. Yet for all this desirability, few people have the right combination of intelligence, discipline, and thirst for power to succeed. Most initiates who seek to learn this trade are rejected outright, and even those who endure the grueling training often discover they don't have what it takes. Many wizards also sputter out relatively quickly, taking financially attractive positions that offer them no challenge, or they sometimes turn to the lucrative trade of alchemy. Most of the few powerful wizards have become fat, wealthy, and extremely influential. On a personal note, I must admit that while I do respect them, I have rarely met a wizard whose company I enjoyed.

"So far as history relates, human wizardry has only been practiced for about seven centuries, dating back to a mysterious event sometimes referred to as 'The Gift', or 'The Gift of Thamar' by those who revile wizardry. I wonder if the true 'Gift' was that of sorcery, and wizardry was merely the knowledge that such magic existed and could be manipulated. I know little of such things, but certainly the explosion of arcane



IK Character Classes

IRON KINGDOMS SLANG

A sampling of some common Iron Kingdoms slang:

- Bang Out of Order** phrs. Totally unacceptable.
- Blag, Blagged** v. to steal. "The dimwit blagged from a bleedin' churchie, 'e did!"
- Bloke** n. A man. "What's that dodgy bloke up to?"
- Bloody** adj./adv. An intensifier. "That bloody idiot needs a good thumping."
- Boinker** n. A male, often used in lieu of 'fellow.' "I dunno. Didn't say his name, come to think of it. Just some boinker down at the pub."
- Boxy** adj. To grow restless or go crazy. "We got ta move from this hidey-hole. Marag's gettin' all boxy like."
- Bum** n. Buttocks. "My bum's a bit sore after riding all day."
- Bum-Fluff** n. Adolescent facial hair; very insulting to a dwarf. "You call that bum-fluff a beard?"
- Chuffed** adj. Very pleased. "I was dead chuffed to be awarded that knighthood."
- Churchie** n. A man of the cloth; a cleric. "That there bloke's a Menite churchie, eh? Looks chummy."
- Clapped Out** adj. Worn out machinery. "That old steamjack's a clapped out piece o' scrap."
- Dead** adv. Very. "I'm dead happy we escaped those farrow."
- Dodgy** adj. Risky, suspicious. "I don't trust the man. He seems really dodgy."
- Dreg** n. Derog. 1. A despicable, worthless person. "Don't waste your time with that filthy Marag, old girl. He's not but a dreg with a mind for your jubbies!" 2. Least desirable portion; refuse. "I'll be humped! Those dodgy blokes left nothing of that roast boar for us but the dregs!"
- Fob, Fob Off** v., phrs. To deceive or to put off or appease through deceit or evasiveness. "That little strump pulled a fast one and fobbed Marag off but good! Heh-heh."
- Get Stuffed!** v. Get lost! "Leave me alone, and get stuffed!"
- Git** n. Derog. An contemptible person. "That's a nasty thing to do, you complete and utter git!"
- Gubbins** n. Paraphernalia, miscellaneous stuff. "That steamjack engineer had a lot of gubbins in his toolbox."
- Halfhead** n. Derog. Foolish person. "You go out carousin' wit' those halfheads again and you're likely to get kilt."
- Halfjob** n., adj. Poorly made or unfinished mechanika. "You'da wet yer kecks if ye'd seen the halfjob come crawling outta that tomb! I fink ol' Pendrake called it some 'iron lich' or some sort."
- Hole** n. A disgusting place. "Don't go to Marag's place, it's a bit of a hole."
- Jackhead** n. Steamjack worker. "Momma always said one jackhead's as filthy as the other 'un."
- Knackered** adj. Tired, exhausted, ruined. "Sorry, I can't go on, I'm bloody knackered."
- Lippy** adj. Impertinent, mouthy. "Right, that's it, you lippy arse! Eat this!"
- Lug-Hole** n. The ear. "Bend yer lug-holes this way, and listen."
- Manky** adj. Disgusting, dirty. "Ugh! Don't touch that corpse, it's manky!"

progress during the Orgoth rebellion was instrumental in our success. Dwarves and elves apparently mastered wizardry long before we humans, but, as always, they kept well their secrets."

—GK

IRON KINGDOMS NOTES

Familiars: There is no inherent restriction to using familiars, however their use is less prevalent because of superstitions involved with such creatures. During the height of the persecution of sorcery, the use of familiars was linked to Thamar, infernalism, and witchcraft. The Order of Illumination in particular frowns on their use. Most wizards who aspire to join an order of wizardry will wait until at least 5th level and attain permission from their order before summoning a familiar.

Item Creation Feats: Magic items are less common in the IK, and require more effort to produce. Full details are provided in the IKCG and other upcoming products. Wizards can still pick these creation feats, but DMs should be aware costs should be higher than standard (in both XP and gold). Magic items which include mechanical elements (mechanika) are encouraged, as they are easier to create than those which do not.

Spell Restrictions: The following spells are not available to wizards: limited wish, wish, and all spells related to planar travel such as plane shift and the first effect of gate. Further, the summoning of Outsiders will be handled in a different fashion in the IK, so many of the spells related to summoning and controlling of these creatures may be altered in the IKCG.

Bonus Languages: There is no "draconic" language in the IK, but human wizards can substitute Caspian for one of the bonus languages available to the character because of race or subculture since many older tomes of magic were written in this language.

Organizations: Magic is tightly controlled in the IK by several powerful organizations that keep exclusive knowledge of the higher arcane arts. Mentors can often be found among these organizations and may occasionally be inclined to bend the rules for a particularly well-liked protégé, but most wizards will need to formally seek membership in a wizard order not much later than 5th level. This requires payment of dues and sometimes other responsibilities and obligations. These schools and organizations are frequently the best locales to acquire new spells and perform research under favorable circumstances with first-rate resources at one's disposal.

Specialists: Specialists are uncommon; the wizard orders emphasize general wizardry and usually expect members to learn all schools. Evocation, divination, abjuration, and transmutation are the most accepted specialties. The enchantment specialty is treated with suspicion in some areas, particularly in Khador. Necromancy is considered evil and linked to Thamar and is only openly practiced in Cryx. Wizards of the region rarely specialize in illusion or conjuration, and the latter has many negative connotations due to its misuse by infernalists.

WIZARD ORDERS

The major orders are summarized below:

Fraternal Order of Wizardry: The strongest order, with headquarters in Ceryl and lodges in cities across Cygnar, Ord, and Llael. The FOW only accepts the cream of the crop and has a very long initiation process. Many wizards become probationary members at 5th level while they wait years to be granted formal

IK Character Classes

membership. Wizards must be 8th level or higher and have undergone the 2–5 year screening process to become full members. All members are male. The Fraternal Order of Wizardry invented the steamjack cortex and maintains a monopoly on their manufacture and repair in the southern kingdoms.

Greylords Covenant: The smallest of the major orders, the Greylords are the exclusive order of wizardry for Khador. They were originally a part of the Fraternal Order that broke from the parent organization out of national loyalty. They also know how to produce steamjack cortices and are responsible for all the cortices produced in Khador. This order is sworn to serve Khador and its military, both on the field of battle, and by helping to produce blasting powder and enchanted weapons. Although the membership is mostly male, qualified women are allowed to join the Greylords.

Order of the Golden Crucible: The oldest wizard order, this organization invented firearms and blasting powder during the rebellion against the Orgoth. Although they are not as prestigious as the Fraternal Order, the OGC has a reputation for good wizards and skilled alchemists. Their headquarters is in Leryn in Llael, but they have small branch houses in many cities across Cygnar, Llael, and Ord. Even in cities where there is no branch house, the OGC often has one or two members working to create blasting powder for commercial gun shops and city guards. This order is covetous of its monopoly on commercial powder and has been known to take actions against outsider alchemists. The OGC does not discriminate by gender.

Order of Illumination: A smaller order, the Order of Illumination has its headquarters in Caspia, and fewer branches in other cities, most of them in Cygnar. The Order of Illumination has strong ties to the Church of Morrow and is considered the most trustworthy wizard order. No one of evil alignment is allowed in this order and they are regularly screened to prevent corruption. This organization is given many exclusive contracts by the Church. Non-evil adventuring wizards find their less stringent dues and membership requirements appealing, and women are also welcome.

Military Orders: Each kingdom except Khador (which is served by the Greylords) has a small group of wizards working directly for its interests and creating blasting powder. In Cygnar, army wizards are trained at the Strategic Academy, which also trains officers and war-bards. In Llael, wizards form a segment of the High Royal Guard. In Ord, military wizards get their training among the Ordic Naval Engineers, which also builds ships and cannons. Even the Protectorate keeps a small group—the Vassals of Menoth—which are treated like pampered prisoners. Adventurers can seek mentors among military orders, but it is more difficult to extricate oneself from duties when belonging to these groups.

WIZARDS BY KINGDOM/RACE

Wizards are rare in every kingdom, but most numerous in Cygnar and least numerous in the Protectorate of Menoth. Those found practicing arcane magic in the Protectorate who don't belong to the Vassals of Menoth are subject to immediate arrest and are usually executed. Of the human subcultures, the Thurians are the only group particularly noted for their wizards, but they arise from most cultures. In many rural regions of

I.K. SLANG (CONT.)

- Mechstuff** *n.* *Mechanika.* "Oy, but that bridge is run by mechstuff, right? So's you don't have the right pass code, you're going bloody nowhere."
- Mucker** *n.* Friend; usually used possessively and sometimes preceded by another adjective such as 'old.' "All right, me old mucker!"
- Nip** *v.* To go quickly. "Look, just got to nip off for a sec'. I'll be back soon."
- Not Give A Toss** *v. phrs.* To not care at all. "Sorry, but I don't give a toss what your problem is."
- Nut** *v.* To headbutt. "I'll nut ya one if ya look at me like that again!"
- Pips** *n.* Currency. "Marag's willin' to pay a load o' pips fer this job, eh?"
- Poxy** *adj.* Rubbishy, of poor quality. "Of all the poxy luck! I had to end up in a cave-in with you!"
- Pub** *n.* Inn or tavern. Abb. for Public House. "Right, now to spend all those gold pieces! Off to the pub we go!"
- Rummy** *adj.* Odd; peculiar. "What a rummy little burgh this is!"
- Snog** *v. n.* To kiss lustfully. "Fancy a snog, big boy?"
- Sod** *n.* 1. Derog. A despicable person. "You are the most annoying sod I've ever met!" 2. A pitiable person. "I just saw your wife go off with that troll, you poor sod."
- Sod-All** *n. adj.* Nothing. "Trust Marag to do sod-all when his help is needed."
- Steamo** *n.* Anyone that works with steam mechanika. "Terrific! That steamo knows his mechstuff back'ard and for'ard, eh? Let's move!"
- Stroppy** *adj.* Bad tempered. "Don't get stroppy with me, ya bum fluff-faced dwarf!"
- Ta** *exclam.* Thank you. "Ta for the help, me old mucker."
- Tosser** *n.* Idiot. "Don't be a tosser, Marag. You've got no chance with Alexia."
- Trog** *n.* An ugly or coarse individual. Abbrv. of troglodyte. "Your husband's a real trog."
- Wank** *n.* 1. Rubbish, nonsense. "This new suit of armor is a pile of wank!"
- Wanker** *n.* Derog. A contemptible person. "Get lost, you wanker!"
- Wazzock** *n.* Derog. Cretin. "I can't believe you did that, you wazzock!"

Khador, wizardry is treated with similar superstition as sorcery elsewhere. The Iosan elves are noted for their wizards, particularly those of the divination specialty. The dwarves have a small but respected wizard tradition, and believe in the absolute secrecy of their methods. There are absolutely no wizards among the ogrun or Nyss, and they are virtually unknown among trollkin and gobbers as well. These races have no specific prohibition against the class, but require mentors from another race.

Religion

"Me mate had his arm bit clean off by one of those bloody burrow-mawgs, right. So we took him to the Church of Morrow to see if they could help. Happens that Exarch Sebastian was visiting, and with a touch, Nevrin's arm was made bloody whole again! Never seen anything like it! I started praying a lot more regular after that, mind ye."

—Capt. Ashbry "Dry Rot" Lowescroft

"Some folks in my line of work despise any talk about religion. I'll admit I'm not that devout myself, but religion is still important. Politics and religion come hand-in-hand. The Protectorate of Menoth is living evidence of this with its own theocracy. The Church of Morrow is powerful enough it's a nation unto itself, more or less; they have their own soldiers, war-jacks, wizards, and treasury. Even the smaller cults have an impact, and being ignorant about them won't help a whit if you come up against them. It's easy to understand greed, power, and desire, but understanding the heart of a pious man is a whole other matter.

"I don't worry much about the afterlife, this place most priests call Urcaen. The way the clerics talk, it's not a particularly pleasant place—some huge wilderness of unspeakable dangers, except the pockets each god has carved out for their own domains. They say there is safety and contentment within the domain of one's god, but the afterlife is not a blissful paradise. All the souls of the faithful play some role in an ongoing war between the gods, so if being conscripted when you die doesn't sound pleasant, I'd suggest staying alive as long as you can. That's my philosophy.

"Gobbers, ogrun, and trollkin have a curious notion about dying. They don't think they go to Urcaen like the rest, but are instead reborn in another body for another try at life. That sounds preferable, if you ask me, but I'm less than eager to find out which side is actually right."

—GK

RELIGIONS OF HUMANITY

The majority of humanity reveres Morrow—although there are sects that worship his twin sister, Thamar. These were once mortals. Now, they have ascended to become deities, representing good and evil, respectively. The diverse Ascendants of Morrow and Scions of Thamar are also prayed to and revered as patrons.

Older than the Twins, the worship of Menoth was once the dominant religion. This faith has dwindled in recent centuries, but many still respect this grim and unforgiving god and his unbending principles.

Cyrius is not, strictly speaking, a human deity. Some dwarves revere this goddess also, but the bulk of her following is human. She is a goddess of machinery and mathematics. Although her worship is a fringe faith, a growing number of the educated have come to admire her and speak her praises.

Last of the human pantheon is the Devourer Wurm, a nightmare out of the ancient past. The Foe of Menoth, this god-like creature is still paid respect in wild corners and among those who despise civilization.



