



CHARACTER GUIDE



PRIVATEER PRESS PRESENTS



IRON KINGDOMS™

CHARACTER GUIDE

FULL-METAL FANTASY

VOLUME ONE

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Witchfire Trilogy: The Longest Night, Witchfire Trilogy: Shadow of the Exile, and Witchfire Trilogy: Legion of Lost Souls are Copyrights © 2001 Privateer Press, Inc.; Monsternomicon: Volume I, Denizens of the Iron Kingdoms and Lock & Load: Iron Kingdoms Character Primer are Copyrights © 2002 Privateer Press, Inc.; Iron Kingdoms 'Full Metal Fantasy' Character Guide is a Copyright © 2004, Privateer Press, Inc.

◀ THE CREATORS OF THE IRON KINGDOMS ▶

Brian Snoddy & Matt Wilson

IRON KINGDOMS CHARACTER GUIDE DESIGN AND DIRECTION

Joe Martin & Matt Wilson

WRITERS

Rob Baxter, Brian Gute, Joe Martin & Doug Seacat

EDITORS

Brian Gute, Brett Huffman & Joe Martin

CONTINUITY

Jason Soles

GRAPHIC DESIGNER

James Davis

COVER ARTIST

Matt Wilson

INTERIOR ARTISTS

Brian "Chippy" Dugan, Jeremy Jarvis, Torstein Nordstrand, Brian Snoddy & Matt Wilson

CARTOGRAPHER

Todd Gamble

OTHER WRITING AND RPG RED CONTRIBUTORS

Brian Brousseau, Colin Chapman, Jason Dawson, Chris Gunning,
Brett Huffman, James Maliszewski, Martin Oliver, Phil Reed, Bryan
Steele, Jon Thompson & Michael Tresca

PLAYTESTERS

The Seattle Combat Monkeys—Kevin Clark, Erik Breidenstein, Adam
Johnson, and Brent Waldher: Scott Barber & Pete O'Carroll

PROOFREADERS

Brian Brousseau, David Chart, Joseph Miller & Martin Oliver

SPECIAL THANKS

To proofreaders and playtesters Brian Brousseau, David Chart, Joseph
Miller, Martin Oliver, and the notorious Seattle Combat Monkeys,
to Jason Soles for acting as a continuity editor between the Minis and the
RPG, to Doug Seacat for his endless patience and perseverance,
to Rob Stoddard for conducting e-traffic and lending us his sharp eyes,
to the crew in the office and warehouse, to Rob Baxter, Brian Gute, and
James Davis for the late nighters during crunch week, and to all of our
VERY patient fans, friends & family!



President: Sherry Yeary • Creative Director: Matt Wilson • Editor-in-Chief: Joe Martin • Art Director: James Davis
Rules Editor: Brian Gute • Operations Manager: Rob Stoddard • Strategic Development: Kai Nesbit

www.privateerpress.com

2601 NW Market Street • Seattle, WA 98107

For online customer service,
email: frontdesk@privateerpress.com

This book is printed under the copyright laws of the United States of America. Contents copyright © and trademark ™ 2004 Privateer Press, Inc. The Privateer Press Logo; the Iron Kingdoms logo; the Iron Kingdoms: Full-Metal Fantasy are copyright © and trademark 2001-2004, Privateer Press, Inc. First Printing: June 2004. Printed in Canada. All Rights Reserved. This book is a work of fiction; any resemblance to actual people, organizations, places or events is purely coincidental. Copies of the materials herein are intended solely for your personal, noncommercial use, and only if you preserve any copyright, trademark, or other notices contained herein or associated with them. You may not distribute such copies to others for charge or other consideration without prior written consent of the owner of the materials except for review purposes only. Menoth is watching you. His righteous hand has no bounds and his wrath no end.