MORROW

"The Prophet, Lord of Light, The Healing Teacher, Patient Brother"

Alignment: Neutral good

Symbol: Sunburst of Morrow, also known as The Radiance

Domains: Good, Healing, Knowledge, Protection, Strength, Travel, War

Preferred Weapons: Dawn's New Sun (scepter) and Dusk's Last Light (sword)

Cleric Weapon of Choice: Heavy Mace (can vary based on patron ascendant)

Cleric Alignment(s): Any good

"Without a shred of doubt, no other religion compares to the power of the Church of Morrow, particularly its seat of authority in Caspia known as the Sancteum, which is presided over by the Primarch and the Exordeum. They have considerable influence in four of the five Iron Kingdoms, their own army and warjacks, an enormous intelligence network, and more coin than they know what to do with, not to mention popular support by damned near everyone.

"The god Morrow was the ultimate philosopher-warrior, a man who believed that both action and reflection are required in equal measure to achieve the greater good. I'll admit I was impressed with the huge cathedrals in Llael when I was growing up—oh, and the statues; often portraying him as a well-built man with gray hair, broad shoulders and a thick chest, bedecked in a sweeping white robe, with a sword at his hip and a large scepter-like mace gripped in his left hand, while in his right is the Enkheiridion, the holy book of the Twins. Yes, impressed, but I must say that, as a child, I still always fell asleep during the bloody sermons."

—GK

ORGANIZATION

Gaining rank in the Church of Morrow requires appointment, along with mastery of a spell levels, and at the highest levels a special trial of faith. The following are the ranks of clerics of Morrow, from high to low:

Primarch	Requires 9th-level spells, Trial of Spirit, divine appointment (singular title)
Exarch	7th-level spells, Trial of Service, appointed by the Primarch (36 total)
Vicar	5th-level spells, Trial of Humility, appointed by the Exordeum
High Prelate	4th-level spells or higher, appointed by Vicar or above
Prelate	Appointed by High Prelate or above
Rector	Generally reserved for the senior priest of a specific church
Chaplain	Honorific for an experienced priest
Battle-Chaplain	As above but denotes military service
Priest	Any ordained cleric

ASCENDANTS OF MORROW

The Ascendants of Morrow are powerful, divine entities who sometimes manifest—albeit rarely—in times of particular crisis or turmoil. The ascendants serve Morrow as intermediaries between the god and his flock, offering inspiration and guidance (indirectly more often than actually manifesting, as stated above). Most who worship Morrow also pay homage to a patron ascendant that closely matches their lifestyle. More on the Ascendants of Morrow is available in the ICKG.

Ascendant Name †	Patronage	Domain**
Asc. Angellia (f)	History, lore, knowledge	Knowledge*
Asc. Corben (m)	Alchemy, astronomy, wizardry	Magic
Asc. Doleth (m)	Sailors, fishermen	Water
Asc. Ellena (f)	Travelers, adventurers	Travel*
Asc. Gordenn (m)	Farmers, family	Plant
Asc. Katrena (m)	Valor, knighthood, paladins	Good*
Asc. Markus (m)	Soldiers, town guard	War*
Asc. Rowan (f)	Poverty, the downtrodden	Protection*
Asc. Sambert (m)	Smiths, stonemasons, carpenters	Strength*
Asc. Shevann (f)	Merchants, bankers	Luck
Asc. Solovin (m)	Healers, battle-chaplains, midwives	Healing*

* Domains shared with Morrow †(m) (f) denotes male/female

DOMAINS AND PATRONAGE BENEFITS

Clerics with a patron ascendant must select the appropriate domain as one of their two chosen domains. Patron ascendants bestow additional minor benefits as listed below. These benefits are in addition to the "granted powers" of domains.

Adopting a patron grants benefits for very pious and actively religious non-clergy as well. These benefits are granted to clerics in addition to those for clerics-only. The benefits listed are only maintained if the worshiper has undergone a ceremony of patronage under the supervision of a priest of Morrow, is truly devout, keeps a talisman of the ascendant on his person, and offers a prayer to the Ascendant once a day. It is possible (if rare) for non-clerics to have a patron and be of a non-good alignment, but they cannot be evil.

It should be noted that choosing a patron is generally a life-long decision, and the benefits are only bestowed if patronage is maintained. Changing a patron and benefits is only possible with the supervision of higher clergy (High Prelate or above) and a special atonement ceremony.

Example: A cleric of Morrow selects Asc. Solovin as his patron. He chooses the Healing (Asc. Solovin) and Good (Morrow) domains. His granted powers from these domains allow him to cast healing spells at +1 to his caster level (Healing) and good spells at +1 to his caster level (Good). In addition, he gains the patronage benefits of +2 bonus to Concentration checks for healing spells and +1 bonus to checks when using the Heal skill. The cleric must keep a talisman of Asc. Solovin on his person and offer prayers to the ascendant daily, in addition to his prayers to Morrow for spells. A pious non-cleric who had chosen Asc. Solovin as a patron would only gain the benefit of +1 to Heal checks.

ASCENDANT ANGELLIA (Patron of History, Lore, and Knowledge)

Asc. Angellia is the patron of many war-bards, sages, and those who value knowledge.

Patronage Benefits: Clerics with Asc. Angellia as a patron receive a +2 bonus to all Knowledge checks. Anyone (including non-clerics) who choose Asc. Angellia as a patron may learn an extra language for free. This requires time and training but does not count against initial languages or require a skill point.

ASCENDANT CORBEN (Patron of Alchemy, Astronomy, and Wizardry)

Almost all pious wizards and alchemists pay homage to Asc. Corben.

Patronage Benefits: Clerics who revere Asc. Corben are rare, and are usually multiclassed wizards. They receive the benefit of a +2 bonus to Spellcraft checks.

Anyone (including non-clerics) with Asc. Corben as a patron receives a +1 bonus to Alchemy checks of a beneficial nature. For example, the bonus would apply to creating antitoxin, but not alchemist's fire.

Alternate Cleric Weapon of Choice: Clerics with Asc. Corben as a patron frequently wield a quarterstaff.

ASCENDANT DOLETH (Patron of Sailors and Fishermen)

Many sailors, river boatmen, and fishermen adopt Asc. Doleth as their patron.

Patronage Benefits: Clerics who choose Asc. Doleth as a patron receive a +2 bonus to any Swimming or Intuit Direction checks on a boat. Anyone (including non-clerics) who adopts Asc. Doleth as a patron receives a +1 bonus to Profession (sailor or boatman) checks.

ASCENDANT ELLENA (Patron of Travelers and Adventurers)

Asc. Ellena is a popular patron of adventurers, travelers, and mapmakers.

Patronage Benefits: Clerics of Ellena receive the Endurance feat for free, granting a +4 bonus to any physical actions taking place over an extended period of time. Anyone who chooses Asc. Ellena as a patron (including non-clerics) receives a +1 bonus on Ride checks.

ASCENDANT GORDENN (Patron of Farmers and Family)

Asc. Gordenn unquestionably has the largest following in the kingdoms, as all those who work the land commonly revere him. He has also come to represent the qualities of a good family life.

Patronage Benefits: Clerics who choose Asc. Gordenn as a patron may prepare any Plant spells with the Extend Spell meta-magic feat without having to purchase it. This allows the spell to have twice the duration if memorized as one level higher than the spell's actual level. Anyone (including non-clerics) who chooses Asc. Gordenn as an Ascendant receives a +1 to Profession (Herbalist) or similar checks.

Alternate Cleric Weapon of Choice: Clerics with Asc. Gordenn as a patron frequently wield a sickle.

ASCENDANT KATRENA (Patron of Valor, Knighthood and Paladins)

Asc. Katrena is the patron of most paladins, knights, and particularly pious magistrates and judges.

Patronage Benefits: Clerics who choose Asc. Katrena as a

Lord Toruk

The humans of the Scharde Islands worship Lord Toruk, the eldest of dragons, and by all accounts a godlike being at the least, for he can bestow spells and powers upon his clerics.

However, the worship of Lord Toruk is limited virtually entirely to the kingdom of Cryx and nearby islands, and is not, at this time, considered part of the human pantheon by theologians. Because his clerics have a close relationship with the dragon, they are not recommended for PCs and will not be detailed here.



Religion

patron receive a +1 bonus to all Will saves, and an additional +1 bonus to resist spells cast against them by those of evil alignment. Anyone (including non-clerics) with Asc. Katrena as a patron receives a +1 bonus to Spot checks.

Alternate Cleric Weapon of Choice: Clerics with Asc. Katrena as a patron who choose War as their second domain frequently wield a longsword.

ASCENDANT MARKUS (Patron of Soldiers and Town Guard)

Asc. Markus is patron of village militia, town guards, and soldiers. Most battle-chaplains choose Asc. Solovin or Asc. Markus as patrons.

Patronage Benefits: Clerics with Asc. Markus as a patron may choose a sword or axe martial weapon proficiency for free (short sword, longsword, greatsword, throwing axe, handaxe, battleaxe, or greataxe). As War is one of their domains, they also receive the Weapon Focus feat (for that weapon) for free. Anyone (including non-clerics) with Asc. Markus as a patron receives a +1 bonus to all Intimidate checks.

Alternate Cleric Weapon of Choice: Clerics with Asc. Markus as a patron frequently wield a greatsword or greataxe, although as stated above they may choose any sword or axe.

ASCENDANT ROWAN (Patron of the Downtrodden, Champion of the Poor)

Those who have fallen on hard times or are living lives of poverty frequently pray to Asc. Rowan. Those who choose her as a patron are not required to remain in abject poverty but are expected to live simply and give generously to charity in the name of the Church.

Patronage Benefits: Clerics who choose Asc. Rowan as a patron are granted a +1 bonus to all Fortitude saves. Anyone (including non-clerics) with Asc. Rowan as a patron receives a +1 bonus to Gather Information or Diplomacy checks when speaking to the lower classes.

ASCENDANT SAMBERT (Patron of Smiths, Stonemasons, and Carpenters)

Asc. Sambert is the patron of all craftsmen and crafts guilds.

Patronage Benefits: Clerics who choose Asc. Sambert as a patron receive a +2 bonus on one Craft skill of their choice from the following: Blacksmith, Carpentry, Stonemasonry, or Sculpture. Anyone (including non-clerics) who chooses Asc. Sambert as a patron gains a +1 bonus when making Strength ability checks.

Alternate Cleric Weapon of Choice: Clerics with Asc. Sambert as a patron who choose War as their second domain frequently wield a warhammer.

ASCENDANT SHEVANN (Patron of Merchants and Bankers)

Asc. Shevann is the patron of bankers and merchants who believe in fair dealings, and even the unscrupulous are wary of making false promises in her name.

Patronage Benefits: Clerics who choose Asc. Shevann as a patron (generally church treasurers) receive a +2 bonus to Sense Motive checks. Anyone (including non-clerics) who choose Asc. Shevann as a patron gains a +1 bonus to Diplomacy checks.

ASCENDANT SOLOVIN (Patron of Healers, Battle-chaplains, and Midwives)

Those who consider healing their calling adopt Asc. Solovin as their patron, particularly battle-chaplains.

Patronage Benefits: Clerics with Asc. Solovin as a patron receive +2 bonus to Concentration checks on healing spells. Anyone (including non-clerics) with Asc. Solovin as a patron gains a +1 bonus to Heal checks.

Alternate Cleric Weapon of Choice: Clerics who choose War as their second domain wield a longsword.



THAMAR

"The Temptress, Whisperer in Shadow, Wicked Sister, Guide of the Damned"

Alignment: Neutral evil

Symbol: Thamar's Leash, also referred to as the Ternion Band

Domains: Death, Destruction, Evil, Luck, Magic, Trickery, War

Preferred Weapons: Peace's Tormentor (war-spear), Rest's Betrayer (jagged dagger), and Faith's Destroyer (morningstar)

Cleric Weapon of Choice: Morningstar (can vary based on patron scion)

Cleric Alignment(s): Any evil

"'Evil oft arrives prettily,' is an adage apropos to dark Thamar, who is most always depicted as a raven-haired and temptingly beautiful woman. It is said she is ageless, youthful in appearance even at the time of her Ascension, despite long life. Who knows what dark arts and lore preserved her so.

"In addition to her passion for lore, in life Thamar, when so moved, was swift to brandish her weapons and use them with murderous precision—her three favored methods of attack: the spear to strike her foes from afar, the morningstar to bludgeon them to their knees in submission, and the dagger to plunge between their shoulder-blades under cover of darkness. Not a nice lady, or deity I should say, as you well know—but she does have style.

"True, she is evil, but in our line of work, you make use of what you can, and I've found her clerics aren't always bad. Ah, don't look at me like that, young friend. I'm no Thamarite. But one must learn to strike a deal within his means, and these clerics can be an indispensable resource if approached correctly, both for information and their willingness to patch you up without asking questions. More than once, a devotee of Thamar has saved my skin—and my life—when I needed to lay low and recover from injuries sustained on the job. Prudence is what's called for in this case...oh, yes, indeed."

—GK

ORGANIZATION

Ranks as a cleric of Thamar are based solely on the ability to master certain levels of spells. The following are the ranks from high to low:

Redeemer	Requires 9th-level spells
Cantor	8th-level spells
Prolocutor	7th-level spells
Preceptor	6th-level spells
Prelector	4th-level spells
Student	2nd-level spells
Ward	1st-level spells

SCIONS OF THAMAR

The Scions of Thamar are very powerful, unholy entities. They serve Thamar as an intermediary, and sometimes intervene directly in worldly affairs. They have been known to manifest at times in order to sow insecurity, doubt, suspicion, and terror throughout the mortal masses. Such manifestations are rare however, as the Scions prefer to work indirectly, particularly through tainted and usually very compelling dreams (not always nightmares).

Worshippers of Thamar also pay homage to a patron scion, most likely one that closely matches their own interests or lifestyle.

More about Scions of Thamar is in the IKCG.

"Ask me if I have a patron scion, and I'll tell you it's none of your damned business. I don't spend much time thinking about the gods or their lackeys, but it's not a bad idea to hedge the bets in your favor, if you know what I mean. I try to never discriminate."

—Gavyn Kyle

Scion Name †	Patronage	Domain**
Sc. Aidan (m)	Grave-robbers, treasure seekers, adventurers	Earth
Sc. Bolis (m)	Gamblers, smugglers, evil merchants	Luck*
Sc. Delesle (f)	Necromancy	Death*
Sc. Drayce (m)	Thieves, corrupt leaders	Trickery*
Sc. Ekris (m)	Infernalists, diviners, tyrants	Knowledge
Sc. Khorva (f)	Assassins, murderers, thugs, enforcers	Destruction*
Sc. Lukas (m)	Madmen, rapists, the depraved	Evil*
Sc. Nivara (f)	Wizards, sorcerers	Magic*
Sc. Roth (m)	Soldiers, mercenaries, bandits	War*
Sc. Stacia (f)	Arsonists, evokers, female wizards	Fire

* Domains shared with Thamar †(m) (f) denotes male/female

DOMAINS AND PATRONAGE BENEFITS

Clerics with a patron scion must select the appropriate domain listed above as one of their two chosen domains. Clerics and very pious non-clerics gain patronage benefits from their scion in exactly the same manner as the Ascendants of Morrow (see above). The only difference is that worshippers of Thamar use a figurine instead of a talisman to represent their patron, and offer a prayer just once per week. It is possible—if rare—for non-clerics to be non-evil and have a patron scion, but they cannot be of good alignment.

Choosing a patron is generally a lifelong decision and the benefits are only bestowed if patronage is maintained. Changing a patron (and the relevant benefits of said patron) is only possible with the supervision of a higher clergy (Prelector or higher) and a special atonement ceremony.

SCION AIDAN

(Patron of Grave robbers, Treasure Seekers, Adventurers)

Sc. Aidan's following is relatively small, but he is said to look over grave robbers, treasure seekers, and anyone who seeks adventure for the purposes of greed and self-gratification. Many evil-inclined adventurers pray to Scion Aidan and ask him to look over their ventures.

Patronage Benefits: Clerics with Sc. Aidan as a patron receive a +2 bonus to saving throws vs. petrification, paralysis or hold person spells or effects. Anyone (including non-clerics) with Sc. Aidan as a patron receives a +1 bonus to Search checks or a +2 bonus when searching stone walls for secret doors or traps.

SCION BOLIS

(Patron of Gamblers, Smugglers, and Evil Merchants)

Sc. Bolis is the chosen patron of all gamblers, con men, smugglers, and evil or selfish merchants, along with some thieves. He is the Scion of Luck, and therefore prayed to for good fortune by many unscrupulous people. He was also a very important individual in the history of the city of Five Fingers before his death.

Patronage Benefits: Clerics who choose Sc. Bolis as a patron receive the ability once per adventure session to reroll an attack or a failed saving throw, and count it as if it had succeeded. Anyone (including non-clerics) with Sc. Bolis as a patron gain a +1 bonus to Appraise, Bluff, and Forgery checks.

SCION DELESLE

(Patron of Necromancy and Death)

Sc. Delesle is the patron of those who practice necromancy, either using divine or arcane magic. Most evil folk who have an interest in the powers of death pay her homage.

Patronage Benefits: Clerics with Delesle as a patron rebuke undead as if they were 1 level higher. Anyone who takes Delesle as a patron receives a +1 bonus on any saving throw where failure would result in death.

Alternate Cleric Weapon of Choice: Clerics with Sc. Delesle as a patron often wield a scythe (when not trying to be inconspicuous), and receive the Martial Weapon Proficiency related to that weapon for free.

SCION DRAYCE

(Patron of Thieves and Corrupt Leaders)

Sc. Drayce is the chosen patron of most rogues, who enjoy his gentleman-robber image and the many stories of his daring exploits. He is also a patron for many evil aligned politicians and community leaders.

Patronage Benefits: Clerics who choose Sc. Drayce as a patron can learn Forgery and Move Silently as class skills. Anyone (including non-clerics) who has Sc. Drayce as a patron gains a +1 bonus to Bluff, Spot, and Hide checks.

Alternate Cleric Weapon of Choice: Clerics with Sc. Drayce as a patron frequently wield a dagger.

SCION EKRIS

(Patron of Infernalists, Diviners, and Tyrants)

All evil-aligned infernalists and also other evil-minded folk who seek knowledge or information revere Sc. Ekris. He is sometimes prayed to by evil leaders who enjoy the example of his ruthlessness as a lord of his region.

Patronage Benefits: Clerics who choose Sc. Ekris as a patron gain a +2 bonus on all Knowledge checks and a +1 bonus on saving throws vs. Infernals. Anyone (including non-clerics) with Sc. Ekris as a patron gains an effective 18 Charisma when speaking with or dealing with Infernal creatures.

Alternate Cleric Weapon of Choice: Clerics with Sc. Ekris as a patron frequently wield a barbed dagger.

SCION KHORVA

(Patron of Assassins, Murderers, Thugs, and Enforcers)

Sc. Khorva is the chosen patron of assassins, murderers, and criminal enforcers. Rogues who indulge in violence find her a more appealing patron than the subtle Sc. Drayce, and the two scions compete for the largest share of superstitious devotion from the criminal community (followed by Sc. Bolis).



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Patronage Benefits: Clerics who choose Sc. Khorva as a patron receive a +2 bonus to Touch attack rolls (for use with such spells as *Inflict Light Wounds*). Anyone with Sc. Khorva as a patron (including non-clerics) gains the sneak attack ability at +1d4 damage just like a rogue. Those who already have sneak attack gain an additional +2 damage to their existing Sneak Attack strikes.

Alternate Cleric Weapon of Choice: Although most use the traditional morningstar, clerics with Sc. Khorva as a patron utilize all blunt weapons, such as clubs, maces, and quarterstaves, and also spiked gauntlets. Daggers and knives are also popular.

SCION LUKAS

(Patron of Madmen, Rapists, the Depraved)

Considered particularly vile, few choose Sc. Lukas as a patron, but he is believed to watch over rapists, madmen, and the depraved. In life he was a psychotic hunter lurking in the Widower's Wood in Cygnar.

Patronage Benefits: Clerics who choose Sc. Lukas as a patron receive a +1 bonus to saving throws on any effect cast by a person or creature of good alignment. Anyone (even non-clerics) who chooses Sc. Lukas as a patron gains a +1 bonus to strike when using a ranged weapon.

Alternate Cleric Weapon of Choice: Clerics with Sc. Lukas as a patron wield punching daggers or spears, and are also fond of short bows, receiving the Martial Weapon Proficiency for that weapon for free.

SCION NIVARA

(Patron of Wizards and Sorcerers)

Nivara is the patron of most evil-aligned wizards and sorcerers. She was noted for her skill at crafting and enchanting clever items and traps, as well as being a stern teacher.

Patronage Benefits: Clerics who choose Sc. Nivara as a patron (rare) receive the Silent Spell feat for free. Anyone (including non-clerics) with Sc. Nivara as a patron may reduce the time and costs (and subsequently XP investment) involved with magical item creation by 10 percent so long as some homage to Nivara is included in the item's creation (even if subtle and difficult to notice).

Alternate Cleric Weapon of Choice: Clerics with Sc. Nivara as a patron frequently wield a quarterstaff.

SCION ROTH

(Patron of Soldiers, Mercenaries, and Bandits)

Sc. Roth was a legendary bandit general along the Dragon's Tongue River in ancient times. He has a large following among evil aligned soldiers, bandits and brigands.

Patronage Benefits: Clerics with Sc. Roth as a patron gain the Leadership feat (DMG) at 6th level for free, although cohorts must be evil and no outsider special cohorts are allowed. Anyone (including non-clerics) with Sc. Roth as a patron get +1 bonus to attack and damage rolls against clerics or paladins of Morrow.

Alternate Cleric Weapon of Choice: Clerics with Sc. Roth as



KHVAS ALNOR AND HIS FELLOW MONK STAND IMPASSIVELY, ONE TO EACH SIDE OF THE TETHERED CLAN LEADER AS THEIR SOVEREIGN BROTHER EXPLAINS: "MENOTH DECREES THAT ALL HEATHENS MUST BE TEMPERED OR ELIMINATED. IT IS THE WORD OF THE LAWGIVER, AND NONE MAY QUESTION IT! YOU HAVE CHOSEN THE HARD PATH AND MUST NOW JOIN YOUR INFIDEL BROTHERS. BROTHER ALNOR, REMOVE THIS WICKED CREATURE FROM OUR PRESENCE."

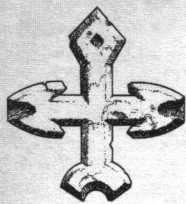
a patron and frequently wield a barbed longspear. Since War is one of their Domains, they also get the Weapon Focus feat with this weapon.

SCION STACIA

(Patron of Arsonists and Evokers, Champion of Female Wizardry)

Stacia's following includes primarily evocation specialist wizards and clerics of Thamar who love the power of fire. However, Sc. Stacia is unique among the Scions for having considerable popularity outside the ordinary worshipers of Thamar among female wizards who loathe the Fraternal Order.

Patronage Benefits: Clerics who choose Sc. Stacia as a patron gain a +2 bonus to saving throws vs. fire (magical or otherwise). Anyone (including non-clerics) with Sc. Stacia as a patron receives +1 point of damage per die when casting fire or heat spells.



MENOOTH

"The Creator, Shaper of Man, Lawgiver"

Alignment: Lawful Neutral

Symbol: The Seal of Menoth, sometimes referred to as the Menofix

Domains (Standard Clerics):

Knowledge, Law, Strength, War

Domains (Scrutators): Knowledge, Law,

Strength, Evil, Destruction

Preferred Weapon: Decretus (multi-headed greatflail)

Cleric Weapon of Choice: Flail

Cleric Alignment(s): Any Lawful; Scrutators must be Lawful Evil

"There is no single organization unifying the worshipers of Menoth.

Most commonly, the 'Temple of Menoth' refers only to the fanatical worship in the Protectorate, led by the Hierarch Garrick Voyle, a most austere fellow both feared and revered by his citizenry—and one whose company made me most discomfited. Yes, I've been in his company more than once—and with any luck never again!

"But the numerous Menites in Khador refer to themselves as the 'Old Faith,' obeying their Visgoths rather than the Hierarch, Voyle—much to his chagrin, I'll say—and there does not appear to be a sole leader of this Old Faith. By and large, I find the Khadoran Menites easily more tolerable than those zealous fanatics of Voyle's Protectorate.

"Lest I digress politically, I should say Menoth might well approve of his hierarch's similitude to the divine, for as you know the god is often viewed as a hardhearted, unforgiving one depicted frequently as a masked giant towering over his subjugated worshippers. He demands adherence to a strict code of conduct and constant tithes through his priests, and Voyle executes all of this with stern precision through a credo-by-law; a very meticulous extension of Menite tradition this theocracy is, to be sure. Historically speaking, Menoth was the virtually undisputed god of all the tribes of man for thousands of years and I, for one, am thankful not to have lived during that period of history, mind you—nor in today's Protectorate!"

—GK

ORGANIZATION

The following list ranks the clerics of Menoth from highest to lowest and the minimum spell level required. Ranks are not automatically conferred upon achieving the ability to cast spells of that level, but must be earned and appointed by superiors.

Hierarch 9th-level spells required (Singular title, only used in the Protectorate)

Visgoth 7th-level spells required (highest rank in current use by Khador)

Sovereign 5th-level spells required

Potentate 2nd-level spells required

Fledge 1st-level spells required

Scrutators are given an additional title. These ranks are based entirely upon deeds and appointments.

High Scrutator (Singular title in the Protectorate)

Vice Scrutator

Senior Scrutator

Scrutator

Authority of the True Law: Upon reaching 6th level, all clerics of Menoth receive the Leadership Feat (DMG) for free. All cohorts in the cleric's presence must be lawful and worship Menoth. Any cohorts in the cleric's presence that do not match these requirements temporarily negate the effects of this feat. All devout worshipers of Menoth gain a +1 sacred bonus to Will saves as a result of their absolute conviction in their faith. This only applies for true believers, not those who are going through the motions.



THE DEVOURER WURM

"Beast of All Shapes, Menoth's Bane, Vomiter of Darkness, Unsleeping One"

Alignment: Chaotic neutral

Symbol: Called the Wurm's Maw, Wurm's Talons, and Wurm's Eye

Domains: Animal, Chaos, Strength, Destruction

Preferred Weapons: Fangs and claws

Cleric Weapon of Choice: Axe

Cleric Alignment(s): Any chaotic

"I must speak of something dark and you'll keep your mouth shut about it, for I'll answer no questions and once I'm done I'll speak of it no more. Just listen to what I impart, my young friend, and leave it at that. I'm not even sure I should say a thing, but this drink is strong and it bolsters me.

"A god-beast exists in this world that I knew nothing of, even during the course of my training, until delving into the field. The followers of Morrow and Menoth prefer to pretend this Devourer Wurm does not exist, and even teaching of it in any urbane font of knowledge is, in the main, strictly forbidden, 'less you know who to ask.

"This ancient god-beast has no single form and has been depicted as many nameless monsters and distorted wild beasts throughout the eras. It is often shown as a thick serpent with a maned head and an enormous fanged mouth, although just as commonly a giant, scaled, catlike creature with vicious claws. In all depictions, it exhibits an oversized and open maw...and I can tell by your eyes you know of what I speak.

"Now, according to legend, this Devourer has been at war with Menoth since the birth of the world. It is apparently uncaring about its own worship. It does not demand churches, clerics, or sacrifices...however, those who revere the Devourer often make offerings in its name regardless, and in olden times mass sacrifices were made, killings in the thousands, perhaps even tens of thousands, who can say. This god-beast is a bestial, violent, and dark thing, to be sure, but in everything I've



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learned, though it is cruel, it seems to be placed above the concept of evil as defined by men; instead, it is a force of raw, natural chaos, revered in places where mankind has the least sway—and by those who despise civilization. It is the dark forest, the hostile landscape, the wild beast, the primal mass of chaotic barbarians...placed within the human pantheon, perhaps because of its clashes throughout the millennia with Menoth. Yet, hordes of worshippers exist among gobberkin, trollkin, and ogrun; these races claim the Devourer is actually older than Menoth, and this wouldn't surprise me in the slightest..."

—GK

Rebuke Beasts: Clerics of the Devourer have no power to turn or rebuke undead. However, they can attempt to rebuke predatory animals and monsters. By manifesting the power of the Wurm they attempt to intimidate such creatures into their service. This works in a manner very similar to rebuking and controlling undead. Devourer clerics can use their Strength instead of Charisma score for this power if it is higher. This power only works on predatory creatures classified as animals, beasts, or magical beasts; they must be of either true neutral or any chaotic alignment, and have Intelligence lower than 6.