This product requires the use of the Dungeons & Dragons® Player's Handbook, Third Edition, published by Wizards of the Coast® Inc. under version 1.0a of the Open Gaming License found at www.wizards.com/d20/. Open game content may only be used under and in the terms of the Open Game License. Dungeons & Dragons® and Wizards of the Coast® Inc. are registered trademarks of Wizards of the Coast, Inc. and are used with permission. The D20 System and the D20 System Logo are trademarks owned by Wizards of the Coast and are used under the terms of the System Reference Document, the D20 System Trademark License, and the D20 System Trademark Logo Guide.

CONTENTS

INTRODUCTION	7
CHAPTER ONE: WESTERN IMMOREN	14
A Geographical Overview.....	15
Sidereal Scripture: A Treatise on the Heavens	17
Races of Western Immoren.....	30
State of Affairs.....	67
CHAPTER TWO: CHARACTERS & CLASSES	76
How Iron Kingdoms Classes Differ.....	80
New Classes	87
Class Entries	87
Arcane Mechanik.....	88
Bodger.....	93
Fell Caller.....	100
Gun Mage	104
Prestige Classes	111
Prestige Class Entries.....	112
Battle Chaplain	113
Blackclad	116
Mage Hunter.....	120
Pistoleer.....	124
Rifleman.....	128
Second-Story Man.....	133
Warcaster.....	137
Skills & Feats	142
CHAPTER THREE: WEAPONS & GEAR	168
Implements of Enterprise	169
Weapons	169
Armor	196
Gear	198
CHAPTER FOUR: COSMOLOGY & RELIGION	204
Cosmology.....	205
History of the Gods of Men	207

Morrow	209
Thamar	217
Menoth	225
The Devourer Wurm	230
Cyriiss	235
Gods of the Dwarves	239
Gods of the Elves	245
Scyrah	247
Cults of the Vanished	251
Nyssor	251
Gods of Goblins, Ogrun, and Trollkin	254
Dhunias	255
CHAPTER FIVE: MAGIC & MECHANIKA	258
The Source of Magic	259
Paths of Divine Magic	266
New Cleric Domains	286
The 'Gift' of Arcane Magic	292
Arcane Orders of the Iron Kingdoms	296
Alchemy	300
The Advent of Science	313
Mechanika	318
Warcaster Armor	339
Steamjacks	343
Iron Kingdoms Spells	352
APPENDICES	368
Appendix a: Personalities of Western Immoren	368
Appendix B: Class Skills	372
Appendix C: Priest Ranks	374
Appendix D: Devourer Feast Ceremonies	376
Appendix E: Failed Craft (mechanika) Checks	377
Appendix F: Mechanika Construction, or Where Do the Numbers Come From?	377

“FOREWORD”

When I agreed to tackle this project in the latter half of 2002, I had no idea what I was taking on. Needless to say, it's been through a lot of 'Research & Development' over the past year and a half; the most noticeable change being that it grew over time from the intended 240-and-some-odd pages to a bloody 800-page, two-volume, helljack of a project (of which this is the first)! To quote Matt Wilson, our creative director, "What began as a small, modest endeavor, has snowballed into a runaway juggernaut." Well, by now if you're familiar with Privateer Press before you picked up this book, then you're probably not all that surprised. You're perhaps getting a little used to our practice of trying to lasso the moon when it comes to our titles. It's just that we love this campaign setting! We want to share as much of it as possible with as many of you who are willing to have it.

So, the *Iron Kingdoms Character Guide* (IKCG) is our offering to you, the gamer, of enough "crunchy bits" and other pieces to get you well on your way to fleshing out player characters (PCs) and non-player characters (NPCs) in any Iron Kingdoms role-playing environment. And, believe me, it wasn't an easy thing to do, especially when the decision was made to change over to WOTC's v.3.5 in the middle of the project! Months of work went into not just that but also balancing, playtesting, gamebreaking, proofreading, more balancing, more playtesting, more gamebreaking, and more proofing. There was no way I was going to put the Privateer stamp of approval on anything until I was 100 percent satisfied. Now that you're actually holding this book in your hands—I will pause so that you can pinch yourself to make sure you're not dreaming—I can say, with utmost confidence, "I'm satisfied."