FEAST CEREMONIES

Offerings are frequently made of freshly caught animals, which are sacrificed sometimes cooked, sometimes raw, by simply eating them, and often using their hides for clothing, if appropriate. Barbarians and clerics believe consuming these creatures and wearing their skins in this way grants them some of the power and abilities of the animal in question. Human sacrifices are not unknown, and the barbarians of the Bloodstone Marches and Scharde Islands are rumored to eat the hearts of their foes.

FEAST PROPERTIES

A ceremonial feast undertaken during Calder's full or new moon by a cleric of the Devourer bestows supernatural benefits upon the participants. These benefits only apply to those who worship the Devourer and are chaotic-aligned. The benefits depend on the moon phase of Calder during the ceremony. If a feast includes several different animals, only a single benefit may be chosen per participant.

Worshippers of the Devourer admire and respect these great animals and beasts, and do not hunt them down with the intention of wiping them out. Quite the contrary; they consume them to become more similar to them, and killing these sacred beasts for a religious feast is taken quite seriously. They will only kill as many of these creatures as required for their feast and never pick pregnant females or young.

Bear/Bull: During a new moon bear or bull feast ceremony, all recipients receive supernaturally enhanced vigor, resulting in a +1 bonus to damage rolls and strength checks, lasting for 3 days. Full moon bear or bull feasts bestow a +1 bonus for any Will saves during the following 3 days.

Boar/Pig: The new moon boar feast ceremony grants the recipients enhanced stamina, granting +6 to their maximum hit points, lasting 3 days. These hit points are regained via healing like normal hit points until the duration expires.

Full moon boar feasts bestow a +1 bonus for any Fortitude saves during the following 3 days.

Crocodile: During a new moon crocodile feast ceremony, all recipients gain enhanced tenacity, resulting in a +1 bonus on attack rolls, lasting for 3 days.

Full moon crocodile feasts bestow tougher skin, granting a

+1 to the armor class of recipients, lasting for 3 days.

Eagle/Falcon/Hawk: During a new moon eagle feast ceremony, all recipients gain enhanced vision and awareness of their surroundings, resulting in a +2 bonus to Spot and Search checks, lasting for 3 days.

Full-moon eagle feasts bestow a +1 bonus for any Reflex saves during the following 3 days.

Human Heart: Only the most savage Devourer worshippers perform this ceremony, but it is common among the barbarians of the Bloodstone Marches and the Scharde Islands. During a new moon human heart feast ceremony, all recipients are filled with rage and bloodlust, gaining a +1 bonus to attack rolls and +2 to damage rolls against other human beings, lasting for 24 hours.

Full moon human heart feasts bestow enhanced combat reflexes and awareness, granting the Dodge feat as a bonus and gaining a +1 bonus to initiative and Spot checks, lasting for 2 days. Those who already have the Dodge feat gain Mobility instead, as long as they have the requisite 13+ Dexterity. Those with both Dodge and Mobility only receive the +1 bonus to initiative and Spot checks.

Snake: During a new moon snake feast ceremony, all recipients receive the supernatural ability to pass without trace lasting for 3 days.

Full moon snake feasts bestow +2 bonus for any poison-based saving throws during the following 3 days.

Stag/Horse: During a new moon stag or horse feast ceremony, all recipients receive the Run feat as a bonus, allowing great speed of movement, which lasts for 3 days. Those who already have Run gain a +4 bonus to Constitution checks when running instead.

Full moon stag or horse feasts bestow a +1 bonus for any Reflex save during the following 3 days.

THE CIRCLE (DRUIDS)

The druids of the Circle pay the Devourer respect, as they believe their power over nature in the form of spells originates from the Wurm. They do not serve the Devourer in the same way priests would, nor do they carry holy symbols. Druids revere the Devourer as a powerful embodiment of natural chaos. All their power over animals and violent natural phenomena like storms, fire, earthquakes, and flood, are considered drawn from the Devourer.

The following are the ranks used by the Circle from high to low:

Omnipotents	Druids capable of casting 9th-level spells
Potents	Capable of 8th-level spells
Overseers	Capable of 7th-level spells
Warders	Capable of 3rd-level spells
Wilders	Capable of casting 1st-level spells

These druids are very secretive and only the topmost ranks (Overseer and higher) know their goals and objectives.



CYRISS

"The Maiden of Gears, Mother of Mathematics, The Hidden Enigma"

Alignment: Neutral

Symbol: Masque of Cyriss, also called the Face of Cyriss

Domains: Knowledge, Protection, Travel

Preferred Weapon: None (Cyriss is never depicted with a weapon)
Cleric Weapon of Choice: Light mechano-fail

Cleric Alignment(s): Neutral, neutral evil or neutral good (rare)
"I've had some interesting conversations with the cultists of Cyriss, a most mysterious and recent god. Her worshippers believe she is actually an ancient goddess who had been in hiding, awaiting worthies capable of uncovering her presence within the laws of science and mathematics—roughly around the same time that steamjack cortexes were first invented.

"Cyriss is an abstract entity of clockwork precision, always portrayed with a cold and mechanical feminine guise. Her worshippers remain secretive, the lower ranks of her clergy rarely cognizant of the larger purposes and goals of their leaders. The cult maintains a benevolent guise among casual worshippers, and Cyriss is revered by many scientists and researchers, as well as mechanics. However, I have become privy to a darker side that believes life as it were is flawed and only in accepting the machine can one truly move toward perfection. Although Cyrissists adhere to isolationism and secrecy, it seems inevitable to me that this cult will eventually come into conflict someday with the more dominant religions, perhaps someday soon."

—GK

ORGANIZATION

The cult of Cyriss has a regimented organization for its priests, based primarily on level of power, but also the solving of certain enigmas. When within the safe confines of their temples they wear crafted symbols, which clearly designate rank.

Optifexes	Low to mid ranking members of the cult, indicated by a symbol made of a metal denoting their rank, behind the holy symbol of Cyriss as follows:
Lead	Capable of casting 1st-level spells
Copper	2nd-level spells
Brass	3rd-level spells
Bronze	4th-level spells
Iron	5th-level spells
Enumerators	Higher ranking members of the cult, they craft and wear clockwork holy symbols of interlocking and moving cogs and wheels, faced with Cyriss' symbol. The number of cogs and wheels within the symbol indicates rank
2 Cogs and Wheels	6th-level spells
3 Cogs and Wheels	7th-level spells
4 Cogs and Wheels	8th-level spells
Fluxions	The absolute leaders of the cult and the only ones privy to their long range goals, fluxions are capable of casting 9th level spells and wear an intricately engineered symbol of triangles connected by an ever-changing lattice of glowing lines, faced with the Cyriss symbol.

Many clerics of Cyriss are multiclassed as wizards, as well; particularly skilled wizards who become clerics may sometimes be granted a higher rank than their clerical level alone.

It should be noted that the path of a neutral-good aligned cleric in the cult of Cyriss is a difficult one, as the higher ranks increasingly place little value on life. None of the top leaders of the cult are good aligned.

Spell Restrictions: Clerics of Cyriss cannot cast any spells listed in the Animal or Plant domains except *antilife shell*.

Halt Construct: Clerics of Cyriss cannot rebuke or turn undead, but can manifest the power of Cyriss to bring machines and constructs (like steamjacks) to a temporary halt. This works like turn undead (PH) except requiring a touch attack (which can provoke an attack of opportunity) since the cleric must come into direct contact with the construct, and uses Intelligence rather than Charisma. Non-construct regular machines (such as a regular steam engine) can be automatically halted with a touch, but those with an operator require a turning check vs. the HD of the operator, who gets a bonus or penalty based on Intelligence. Constructs that a cleric halts are effectively stunned for 1d4+1 rounds. If the cleric qualifies to destroy per the turning table (twice as many levels or more than the construct has Hit Dice), it is halted indefinitely until reactivated by a skilled operator, but not actually destroyed.

Turn Gremlins: Although such creatures are rarely encountered, gremlins or other supernatural creatures that inhabit and disrupt machinery can be turned by clerics of Cyriss just as regular clerics turn undead. This uses Charisma and does not require a touch attack.

Skills: The following additional skills are considered class skills to clerics of Cyriss: alchemy and any Knowledge skills related to arcana, mechanika, mathematics, or engineering.

Enhanced Training: Clerics of Cyriss receive a bonus equal to 1/2 their Intelligence modifier per level in extra skill points, which must be spent on either Knowledge or Craft skills. This only applies if they spend periodic time in contact with those who are in possession of these knowledge and craft skills.

DEITIES OF THE DWARVES

The dwarven pantheon is the largest in the IK. Though their names and legends are well known to every dwarf, the thirteen Great Fathers are never worshipped as individuals but as a single divine body.



THE GREAT FATHERS

"Stone Fathers, Lords of Kharg Drogun, Masters of Tower Ghorfel"

Alignment: Lawful good (as a group)

Symbol: Mount Gohrfel, the Great Fathers' Tor, and the Colossus of Ghorfel

Domains: Good, Earth, Healing, Law, War

Preferred Weapons: Varies by Great Father

Cleric Weapon of Choice: Warhammer

Cleric Alignment(s): Lawful good, lawful neutral, or neutral good

"You may have gathered by now I'm not fascinated by religion for its own purpose, but you can tell a lot about a culture by the gods it venerates and how it worships them. The dwarves are about family—or clans—and it's no surprise their deities are the legendary progenitors and founders of their thirteen first and greatest clans. Without question, the Great Fathers are the heart and soul of dwarven society. Their spoken words became the laws of Rhul, apparently holding the dwarves together for five millennia, making them the oldest civilization of western Immoren. The Stone Lords, who lead the Moot of the Hundred Houses, still carry the original clan names. They claim their blood has the essence of the gods, a boast that may even be true since I've seen documented proof that the Stone Lords live longer than regular dwarves by a noticeable margin.

"The dedicated worship of an individual Great Father at the expense



Religion

of the rest is simply not done in dwarven society; this sort of thing is considered very disrespectful. The Great Fathers are always worshipped as a group. Nonetheless, each Father has his own personality, holidays, parables, and sphere of influence, and it is common to offer a prayer or a curse in a particular Father's name as the situation warrants."

—GK

The following lists the individual Great Fathers:

Dhurg	First Father of Battle (Master of Axes)
Dohl	Father of Mining
Dovur	First Father of Smithing (Weapons)
Ghrd	Father of Wealth and Jewelcraft
Godor	Father of Oration and Law
Hrord	Second Father of Battle (Master of Blades)
Jhord	Father of Spying and Information
Lodhul	Father of Feasting and Virility
Odom	Father of Secrets and Magic
Orm	Father of Building and Stonework
Sigmur	Father of History and Records
Udo	Third Father of Battle (Master of Hammers)
Uldar	Second Father of Smithing (Armor)

ORGANIZATION

Clerics are frequently sought out to solve disputes and sit in judgment for members of their communities. The first clerics of the Great Fathers were the Claywives—the wives of the Great Fathers—and for that reason traditionally clerics were female. There are no prohibitions against men in the clergy however, and in the last few centuries the priesthood is almost evenly represented by both genders, yet most of the highest-ranking clerics remain female to this day.

Dwarves value both age and power, and either allow one to qualify for a rank. The following are the clerical ranks of the Church of the Fathers, from highest to lowest:

Tribune	Members of the Tribunal (13 clerics and the 13 Stone Lords)
Justicar	130 years old, or 7th-level spells required
Assessor	115 years old, or 5th-level spells required
Juror	2nd-level spells required
Disciple	1st-level spells required

BOONS OF THE GREAT FATHERS

The Great Fathers bestow a special boon upon all their clerics, depending on their alignment, as follows:

Boon of Dhurg: Clerics of lawful neutral alignment are given the Iron Will feat for free (+2 to Will saves).

Boon of Godor: Clerics of lawful good alignment are given the Extra Turning feat for free (turning undead four more times per day than normal).

Boon of Lodhul: Clerics of neutral good alignment heal an extra +1 hp per level with healing spells, e.g., cure serious wounds would heal 3d8+2 hp/level instead of 3d8+1 hp/level.

DEITIES OF THE ELVES

Originally eight in number, only the goddess Scyrah remains an active power in Ios, and she is suffering and dying even

now. The worship of Scyrah is fragmented and the faithful are desperate and fearful of the future. Unknown to Ios, Nyssor is also accounted for, and is frozen among the Nyss to prevent his own doom.

Below are listed the names of the "Vanished" gods, and their titles in the elven divine court. Nyssor is erroneously counted in their number by Iosans. None know the fate of the other Vanished and the mystery of their disappearance is a topic of continuous debate in Ios.

The Vanished

Lacry	Narcissar of Ages and Potentate of the Living, Sovereign of the Divine Court
Ossyris	Incissar of Hours, Sovereign of Conflict, General of Lyoss
Ayisla	Nis-Arsyr of Night, Suzerain of the Fallen, Watcher of the Gates of Lyoss
Nyro	Arsyr of Day, Senechal of Lyoss Palace, Lorekeeper
Lurysar	Issyr of Summer, Lord of the East Forest, Armsmaster of Lyoss, Chief of Scouts
Lyliiss	Nis-Scyir of Autumn, Court Assassin and Mistress of Poisons
Nyssor	Scyir of Winter, Grand Crafter, Frozen Sage



SCYRAH

"Regent Narcissar (formerly Nis-Issyr of Spring), Healer of the Gods, the Last Goddess"

Alignment: Chaotic Good

Symbol: Sigil of Life, also called the Spring Sigil

Domains: Animal, Earth, Healing, Plant, Protection (varies slightly by sect)

Preferred Weapon: Telmirr (longsword), translates to "Winter's End"

Cleric Weapon of Choice: Longsword

Cleric Alignment(s): Chaotic good, neutral good, chaotic neutral (varies also by sect)

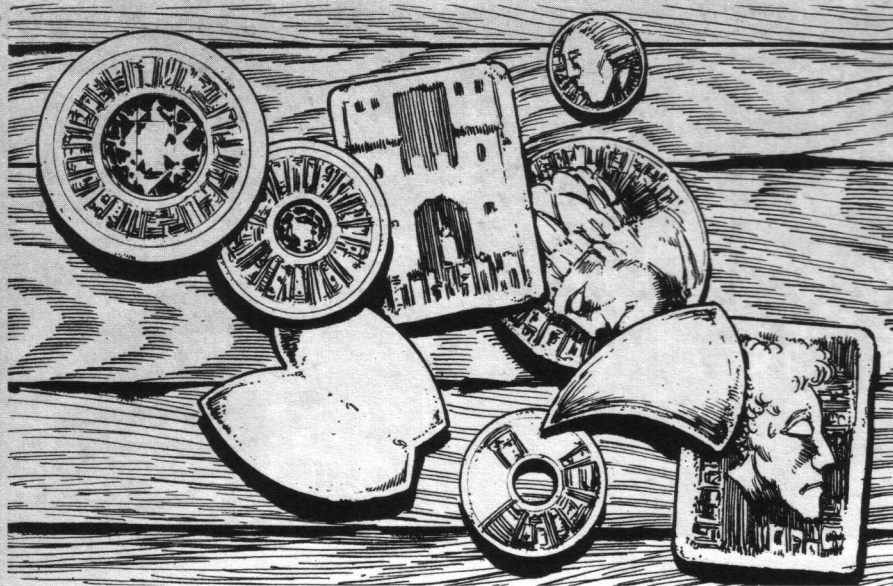
"Elves. They certainly are a breed apart, and the first to revel in that detail. To them, we men are lesser creatures—the same as, say, gobberkin and the like, if you can believe that. Elves. Ever one of the most frustrating enigmas. I've parleyed with a handful of exiles; chance meetings for the most part. I've tried my best to gather information on Ios, on its structure, its politics, its religion, but even the outcasts are close-mouthed when it comes to these things.