If you found our RPG line through our popular line of miniatures, WARMACHINE, then welcome aboard. We're glad to have you. It's worth pointing out that the role-playing games actually predate the miniatures, but the success has been overwhelming for our hard-hitting game of steam-powered miniatures combat, and we can barely contain ourselves. Because of this roaring success, extra work has gone into balancing both product lines so that the events taking place are seamless. However, if you're preparing to delve into the role-playing line, let me inform you that we have catered these volumes to the hardcore pen-and-paper tabletop enthusiast. The military grade stuff you see in WARMACHINE is reserved for the military. Your typical campaigners in the Iron Kingdoms probably won't always have access to a company of warjacks to run around with—after all, how many of us have direct access to an M1 Abrams battle tank for personal use? That's not to say you couldn't! We're just saying it's awful rare... but do stay tuned in for future products (hint, hint).

The IKCG is now in your hands. You can peruse it at your leisure. Share it with friends, or better yet, dangle its magnificence like a carrot in front of their collective noses and lead them to purchase copies of their own. And rest assured, the *Iron Kingdoms World Guide*—that wonderful other half of the aforementioned 800-pages—is on its way, in which we offer so much filler, you're likely to sputter unintelligible sounds and wander around with a rictus grin like some bodger who just inherited a warehouse full of mechanika parts. Indeed. It's that good.

Our thanks to you, devoted readers! The journey continues, as ever.



Joe Martin

Privateer Press
Editor-in-Chief

← INTRODUCTION →

SOOT, STEAM & STRIFE: THE IRON KINGDOMS

Some people seek to attach a genre—or, perhaps, a subgenre—to a campaign world in order to get some rudimentary idea of what it's about. They might consider the Iron Kingdoms to be “steampunk,” and it is certainly an anachronistic dystopia, a realm embracing the concepts of steam technology; however, the creators prefer the sobriquet indicated on the book's cover—“*Full Metal Fantasy*.” These words aptly fit the bill because the creators of the Iron Kingdoms haven't forgotten that mythic fantasy lies at the core of their universe, and these three words begin to paint a picture of the Iron Kingdoms—in addition, of course, to the fantastic one gracing the cover of this book—in broad strokes.

Typically in genre of fantasy, there is an implicit, preconceived notion; magic and technology are so vastly different that one cannot exist if the other is already firmly entrenched. Some of the principles in the writings of literary masters of fantasy such as J.R.R. Tolkien, H.G. Wells, and Michael Moorcock allude that one encroaches upon the other; that one must give way for the other to take hold. Epic wars are fought, with the sides and their beliefs serving as allegorical agents of magic or technology, chaos or law. The creators and developers of western Immoren—the homeland of the Iron Kingdoms and other territories—have made the conscious decision to sidestep this notion and approach their fantasy environment from a contrasting perspective. In western Immoren, magic and technology not only co-exist, they complement one another. Certain technologies in this environment bend the laws of physics through the application of magic. To date, *mechanika*—a melding of science and sorcery, technology and magecraft—is the foremost example of these complimentary forces in the Iron Kingdoms.

Mechanika is a fundamental cornerstone in the portal that leads to the Iron Kingdoms, but the foundation of this world is its overall philosophy. The very ideas that comprise the world of Caen—to which the continent of Immoren belongs—are very particular, and if you've bought this book, we know you're already

one of those special people who are looking for more than the standard fantasy-as-usual fare in your role playing campaigns. Like many of you, the creators of the Iron Kingdoms wanted something beyond the high fantasy approach, with more complexity than hack-and-slash, sword and sorcery style gaming. In the pages of the Iron Kingdoms “*Full Metal Fantasy*” Guides, volumes I and II, this philosophy is realized.