"Every elf in Ios worships Scyrah. I've gathered that much, and they call her the elven goddess of the spring and of healing, describing her as young, passionate, beautiful, and caring, yet also temperamental and capable of great wrath. As goddess of the spring, she has dominion over the growth and development of all living things, as well as dominion over disease and illness.

"They claim to have other gods, but for whatever reason, these are not as popular. I am unclear as to why, for they would not speak of them. I've heard from other sources that the elven gods actually exist in Ios itself, not in some other divine place, but this seems unlikely to me. If that's the case, why such secrecy then? Ah, there's nothing so maddening as unanswered questions, eh? I suspect there's something quite significant about the elves and their religious beliefs that I've yet to uncover. If you come across anything anytime, you make sure to leave word for me, yes?"

—GK

Religion



Unknown to outsiders, Scyrah is now alone in Ios, sequestered deep within the fane of Shyrr and visited only by the inner circle of her priesthood. Some elves whisper she is suffering a fever-like illness; others claim she bears a wound that will not heal. Aside from granting spells and powers to her clergy, the goddess refuses to speak or act. The more paranoid of the elves—of which there are a growing number—claim either humanity or the dwarves have played some foul hand in Scyrah's affliction, and also the disappearance of their other gods.

Terminology note: Elves refer to their churches as fanes, and the traditional sect of elven worship is the Fane of Scyrah. Members of the other two sects (listed below) are not considered part of the Fane of Scyrah, and none of their priests are allowed to visit the goddess.

FANE OF SCYRAH

The traditional Fane is the most conservative religious group of elves, and these clerics very rarely leave Ios. They also believe most fervently that using clerical spells weakens the goddess and are thus very reluctant to use their powers.

The ranks used by the Fane of Scyrah are as follows, from high to low:

Attendant	Members of the Attending Council (eight in number)
High Healer	Mastery of 6th-level or higher spells
Healer	Mastery of 2nd–5th-level spells
Initiate	Mastery of 1st-level spells

Secrets of Scyrah: Clerics of the Fane of Scyrah are exceptionally adept at concealing their feelings and bending the truth as required in order to keep their secrets. They receive a +4 sacred bonus to Bluff checks regarding anything to do with their religion, and Bluff is considered a class skill for them. They are also immune to Divination spells that would reveal anything about their religion.

OUTCAST SECTS

A growing number of elves are dissatisfied with the Fane of

Scyrah. There are two dominant sects dedicated to Scyrah that are not welcomed or accepted by the Fane. They are both deemed radical and heretical. Known members of these sects may become outcasts and unwelcome in Shyrr or other towns of Ios. Despite this, both sects have grown in recent years and will continue to do so as the time of Scyrah's predicted demise draws closer. The Seekers sect is more accepted in Ios than the Retribution.

Neither of these sects are simply religious groups. They are sophisticated organizations with specific agendas, embracing elves from many walks of life. Clerics are just one class that serves them, although most leaders are clerics. These sects are described in greater detail in the IKCG.

THE SEEKERS

Based on a number of ancient prophecies, the Seekers are convinced they can prevent the demise of their goddess and locate the missing gods. This optimistic attitude is quite a contrast to the pessimism of the Fane of Scyrah, but it also verges on fanaticism. Many adventuring elves who find the isolation of Ios stifling become members of this sect. A group called the Lore Seekers, composed of both clerics and Divination specialist wizards, leads the Seekers.

Coins of the Kingdoms

Barter still happens in the kingdoms but coinage is the primary means of exchange. As the richest kingdom in western Immoren, Cygnaran currency is often the standard denomination, although all of the Iron Kingdoms, as well as Ios and Rhul, mint their own coinage. Below are some standard coin types from various nations throughout the kingdoms:

Cygnaran Currency

Farthing	1cp
Halfshield	5cp
Shield	1sp
Halfcrown	5sp
Crown	1gp
Tower	1pp

Llaelese Currency

Kettle	1cp
Keep	1sp
Goldbust/Goldhead	1gp
Ascendant	1pp

Ordic Currency

Blackpenny	1cp
Galleon	1sp
Royal	1gp

Iosan Currency

Ly	1cp
Iss	1sp
Nyos	1gp
Glyos	1pp

Rhulic Currency

Uhl	1sp
Gul	1gp
Dugul	1pp

Religion



Seekers frequently leave Ios and interact more regularly with members of other races. Indeed, certain prophecies speak of an essential role played by non-elves in coming events, which makes the Seekers more ready to form relationships with others. This doesn't mean they always like non-elves but, more than other groups, they are willing to put up with these races in their quest to save their people.

Seeker Lore: Seeker clerics may choose either to have the secrets of Scyrach benefit described above, or may receive 6 free skill points to distribute to any Knowledge (history, religion, or arcane) related skills, reflecting extensive research and education. **Alignment:** Seeker clerics of Scyrach are neutral good or chaotic good alignment.

Preferred Domains: Good, Healing, Knowledge, Protection
Note: The traditional Fane insists this use of additional domains places even more strain on Scyrach.

RETRIBUTION OF SCYRAH

The Retribution of Scyrach is furious at what has been done to their gods and their people. Unlike the Seekers, they are not optimistic; they do not think they can prevent Scyrach's doom. They are convinced the failure of the gods to return was no accident, accusing humanity of being responsible for the ills of their society and their gods. Humanity is the enemy, and human wizards in particular. They do not understand how humanity suddenly acquired arcane lore, but they firmly believe that the magic of humans is a twisted perversity that has somehow afflicted their gods, perhaps destroying them in the process. Although they act slowly and cautiously to avoid drawing undesired attention, subversive attacks on human wizards do transpire. Some members are also suspicious of the dwarves and the cults of Cyriss, and there are a number of other paranoid theories among them.

Strength of Resolve: Clerics of the Retribution may choose either to have the secrets of Scyrach benefit described above, or may instead receive a +2 sacred bonus to all Will and Fortitude saves. This reflects extensive training by this radical sect in resisting pain and coercion.

Fanatic Disdain: Retribution clerics have a difficult time disguising their loathing of humanity, and particularly human wizards. They suffer a -2 circumstance penalty to Diplomacy or Gather Information checks when dealing with humans, increas-

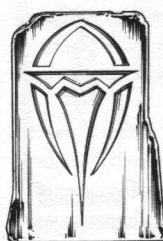
ing to -4 when dealing with human wizards. They cannot form friendships with human wizards, although in special situations may be allowed limited peaceful contact.

Alignment: Most clerics of the Retribution are of chaotic neutral alignment, with a chaotic good minority. Some non-clerical members of the Retribution are chaotic evil.

Preferred Domains:

Clerics of the Retribution do not have access to the standard domains of Scyrach, and instead choose from Chaos, War, and Healing.

Note: The traditional Fane of Scyrach believes it is unnatural and damaging to Scyrach to utilize extra domains.



NYSSOR

"Scyr of Winter, Grand Crafter, Frozen Sage, Keeper of Secrets"

Alignment: Chaotic neutral

Symbol: Shard of Nyssor, also

Nyssor's Shard

Domains: Air, Water, Chaos, Knowledge

Preferred Weapon: Voass (frozen claymore),

translates as "Summerbane"

Cleric Weapon of Choice: Greatsword

Cleric Alignment(s): Any chaotic, but mostly chaotic neutral
"My knowledge of this Nyssor is scant. The winter elves—these Nyss—have safeguarded almost every aspect of their culture. All I know is that their patron is named Nyssor and he is called the god of winter. I saw an old flint etching on a slab of stone in some dingy corner of Tverkutsk, apparently scratched by an elf of some exiled tribe according to the annals keeper there, and it portrayed Nyssor as a swordsman wearing a blindfold, although I'm unclear if the god himself is actually blind or simply prefers to cover his eyes for some reason. According to my missives with the good Professor Pendrake, he surmises that this could possibly be another bit of support for his 'slumbering god theory.' Of course, who knows the verity of such a trifling piece of lore? I'll leave the speculation to Pendrake on this matter."

"I do know that Nyssor's clerics are alluded to with much reverence among the Nyss, and their sorcerers appear to be held in high regard, considered 'touched by the hand' of the god. Beyond this, the answers to my questions thus far remain as cryptic as every other bit of elven theology, but I shan't lose too much sleep over the matter, and nor should you, my young friend. The answers won't be forthcoming anytime soon."

—GK

Nyssor had ever been the most reclusive of the elven Divine Court, keeping secrets even from his peers—the most important secret being the guiding of his own people, the Nyss. Unknown to most, Nyssor is the only other elven god presently accounted for, and the winter elves took a different course of action when

the weakened and dying Nyssor abruptly returned to them. At his instruction, the Nyss encased their god in ice, freezing him completely and thereby hoping to preserve him. The Scyr of Winter is safeguarded indefinitely this way, although in his frozen state he can do very little, yet still somehow grants spells to his clergy, who hope to eventually find a more permanent solution to their god's dilemma. The Nyss hold this knowledge sacred and even the Iosans don't know what has befallen Nyssor.

ORGANIZATION

Age is the only important consideration to rank among the priesthood of Nyssor. Ranks of the Fane of Nyssor, from top to bottom:

Ancient Elder	Reserved for the most ancient clerics, currently only 3 in number.
Grand Elder	Elders are promoted to Grand Elder by the Ancient Elders
Elder	Fathers or Mothers are promoted to Elders by the Grand Elders
Father/Mother	Brothers or sisters are promoted to Father/Mother by the Elders
Brother/Sister	Clerics become brothers or sisters after serving 5 years as Youngers
Younger	

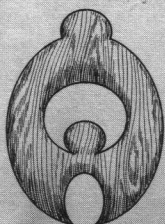
Given the nature of Nyss society, many clerics do not hear the calling until they have matured. Many priests of Nyssor are multiclassed, having spent some years in another class before turning to the clergy.

Turning/Rebuking Undead: Clerics of Nyssor cannot turn or rebuke undead.

Winter's Shield: Due to their intimate connection with the god of winter, clerics of Nyssor are immune to all but the most supernatural of chills and have damage reduction equal to 10 + their cleric level versus cold. Clerics also receive the favored terrain ability at +1 (see Ranger, pg. 35) for the arctic terrain, which is cumulative with existing arctic favored terrain if they were formerly rangers.

BELIEFS OF THE GOBBERS, OGRUN AND TROLLKIN

According to their legends, the benevolent goddess Dhunia is the wellspring of creation, for she first shaped the world into form. The other primal god of creation was the wild and dangerous Devourer Wurm who came to the world and spawned its monsters and wild creatures. According to their myths, the Devourer raped Dhunia, impregnating the goddess with his seed. From this violent coupling came gobbers, ogrun, and trollkin.



DHUNIA

"Creator of Caen, Ravaged Mother, Wellspring of Life"

Alignment: Neutral

Symbol: An abstract form often called simply Dhunia

Domains: Plant, Air, Earth, Fire, Water

Spells: Worshipers of Dhunia believe in reincarnation, so the spell *reincarnate* is allowed to them, cast at 7th level. Clerics are reluctant to use this spell, as they prefer to leave this process in the hands of Dhunia.

Preferred Weapon: None (Dhunia is never depicted with a weapon)

Cleric Weapon of Choice: Quarterstaff

Cleric Alignment(s): Neutral, neutral good, neutral evil (rare), lawful neutral, chaotic neutral (rare)

"I knew nothing whatsoever of the goddess known as Dhunia until I spent an appalling two weeks hiding out in a trollkin village. Apparently, most trollkin, ogrun, and gobbers worship this goddess, and they believe her to be the mother of all mothers. She has never been known to manifest as a person, or in any form for that matter, however since we all have need of symbols of some sort, many of her followers depict her as an abstract, often fertile female, commonly featureless, sometimes without a face, sometimes even without a head."

"According to legend, Dhunia birthed—or was birthed?—from the world itself, and all life originated within her womb. This is puzzling, since they also believe the Devourer spawned many monsters and wild creatures, but most trollkin have never been known to be great thinkers, so it may just be a waste of time to reason out the details. A bit of insight worthy of note, though; some legends tell of the Devourer Wurm actually raping Dhunia, so perhaps it is this act of violence that begat the predators of the world, at least according to this primal trace of lore."

"One other interesting aspect of Dhunia worship is the belief in reincarnation. Many Dhunians believe that most living creatures don't pass on to Urcaen when they die, but are instead guided by Dhunia to a rebirth in another form of life in this world. I rather like the idea—but I'm far from a Dhunian in nearly every sense. This does explain some things, though, such as why trolls and ogrun and even bogrin are so eager to rush into battle headlong. Perhaps it's all a gamble. Perhaps they're eager to end their misery in hopes that Dhunia will let them come back as just about anything else, eh?"

—GK

ORGANIZATION

Just because they revere the mother of all life, priests of Dhunia are far from pacifistic. Death, to them, is simply a natural part of the cycle, and there is no fiercer enemy than a mother aroused to protect her children. Most priests of Dhunia prefer peace to war, but they do not fear battle. Their primary duty is to serve their community, and they are expected to aid their people, whether healing wounds and diseases, checking auguries and portents, or using divine power to smite their enemies.