Without a doubt Caen is very much a fantasy world, but it is one that has proceeded into a new era of development. Rather than cast off the mantle of magic and spirituality, these elements are firmly embraced by the proponents of science and technology. Rather than viewing the concepts as incapable of coexistence, the inhabitants of western Immoren assimilate everything together, seeing magic, spirituality, science, and industry as parts of a greater whole. They have developed ways for everything to work in tandem, tapping the arcane and fueling it with science, taking mechanical apparatuses and enhancing them with magic. Even the principles of magic are seen as a physical science of sorts, every bit as real and applicable in the kingdoms as the principles of physics, biology, chemistry, engineering, and mathematics.

In spite of these advances, the kingdoms remain fraught with conflict. No, life isn't nearly as dismal as it once was some centuries ago when an oppressive race from across the unnavigable vastness of the ocean lorded over the natives, pressing them into generations of servitude and suffering. Yet, most of the modern era's efforts are spent developing new ways to use mechanika against one's enemy. It is a time when envy and oppression are the roiling contents of a chaotic brew, ever threatening to spill over. Borders are constantly in question, resources and technologies coveted, and the disparity between the classes is becoming an ever larger thorn in the lion's paw over these past few decades. The common laborer is forced down, often groveling in squalor while their leaders wrangle over their own indulgences in immoderation and take part in questionable power plays at the expense of their “inferiors.” Perhaps it has always been this way, but the grip of mechanization has tightened upon this realm of fantasy, stirring the social consciousness, bringing awareness that perhaps it should not always be so, that perhaps a change is in the wind.

In some regions, a call for enlistment has lately been raised; for many a common man, the only exit to a handdog life is the prospect of armed service. The super powers of the Iron Kingdoms—Cygnar and Khador—are looking at the distinct possibility of war, and some men see this as an opportunity to rise above their cast lot and perhaps gain a bit of plunder along the way.

But not everyone's a fighting man. There are still plenty of souls looking to make an honest—or dishonest—day's wage, and a traveler in the Iron Kingdoms encounters all types. Sailors, dockworkers, apothecaries, and engineers—they're all ready to wheel and deal or spin a tale or two. Fighters, priests, wizards, and cheats—they're all ready to stake their claim to a life of adventure, be it scrounging for half-buried mechanikal parts in some black swamp, delving into a long forgotten Orgoth ruin, or ducking under the scything axe of an ash-belching warjack.

Besides the races of men, elves, and dwarves that naturally comprise part of nearly any mythic role playing environment worth its salt, some other playable races are offered that are exclusive to the Iron Kingdoms. In Immoren, one will come across ambitious goblins called gobbers. These enterprising and adaptable folk are both diminutive and curious, with mottled, color-changing skin, oversized ears, and minds like sieves. They often travel about nomadically in mobile slapdasheries, and many of them are nimble of hand and mechanically gifted—probably the saving grace that earns them tolerance among the more widespread races.

Once considered monsters, the ogrun of Immoren have proven their merit by first making peace with the dwarves. They have shown they are much more than their huge and fearsome eight-foot-plus appearance implies, co-existing in the far-flung lands of Rhul, applying themselves as industrious laborers and skilled stonemasons. Though most ogrun keep to themselves in segregated communities, or mingle exclusively among the dwarves, they can be seen more and more in modern times frequenting the cities and domains of men and are becoming accepted—much like gobbers—as yet another example of diversity in this wide realm.

Trollkin have evolved from the brutish trolls, whom they aptly regard as their lesser and more savage ancestors. The trollkin have long existed in distinct

tribal clans beyond the fringes of human society. They tend to keep to themselves, and seem to have a difficult time suppressing their fiery instincts, but remain the most even-tempered and cultured of the troll races. Many trollkin struggle in the world of men, for their mannerisms are still rather crude, and their view of all things non-trollkin as weak leads to problems on occasion, yet they have proven adequate laborers and craftsman and—standing seven feet tall in most cases—more than adequate muscle-for-hire. During wartime, trollkin seem to come out of the woodwork, and with conflict burgeoning in the Iron Kingdoms, more and more of them are seen frequenting the lands of men.