Age is the only distinction of importance between priests, and the young, regardless of actual character level, heed the old. The highest priest—eldest—in each community is the "wise one," while other experienced priests are referred to as sages or seers. Priests who are in their first year of service are called *chula*, a derogatory term in Molgur representing a caste barely higher than a servant or a slave.

Dhunia's Balm or Dhunia's Wrath: During character creation, clerics of Dhunia must decide if they wish to emphasize their role as healer or as battle priest for their community. This decision manifests after initiation as either a +1 hp bonus to each Hit Die for healing or for damage spells. The cleric must choose one or the other, and this decision is permanent.



Iron Kingdoms Gear

This is but a sampling of some of the equipment available in the IK. Those with sufficient coin can easily have many of these items, although others are rare and therefore expensive—sometimes requiring special arrangements or a trip to one of the various dangerous black markets maintained in most cities.

WEAPONS

CHAIN, LIGHT

A light chain is any length of chain up to 4 feet in length that can be effectively swung as a weapon, and is thus easily improvised. A length of thick rope, heavily knotted, also has the same statistics, as does a thick belt with a heavy buckle. Monks of the Fist are known to favor the latter, going as far as to reinforce their belts with concealed steel strips. Because light chains can wrap around an opponent's limbs, they can be used to make trip attacks (if you are tripped during a trip attempt, you may drop the weapon to avoid being tripped). They also grant a +2 bonus to attempts to disarm (including the roll to resist being disarmed if the disarm attempt fails).

Light Chain: Proficiency: Martial; Size: Small; Cost: —; Damage: 1d4; Critical: x2; Range Increment: —; Weight: 3 lb.; Type: Bludgeoning.

CLEFT BLADED ARMS

The barbarians of the Rimeshaws were the first to forge these bifurcated blades thousands of years ago in reverence to the ancient Devourer-Wurm. It is surmised the weaponry is in homage to the Devourer's zygomorphic anatomy, perhaps signifying the forked tongue, twin fangs, or split tail depicted in various bits of artwork. Whatever the reason, these blades have proven quite effective in rending bone and puncturing flesh in dreadful ways through the ages and have been adopted by warriors as far south as Imer.

All cleft bladed weapons are considered masterwork and have their critical ranges improved by 1, for example the cleft spear is improved to 19-20/x3 and the cleft greatsword is 18-20/x2.

Cleft Arrow: Proficiency: Martial; Size: Medium-size; Cost: 7 gp ea.; Damage: 1d6; Critical: 19-20/x3; Range Increment: —; Weight: 3lb. per 20; Type: Piercing.

Cleft Greatsword: Proficiency: Martial; Size: Large; Cost: 350 gp; Damage: 2d6; Critical: 18-20/x2; Range Increment: —; Weight: 14 lb.; Type: Slashing and piercing, due to the bifurcated blade.

Cleft Spear: Proficiency: Martial; Size: Large; Cost: 302 gp; Damage: 1d8; Critical: 19-20/x3; Range Increment: 20 ft.; Weight: 8 lb.; Type: Piercing; Special: Double weapon.

COLLAPSING BATON

A simple innovation, the collapsing baton is a slim iron rod that collapses in on itself to a length of 6 inches, and can be easily extended to its full length of 2 feet with a hard flick of the wrist (a free action). Unobtrusive and easy to conceal, the collapsing baton may not even be identified as a weapon by those unaware of such devices.

Collapsing Baton: Proficiency: Simple (club); Size: Small (Tiny when collapsed); Cost: 12 gp; Damage: 1d6; Critical: x2; Range Increment: —; Weight: 3 lb.; Type: Bludgeoning.

COLLAPSING STAFF

Created using the same collapsing principle as the collapsing baton, but with the addition of an internal spring mechanism designed to instantly (as a free action) extend or retract the hol-

low iron staff, the collapsing staff is 18 inches in length retracted, and 6 feet in length extended. Like a normal quarterstaff, a collapsing staff is a double weapon.

Collapsing Staff: Proficiency: Simple (quarterstaff); Size: Large (Small when collapsed); Cost: 75gp; Damage: 1d6/1d6; Critical: x2; Weight: 6 lb.; Type: Bludgeoning.

CRYXIAN DIRK

This wicked-looking dagger is commonplace in Lord Toruk's realm, the thrusting blade having four sharp flanges forming a X-shaped cross section. Because of its unusual blade, a Cryxian dirk inflicts viler wounds than other daggers of equal size. A Cryxian dirk is depicted in LOLS (pg. 25).

Cryxian Dirk: Proficiency: Simple (dagger); Size: Tiny; Cost: 10gp; Damage: 1d4; Critical: 18-20/x2; Range Increment: 10 ft.; Weight: 2 lb.; Type: Piercing.

FOLDING KNIFE

Also commonly called a "pocket knife" due to the fact that it can be safely carried in a pocket without risk of injury, the folding knife's blade folds neatly into a groove in the side of the weapon's handle. It takes a move-equivalent action to fold or unfold the knife blade.

Folding Knife: Proficiency: Simple (dagger); Size: Tiny; Cost: 6gp; Damage: 1d3; Critical: 19-20/x2; Range Increment: 10 ft.; Weight: — lb.; Type: Piercing.

GAFF

Used to hook and haul cargo or fish, the gaff is a common ship-board tool, a large metal hook attached to a small wooden cross-bar clenched in the fist, with the hook protruding between the fingers. As sailors will tell you, the gaff is equally useful as an impromptu weapon in a fight.

Gaff: Proficiency: Simple; Size: Tiny; Cost: 2 gp; Damage: 1d4; Critical: x3; Range Increment: —; Weight: 1 lb.; Type: Piercing.

GAFF SPEAR

A common weapon and tool among those plying their trade on sea or river, the gaff spear is a sturdy shortspear with a large hook mounted at the base of the spearhead. As a tool, the gaff spear can hook objects or people from the water, help the user push off from other boats, or heave to other small boats. As a weapon, it can be used as a normal shortspear, but also grants a +2 bonus to trip and disarm attacks.

Gaff spears are pictured in the tatzylwurm and hull grinder entries in MN1.

Gaff Spear: Proficiency: Simple; Size: Large; Cost: 7 gp; Damage: 1d8; Critical: x3; Range Increment: 10 ft.; Weight: 7 lb.; Type: Piercing.

KATRENA'S HOOK

Named in honor of the valiant Ascendant Katrena, the Katrena's hook is an unusual weapon developed from the common halberd, in this case reducing the head of the weapon in size somewhat and mounting it on a very short one-handed hilt. The result is somewhat like a handaxe, but with the addition of a back hook that can be used for trip attacks (if you are tripped during a trip attempt, you may drop the weapon to avoid being tripped), and a top-mounted piercing spike useful for thrusting attacks. A Monk of the Order of Keeping using a Katrena's hook can use their unarmed base attack and more favorable number of attacks. They are rarely used by anyone other than monks of the Order of Keeping.



Iron Kingdoms Gear

Katrena's Hook: Proficiency: Exotic; Size: Small; Cost: 15 gp; Damage: 1d6; Critical: x3; Range Increment: —; Weight: 6 lb.; Type: Slashing and piercing.

KHARDIC COMPOSITE SHORTBOW

The horseman tribes of the Khadoran plains developed this powerful shortbow. Arguably, these were the first to develop this type of bow from the horns and tendons of the Raevhan buffalo. Its recurved limbs and composite construction utilize the shooter's strength, making it a very effective tool for hunting large game, and downright deadly in war, as the Umbreens fast discovered when they first journeyed into the savage west.

This weapon functions as mighty composite shortbow, and the hand guard on the bow grip may be used as a spiked gauntlet. **Khardic Composite Shortbow:** Proficiency: Simple; Size: Medium; Cost: 225 gp; Damage: 1d6+Str; Critical: x3; Range Increment: 70 ft.; Weight: 4 lb.; Type: Piercing.

MECHANOFLAIL, LIGHT

The favored weapon of cultists of Cyriss, the light mechanoflail is a short metal handle affixed with a clockwork-powered head that rotates with great speed, spinning its three short flail heads.

These weapons are created in Cyriss foundries and supplied to acolytes unfinished, their completion being considered part of the final test of worth for entry into the cult proper, after meeting other requirements. The acolyte must first discern why the mechanoflail is inoperative (Craft: (clockworks) check, DC 10), and then make the appropriate repairs (Craft: (clockworks) check, DC 15). Should the

acolyte succeed at both these checks, the mechanoflail will operate, and the acolyte will be eligible to be considered a full member. Should the acolyte fail in either of these tasks, he will return to his studies, not to try again for a full 100 days.

This weapon has the special quality of allowing a bonus attack in a round from the rate at which it spins, in which case both attacks are made at a -3 attack penalty.

A mechanoflail (albeit a more powerful variant) is pictured in SOTE (pg. 37).

Light Mechanoflail: Proficiency: Exotic; Size: Medium-size; Cost: Only available to cultists of Cyriss; Damage: 1d8; Critical: 19-20/x2; Weight: 8 lb.; Type: Bludgeoning.

MENOTH'S STING

Monks of the Fist are trained to accurately throw small aerodynamic projectiles such as smooth pebbles, sling bullets, and coins, sometimes with the edges sharpened. Anyone hit with such a projectile is said to have experienced the "sting of Menoth's displeasure," hence the name given to these varied projectiles. It is possible to throw up to three stings per attack, providing they are thrown at the same target. You do not add your Strength modifier to sting attacks.

Menoth's Sting: Proficiency: Exotic; Size: Tiny; Cost: Varies; Damage: 1; Critical: x2; Range Increment: 10 ft.; Weight: 1/10 lb.; Type: Bludgeoning or slashing.

NYSS CLAYMORE

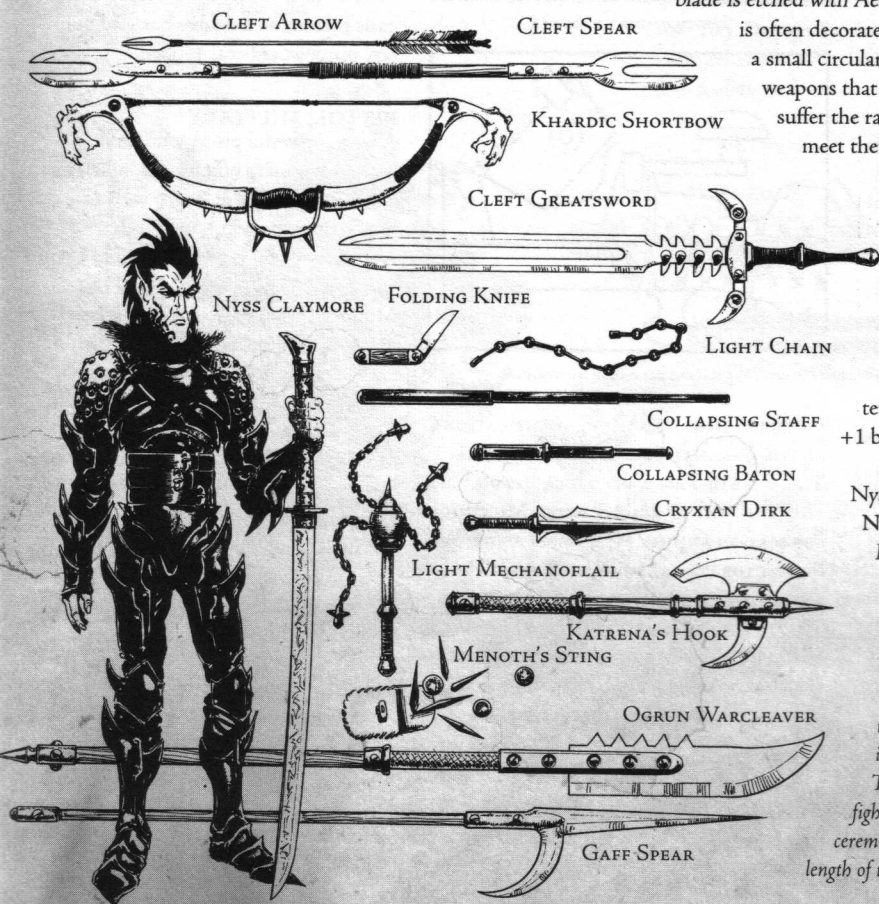
The favored weapon of the Nyss, this claymore is an elegant and unusual greatsword of remarkable quality. The slender 5-foot blade is etched with Aeris runes, while the ornate 2-foot hilt is often decorated with an abstract motif and features a small circular guard. So widely respected are these weapons that common lore has it they never dull or suffer the ravages of time. Claymores that do not meet their standards are always destroyed and forged again.

The Nyss train to use this masterwork claymore from youth; and this training, combined with the weapon's unusual balance, enables it to be used with the Weapon Finesse feat. Because Nyss claymores are masterwork weapons, they gain the usual +1 bonus to attack rolls.

A Nyss claymore is pictured in the Nyss entry of MN1.

Nyss Claymore: Proficiency: Exotic; Size: Large; Cost: *1000gp+; Damage: 2d6; Critical: 19-20/x2; Weight: 8 lb.; Type: Slashing.

* This cost represents the price for a non-Nyss trying to acquire one of these rare weapons. They are almost never sold by the Nyss themselves nor will a Nyss willingly part with his own sword for any price. They are given to Nyss barbarians, clerics, fighters, and rangers in a special coming of age ceremony and are expected to be kept for the length of their long lives.



Iron Kingdoms Gear

OGRUN WARCLEAVER

Created to take full advantage of an ogrun's massive strength and size, the warcleaver is a vast pole arm, so large and heavy even ogrun must wield it with both hands.

A 3-foot long, 1-foot wide cleaver blade is affixed to a stout, 12-foot pole, the back of the cleaver blade studded with three punching spikes, allowing the warcleaver to perform devastating chopping or piercing blows.

An ogrun warcleaver has reach, and can be used to strike adjacent opponents, or those up to 10 feet away.

An ogrun warcleaver is pictured in the ogrun entry of MN1.

Ogrun Warcleaver: Proficiency: Martial; Size: Huge; Cost: 35gp; Damage: 2d8; Critical: x3; Weight: 35 lb.; Type: Slashing or piercing.

WEAPONS— FIREARMS

Firearms are rare and expensive weapons utilizing alchemical blasting powder to project a small lead ball at great velocity.

Alchemical blasting powder consists of two powders (black and red) that explode when the two are combined. Each individual firearm requires a slightly different mix of these two powders to fire properly. Each powder is contained in a tiny individual pouch, both of which are tightly wrapped together in a single larger, cylindrical silk pouch with a bullet, forming a "charge." The charge is then wrapped in ornate paper featuring the maker's name, date, and the type of gun the charge is intended for.

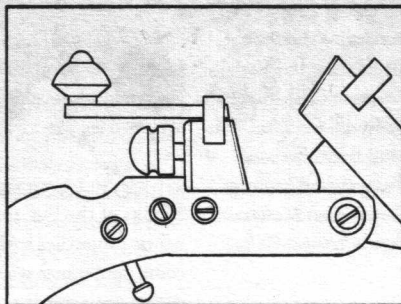
IK firearms are breech-loading weapons, a bolt being pulled back, and the weapon "breaking in half" at a hinge point to permit loading. The combustion chamber into which a charge is loaded must be cleaned out and the charge loaded before the breech is closed and bolted. The trigger spring is then primed by means of a crank or lever, and the weapon is then ready to fire.

When fired, a needle pierces the charge pouch, rupturing both powder bags, causing the powders to mix and explode. The silk and paper flashes into dust, and the bullet is sent on its way in a spurt of flame and smoke.

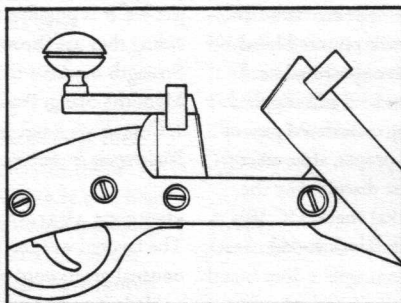
Reloading takes a number of standard actions and a successful Craft (small arms) check, depending on the firearm in question. If the Craft (small arms) check succeeds, the weapon will be reloaded after the necessary actions are spent. If the check fails or the process is interrupted, reloading must begin anew. If the check is

failed by 5 or more, the ammunition is ruined. Reloading actions provoke attacks of opportunity.

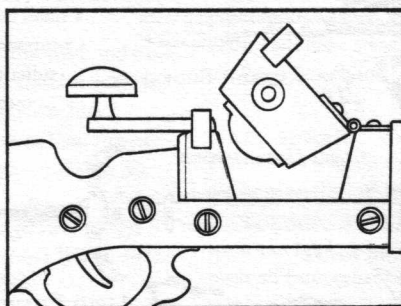
Firearms may be purchased as masterwork weapons, with the usual extra cost and modifiers. There are unscrupulous gun merchants who will sell poorly constructed firearms, which fall into two categories: shoddy and flawed. Shoddy firearms are not assembled correctly and impose a -2 penalty on attack rolls. Flawed firearms include one or more damaged components and can impose attack roll penalties as well as having chances to fall apart, misfire, or even explode. Look for more details on these guns and the involved craft of Gunsmithing in the IKCG.



BREECH LOADER WITH STRIKER



BREECH LOADER NO STRIKER



BREECH BLOCK LOADER NO STRIKER

PICTURED HERE ARE THREE MODIFICATIONS OF THE ORIGINAL BREECH-LOADING RIFLE. THIS TYPE OF ARM WAS POPULARIZED DURING THE CIVIL WAR IN 483 AR WHEN MIDLUNDER CONSCRIPTS ANNIHILATED THEIR SEDITIOUS PROTECTORATE BRETHREN AT KING'S VINE AND AT THE THIRD BATTLE OF EASTWALL. THIS INNOVATION VASTLY IMPROVED THE SOLDIER'S RATE OF FIRE AS COMPARED TO THE STANDARD MUZZLE-LOADERS AND WON THEM SEVERAL OTHER SKIRMISHES, AS WELL.

DOUBLE-BARRELED FIREARMS

As rare as firearms are, double-barreled firearms are exotic treasures indeed. Such firearms may fire on two subsequent rounds without requiring reloading, or both barrels can be fired at once with only a single attack roll (damage rolls are made separately however). Reload times for double-barreled firearms are doubled, although only one barrel can be charged, if desired.

Double-barreled Firearm: Cost: +150% added to the usual cost of the basic firearm, so a double-barreled military pistol would cost 1500gp!

PISTOL, MILITARY

A large, powerful pistol commonly issued to military officers, the military pistol is 1 full foot in length with a broad, heavy barrel.

A military pistol is pictured in TLN (pg. 23).

Military Pistol: Proficiency: Exotic (small arms); Cost: 600gp; Size: Tiny; Damage: 2d6; Critical: 19-20/x3; Range Increment: 80 ft.; Weight: 5 lb.; Type: Piercing; Reload: 1 standard action (DC 8).

PISTOL, SMALL

At only 9 inches in length, the small pistol is handy to use and relatively easy to conceal, as well as being cheaper than most other firearms.

Small Pistol: Proficiency: Exotic (small arms); Cost: 400gp; Size: Tiny; Damage: 2d4; Critical: 19-20/x3; Range Increment: 40 ft.; Weight: 4 lb.; Type: Piercing; Reload: 1 standard action (DC 6).

RIFLE, LONG

This rifle uses a smaller projectile and lacks the impact power and range of the military rifle. However, it is considerably lighter

Iron Kingdoms Gear

and less cumbersome. As the name implies, these rifles are long, generally 4 feet from stock to barrel. This weapon is actually an evolution of the military rifle by scouts and riflemen who were willing to give up some range for a faster reloading weapon. It is slightly more difficult to craft than the military rifle due to its precision barrel and firing mechanism.

Long Rifle: Proficiency: Exotic (small arms), Cost: 1000gp; Size: Medium-size; Damage: 2d6; Critical: 19-20/x3; Range Increment: 160 ft.; Weight: 10 lb.; Type: Piercing; Reload: 1 standard action (DC 10).

RIFLE, MILITARY

Typically around 4 feet in length, the military rifle is somewhat rare as there are few rifle regiments in the IK, although they are increasing in use particularly in Khador and Cygnar. Although slow to operate, it is a powerful weapon with substantial range.

Military Rifle: Proficiency: Exotic (small arms); Cost: 1200gp; Size: Medium-size; Damage: 2d8; Critical: 19-20/x3; Range Increment: 200 ft.; Weight: 15 lb.; Type: Piercing; Reload: 2 standard actions (DC 12).

WEAPONS—GRENADES

Grenades are six-inch diameter iron spheres with built-in clockwork timers that can be set to detonate between five and fifteen seconds. These weapons are set and then thrown at their targets, detonating with a blast radius of ten-feet when the set time elapses. Characters within the blast radius may make a Reflex Save (DC 16) to take half damage. Priming and setting a grenade takes 1 standard action and a successful Craft (Cannoneer or Demolitions) roll (DC 6). Grenades are heavily restricted to military use and issue in the Iron Kingdoms, and are considered only for special units due

to the relative expense for what are one-use items. Although priming, setting, and throwing a grenade are relatively simple procedures by necessity, there is still a strong element of risk in using these devices. Any roll of a natural 1 while priming and setting or throwing a grenade, results in it going off in the character's hand, with obvious results!

GRENADE, EXPLOSIVE

Explosive grenades are filled with two compartments of blasting powders. Characters within the blast radius of explosive shrapnel may make a Reflex Save (DC 16) to take half damage.

Explosive Grenade: Proficiency: Simple, Cost: Military issue only, Size: Tiny, Damage: 2d10, Critical: x2, Range Increment: 10 ft., Weight: 2 lb., Type: Piercing, Ready: 1 action (DC 6), Blast Radius: 10 ft.

GRENADE, FLASH

Flash grenades are filled with a heat reactive alchemical that flares with incredible intensity with the timer elapses, blinding anyone looking directly at it. Characters within the flare radius must make Reflex saves to cover or avert their eyes (DC16) or suffer a -1 penalty on attack rolls for one minute.

Flash Grenade: Proficiency: Simple, Cost: Military issue only, Size: Tiny, Damage: --, Critical: --, Range Increment: 10 ft., Weight: 2 lb., Type: --, Ready: 1 action (DC 6), Flare Radius: 10 ft.

GRENADE, INCENDIARY

Incendiary grenades are filled with alchemist's fire, or Menoth's Fury in the case of such grenades created in the Protectorate of Menoth, and burst, spreading their alchemical fire over a ten-foot radius.

Incendiary Grenade: Proficiency: Simple, Cost: Military issue only, Size: Tiny, Damage: See alchemist's fire or Menoth's Fury, Critical: --, Range Increment: 10 ft., Weight: 2 lb., Type: --, Ready: 1 action (DC 6), Blast Radius: 10 ft.

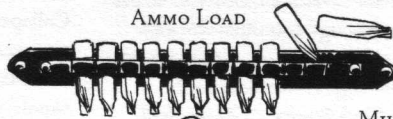
GRENADE, SMOKE

Smoke grenades contain an alchemical that produces thick, billowing clouds of obscuring gray-white

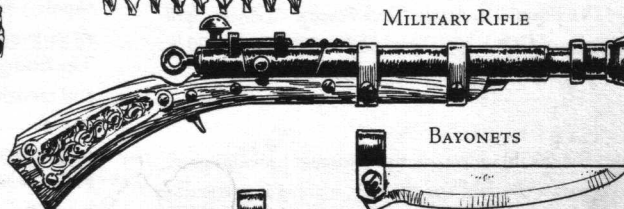
LONG RIFLE



AMMO LOAD



MILITARY RIFLE



BAYONETS



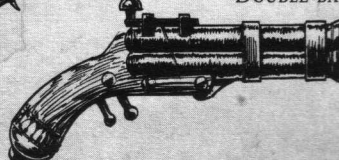
SMALL PISTOL



MILITARY PISTOL



DOUBLE-BARRELED PISTOL



Iron Kingdoms Gear

smoke when detonated, filling the ten-foot burst radius, and dissipating naturally.

Smoke Grenade: Proficiency: Simple, Cost: Military issue only, Size: Tiny, Damage: --, Critical: --, Range Increment: 10 ft., Weight: 2 lb., Type: --, Ready: 1 action (DC 6), Burst Radius: 10 ft.

FIREARMS—AMMUNITION

Ammunition for firearms is as rare as the weapons themselves and can prove cost prohibitive. Each firearm has slightly different mix requirements, and so ammunition is always packaged for a specific firearm. Only specialized ammunition shops, gunsmiths, and firearm prestige classes have the ability to convert ammunition designed for one firearm to be used in a different one. The price for this service is generally a flat fee of 5 gp for conversion of up to 100 rounds and takes several hours. There is always loss of converted ammunition and detailed rules are in the IKCG, but eighty percent is a good estimate. Someone converting one hundred rounds for use in a different firearm will generally recover eighty.

Ammunition is fragile; it is ruined if it gets wet or takes one (1) point of physical damage. It is also flammable, but will not explode unless confined. Since it is magical in nature it can be rendered inert for 1d4 rounds by dispel magic (dispel check DC 18).

AMMUNITION, BASIC

Basic ammunition is the usual lead ball and blasting powder charge, with no unusual qualities.

Basic Military Pistol Charge: Cost: 8–10gp

Basic Small Pistol Charge: Cost: 6–8gp

Basic Long Rifle Charge: Cost: 8–10gp

Basic Military Rifle/Carbine Charge: Cost: 10–12gp

ARMOR

ARMORED APRON

The armored apron is a tough leather workman's apron, reinforced with metal plates on its inner surface, which serves to protect the wearer's abdomen and upper legs. It is often worn by mechaniks and clerics of Cyriss alike.

Armored Apron: Type: Light; Cost: 30gp; Armor Bonus: +2; Maximum Dex Bonus: +4; Armor Check Penalty: -2; Arcane Spell Failure: 15%; Speed (30ft.): 30ft.; Speed (20ft.): 20ft.; Weight: 20 lb.; Don: 5 rounds; Don Hastily: 2 rounds; Remove: 1 round.

GREATCOAT

A new and fashionable garment, the greatcoat provides good protection against the cold and the rain, making it particularly popular with port dwellers and travelers of all varieties. These long, heavy, button-up coats are usually made of leather or heavy wool, with several inner and outer pockets. Particularly fine greatcoats usually have a silk lining.

As well as being practical, greatcoats also offer some minimal protection and can be worn over other light armor. It does not require Light Armor Proficiency to wear a greatcoat.

Greatcoat: Cost: 20gp (40gp for a fine, silk-lined greatcoat. Greatcoats of exotic leathers cost upwards of 50gp or more depending on rarity and quality.); Armor Bonus: +1 (stacks with light armor); Weight: 5 lb. (3 lb. for Small characters).

IRON MANTLE

An integral part of the Church of Cyriss' clerical garb, the iron

mantle is a thick iron dome helmet and gorget combination, heavily riveted and often worn with other light armor, typically an armored apron. Cyriss' symbol is emblazoned prominently on the front of the gorget, while two glass-lensed portals grant the wearer vision.

For a picture of the iron mantle, see SOTE (pg. 30).

Iron Mantle: Type: Light; Cost: Only available to clerics of Cyriss; Armor Bonus: +2; Maximum Dex Bonus: +4; Armor Check Penalty: -3; Arcane Spell Failure: 15%; Speed (30ft.): 30ft.; Speed (20ft.): 20ft.; Weight: 20 lb.; Don: 5 rounds; Don Hastily: 2 rounds; Remove: 1 round. If stacked with light armor:

- Armor bonus stacks
- Use the worst maximum Dex bonus -1
- Use the worst armor check penalty -1
- Use the worst arcane spell failure +5%
- Speed becomes 20ft. and 15ft.

For example: Iron Mantle and Armored Apron combination: Armor Bonus: +4; Maximum Dex Bonus: +3; Armor Check Penalty: -4; Arcane Spell Failure: 20%; Speed (30ft.): 20ft.; Speed (20ft.): 15ft.; Weight: 40 lb.

MISCELLANEOUS GEAR

AMMUNITION BANDOLIER

This simple leather cross-belt features five leather loops suitable for holding firearm charges, enabling easy access to each. These bandoliers are usually issued to military units, as well as pistol-armed forces like the Corvis Watch.

For a picture of an ammunition bandolier, see LOLS (pg. 42).

Ammunition Bandolier: Cost: 5sp; Weight: 1 lb.

COLLAPSIBLE OAR

A broad paddle is fitted to the end of this telescoping metal handle, the entire affair shortening to 1-foot in length when collapsed, and 3-foot in length when extended. Two collapsible oars are included in the Inflatable Raft Pack.

Collapsible Oar: Cost: Included with Inflatable Raft Pack (replacements cost 15gp each). Weight: Included with Inflatable Raft Pack (2lb. each individually).

FIELD GLASS

The field glass consists of a leather roll with clips at each end, and two glass lenses, and can be folded up for ease of carry, or assembled to create a spyglass offering the usual double visual range magnification.

Field Glass: Cost: 20gp (ordinary spyglasses only cost 10gp in the Iron Kingdoms), Weight: 1 lb.

FLINTSTRIKER

A relatively new contraption, the flintstriker is a small, brass cylinder containing an internal spring-coil, tiny top-mounted rough steel wheel, and tiny top-mounted calipers. The entire device fits comfortably within the palm of the hand, and uses a small key, fitted to the side of the cylinder, to wind the internal spring-coil. A small piece of flint is then placed within the calipers, and when a small trigger is pressed, the spring-coil causes the small steel wheel to spin rapidly against the flint, creating a shower of sparks guaranteed to light almost any fire.

Flintstriker: Cost: 6gp. Weight: N/A

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GOGGLES

Originally created for use by mechanics and others working in hazardous professions, goggles have since become something of a fashion accessory, favored by adventurers and children alike. Made of thick glass with adjustable leather straps, they not only provide protection from flying fragments of metal and other such substances, they also render the wearer immune to the blinding effects of the *glitterdust* spell and gives a +4 circumstance bonus to other spells or effects which cause blindness, but incur a -2 penalty to Spot checks.

Goggles: Cost: 4gp; Weight: 1 lb.

GOBBER PONCHO

Constructed of thin leather treated with a noxious alchemical mixture composed of gobbler sweat, urine, and other secret ingredients, gobbler ponchos allow gobbler wearers their full racial camouflage bonus as if they are naked. A murky gray-green in color, gobbler ponchos have a slightly slick, tacky texture, and smell decidedly peculiar. These items do not function for non-gobblers, although knowledgeable wizards of 9th-level or higher can create a human-sized coat from three gobbler ponchos, providing a +4 circumstance bonus to Hide and Move Silently checks. Such an enchanted coat, called a coat of gobberkind, functions for non-gobblers and costs upwards of 1000gp.

Gobbler Poncho: Cost: 100gp, Weight 1 pound

Robe of Gobberkind: Cost: 1000+ gp, Weight 3 pounds (*magic item*)

HAND-PUMP

A thick brass cylinder 1-foot long and 6-inches wide, the hand-pump contains a tight-fitting internal pump, operated by a sturdy handle located at one end. When the handle is pushed up and down, the air is forcibly pushed through the nozzle at the other end.

Hand-Pump: Cost: Included with Inflatable Raft Pack (replacements cost 5gp), Weight: Included with Inflatable Raft Pack (2lb. individually).

HOLSTER

A standard leather holster is suitable for small and military pistols alike, and features a belt clip. For a suitable fee this otherwise utilitarian holster can be stitched or branded with a simple motif, or crafted from exotic leathers. Some holsters can even be fitted with a small pocket capable of holding two pistol charges.

Holster: Cost: 4gp (8gp for a stitched or branded holster. Holsters of exotic leathers cost upwards of 6gp or more depending on rarity and quality. Adding a pistol charge pocket to the holster costs an additional 1gp); Weight: 1/2 lb.

HOLSTER, WRIST-LOADER

Cunning devices, wrist-loader holsters are leather bracers fitted with a spring-arm mechanism that holds a small pistol in place, and projects it instantly into the wearer's hand when triggered. This allows the wearer to effectively draw his pistol as a Free Action instead of a Move-Equivalent Action. The nature of this device enables it to be easily concealed beneath a loose, billowy sleeve.

Holster, Wrist-Loader: Cost: 30gp, Weight: 1 lb.

INFLATABLE RAFT PACK

Carried in a 1-foot diameter canvas bag with rope handles, the inflatable raft is a new innovation, a rubberized fabric boat that

can be inflated with a hand-pump when needed, and can carry four human-sized individuals comfortably. Using a hand-pump, it requires 20 rounds to fully inflate it. Unfortunately, while easy to deflate and carry, the inflatable raft is quite fragile: any attack inflicting more than 1 hp of damage will puncture it. The inflatable raft comes with a hand-pump and two collapsible oars, though in a pinch a normal oar or rifle butt can be used to paddle the craft.

Inflatable Raft: Cost: 55gp, Weight: 11lb. (5lb. for the raft, 2lb. for the pump, 2lb. each for the oars, the weight of the canvas bag is negligible).

MAGNIFIED BULLSEYE LANTERN

This otherwise standard bullseye lantern has been fitted with a sliding magnifying lens which doubles the bullseye lantern's usual range of when it is in place.

Magnified Bullseye Lantern: Cost: 15gp, Weight: 3 lb.

MECHANIKS' BOOTS

Work as a mechanic can be perilous; large, heavy metal components are prone to fall on unprotected feet and crush them, and as a result, mechanics' boots were invented. These sturdy leather boots buckle up or lace up to provide a tight fit, and are fitted with hobnail soles for long-lasting grip and wear, and, most importantly, are also fitted with steel toecaps to protect the front of the feet from damage. Such boots have proven exceptionally popular, not just with mechanics, but with all manner of individuals requiring tough footwear.

Mechaniks' Boots (per pair): Cost: 3gp, Weight: 2 lb.

POCKET WATCH

Small, intricate pocket watches are highly prized in the Iron Kingdoms, especially among those wealthy and lucky enough to own these new, expensive innovations. Usually hung from fine chains, these clockwork marvels are quite the fashion accessory for the wealthy and tasteful. Engravers are beginning to see more of these with each passing day.

Pocket Watch: Cost: 150+ gp for the watch, extra gp for engraving, Weight: N/A



Appendix

LANGUAGES TABLE

Living languages are actively spoken and widely used. Obscure languages are actively spoken but known only by a small group. Dead languages are no longer spoken and learned mainly by scholars or clergy for the study of ancient documents. Take Note! This table has been slightly revised from the one appearing in LOLS (Appendix D) and supersedes anything appearing there.

Language (Status)	Speakers	Dialects (difficulty) & Notes	Alphabet
Cygnaran (Living)	Humans of Cygnar and trade language of all the IK	Swampie (3) – River & swamp folk Sullese (1) – Official language of the Protectorate of Menoth Five Cant (3) – Town of Five Fingers & some criminal groups Scharde Tongue (4) – Scharde Islands, Cryx	Caspian
Khadoran (Living)	Humans of Khador		Khadoran
Llaelese (Living)	Humans of Llael		Caspian
Molgur (Living)	Chaotic-aligned human barbarian tribes, trolls, ogres, gobbers	Molgur-Trul (2) – Trollkin Molgur-Og (3) – Ogre Gobberish (4) – Gobber	Molgur
Ordic (Living)	Humans of Ord		Caspian
Rhulic (Living)	Dwarves of Rhul	"Miner Rhulic" (1) – Dwarven miners in other kingdoms Complex – requires 2 skill points for both spoken & written	Rhulic & Rhul-Runic
Shyr (Living)	Elves of Ios	Complex – requires 2 skill points for spoken, and 3 for both spoken & written	Shyric
Aeric (Obscure)	Winter elven tribes		Aeric
Caspian (Dead–root of Cygnaran)	Scholars, clerics & monks of Morrow, wizards	Most widely used research language	Caspian
Dol-Rhul (Dead–root of Rhul)	Dwarven scholars, judges		Rhulic & Rhul-Runic
Idrian (Obscure)	Human nomads on fringes of the Protectorate		Idrian
Khard (Dead–root of Khadoran)	Khadoran scholars & clerics of Menoth		Khadoran
Orgoth (Obscure/Dead)	Orgoth scholars	Presumably a living language in the Orgoth empire	Orgoth
Skorne (Obscure)	Skorne of the Bloodstone Marches	Unknown to outsiders	Skorne
Telgesh (Obscure)	Clerics of Thamar	Fabricated holy tongue, limited vocabulary	Telgesh Glyphs
Tkra (Obscure)	Lord Toruk and top servitors in Cryx	Secret language of the dragon-king	Tkra

Skills marked with * can be used normally even if the character has (0) skill ranks. • *Armor Check Penalty*, if any, applies. +1 per 5 lb. of gear
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Visit us at privateerpress.com & ironkingdoms.com. For safety, wear goggles while operating.

Equipment

Weight

Magic Items

Weight

Feat./Special Abilities

Total weight of Spell Components

TOTAL WEIGHT CARRIED

Money & Gems

Farthings (cp):

Shields (sp):

Crowns (gp):

Towers (pp):

Gems

Lifting / Encumbrance

Load Weight Carried Max Dex Check Penalty Run

Light Normal Normal Normal

Med. +3 -3 x4

Heavy +1 -6 x3

Lift Over Head (= max load):

Lift Off Ground (= 2x max load):

Push or Drag (= 5x max load):

Movement

1 Round (tactical)

1 Minute (local)

1 Hour (over-land)

1 Day (over-land)

Walk

Hustle

Run (3x)

Run (4x)

Languages

Initial languages = Cythran + racial languages + Int bonus

Speak Language Skill Points = Extra Languages

Character Name

AGE: BIRTH DATE: HEIGHT:
HAIR: SKIN: SEX:
SIZE: WEIGHT: EYES:
HANDEDNESS: NATIONALITY:

Appearance

About This Character

Accomplishments

Background



Quote

Ally

Enemies

Awards & Honors

Companions (Familiars)

<i>Name</i>	Class:	Level:	Hit Points:
	Race:	Gender:	Initiative:
STR: DEX: CON: INT: WIS: CHA		Speed:	
SAVING THROWS: Fort: Ref: Will:	AC:	Attacks: / /	
Feats, Skills, & Special Abilities:			

<i>Name</i>	Class:	Level:	Hit Points:
	Race:	Gender:	Initiative:
STR: DEX: CON: INT: WIS: CHA		Speed:	
SAVING THROWS: Fort: Ref: Will:	AC:	Attacks: / /	
Feats, Skills, & Special Abilities:			

<i>Name</i>	Class:	Level:	Hit Points:
	Race:	Gender:	Initiative:
STR: DEX: CON: INT: WIS: CHA		Speed:	
SAVING THROWS: Fort: Ref: Will:	AC:	Attacks: / /	
Feats, Skills, & Special Abilities:			

<i>Name</i>	Class:	Level:	Hit Points:
	Race:	Gender:	Initiative:
STR: DEX: CON: INT: WIS: CHA		Speed:	
SAVING THROWS: Fort: Ref: Will:	AC:	Attacks: / /	
Feats, Skills, & Special Abilities:			

Weapons (Armor)

<i>Weapon</i>	TOTAL ATTACK BONUS / /
Damage:	Critical:
Type:	Size:
Range:	Weight:
Ammo:	
Special properties:	

<i>Weapon</i>	TOTAL ATTACK BONUS / /
Damage:	Critical:
Type:	Size:
Range:	Weight:
Ammo:	
Special properties:	

<i>Weapon</i>	TOTAL ATTACK BONUS / /
Damage:	Critical:
Type:	Size:
Range:	Weight:
Ammo:	
Special properties:	

<i>Armor (Protective Item)</i>	ARMOR BONUS
Type:	Max Dex Bonus:
Speed:	Weight:
Arcane Spell Failure:	Check Penalty:
Special properties:	

<i>Armor (Protective Item)</i>	ARMOR BONUS
Type:	Max Dex Bonus:
Speed:	Weight:
Arcane Spell Failure:	Check Penalty:
Special properties:	

<i>Armor (Protective Item)</i>	ARMOR BONUS
Type:	Max Dex Bonus:
Speed:	Weight:
Arcane Spell Failure:	Check Penalty:
Special properties:	

Notes



The Windless Waste

The Khardic Sea



MEREDIUS

Sea of a Thousand Sails

KHADOR

ORD

Uldenfrost

Tverkatsk

Ohk

Cherov-on-Dron

Uld Vroggen

New Vroggen

Shrovenberg

Khardov

Rustok Castle

Korsk

Borstov Landing

Blackroot Wood

Shadoweald

Lord Khazarak's Tomb

Scarswall

Midfast

Port Vladovar

Corbhen

Merin

The Warrens

Berck

Hearths

Carre Dova

Lake Nyereck

Winterborn Lake

Icebrand Lakes

Helvongen River

Tapping River

Never River

The Rimeshaws

The Shard Spires

Myachatha Mountains

Helvongen Bay

Severed Reach

Icewatch

Vescheneg Headlands

Palace of Khazomir

Brown's Point

Wolveswo River

Bitterrock River

Fort Brunzig

The Iron Highway

Masked River

Masked River

Lake Masked

Kulvorn Bay

Sailor's Lament

Windwater

North Berck Moors

Rohamoor River

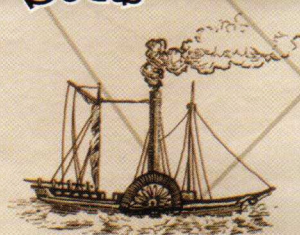
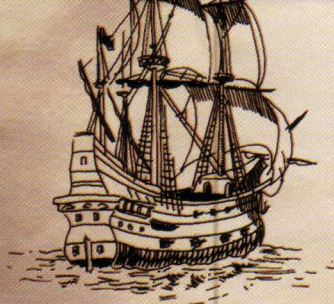
Berck Harbor

Shearwater

Olgunhole

Serpent





Ruins



Forest



Battlefield



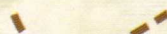
Fort



Point of Interest



Mountains



Road



Railroad

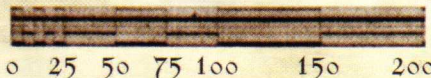


Capitol



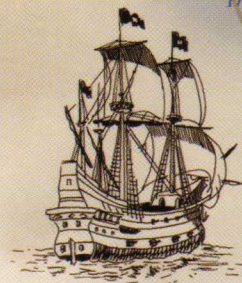
City

Scale in Miles



The Scharde Islands

The Waiting Sea



WESTERN



IMMOREN



LOCK & LOAD™

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