Regardless of race or creed, regardless of station, the winds of change have begun to blow and the coming armed conflict is a foregone conclusion. Little can be done to halt the forces already set into motion. The only questions remaining are when all out war will finally erupt and what will emerge when the smoke and ash of conflict clears.

WHAT DOES THE IRON KINGDOMS STAND FOR?

Privateer's mission is simple. We want to produce the best fantasy gaming materials available. This means that we need a combination of fun-to-read literary content as well as meaty game rules and adventure hooks. Part of creating great gaming products is derived from analysis—what *makes* a game line interesting? We have some very strong opinions on that.

KEY INGREDIENT 1: THE FLAVOR OF THE GAME WORLD

The Iron Kingdoms setting was designed to tap into the market's growing interest in the synthesis of classic fantasy and low-tech. It's a gritty world, a place immersed in its own Industrial Revolution, while at the same time steeped in classic fantasy elements. It can be an unforgiving world, often dark and grimy and, yes, brutal, but also populated by traditional swashbuckling heroes and ne'er-do-wells that defy the darkness or utilize it to further their goals.

The addition of steam-powered constructs, firearms, and other such trappings are an important enhancement to the fantasy genre, and you can see examples of it in all media at the current time. Despite

the growing popularity of these additions to fantasy fiction, the creators of the Iron Kingdoms don't intend for them to displace the classic elements that people value. That's why western Immoren is still home to dwarves and elves and why magic is still more common than technology. This is a formula that we vow to stick to—we are *enhancing* fantasy, not replacing it.

KEY INGREDIENT 2: THE WORLD EVOLVES

As time goes on, so do the Iron Kingdoms. Wars are fought, heroes and villains rise and fall—and perhaps rise again—and new threats and allies are just around the next corner. Western Immoren is a dynamic place, not a static one. Part of the evolution of the game world is what we call “The Big Story.” The Big Story is an epic plot line that touches on all Iron Kingdoms products and guides the evolution of the game world. Big stories in dynamic game worlds. We think that's a winning combination.

So what's the Big Story in the Iron Kingdoms? Well, we can't see all the details yet, but one thread in the overall yarn begins with the return of Vinter Raelthorne, the deposed king of Cygnar and often called “the Elder,” whereas his brother Leto, now king of Cygnar, is called “the Younger.” Vinter Raelthorne recently surfaced in the city of Corvis with an army of Skorne (in the award-winning “Witchfire Trilogy” and by the third book, *Legion of Lost Souls*, the Iron Kingdoms is fast becoming a chaotic and war-torn place). Although the Elder's temporary occupation of the “City of Ghosts” was eventually repelled, the deposed ruler continues his campaign of vengeance against Cygnar and his brother, King Leto. This is but one threat looming over the Iron Kingdoms. There are several more, as you will come to learn.

KEY INGREDIENT 3: STRONG CHARACTERS

To achieve Key Ingredient #2, we need a cast of strong characters. The Iron Kingdoms is populated with interesting characters that constantly recur, many of which are featured in the *Iron Kingdoms World Guide*. Some of these non-player characters (NPCs) will frequently interact with the player characters (PCs), while others “speak” through quoted material found throughout our published material. Don't underestimate the power of this “flavor text.” It truly adds another dimension to the material, often expounding on interesting events.

KEY INGREDIENT 4: FUN TO READ

This may sound like a no-brainer, but we're very mindful about making every one of our books a fun read. We want you, the players and DMs, to be entertained by everything we write. Nothing will ever be plain and ordinary. For example, there are no “+1 swords” in the Iron Kingdoms. Every magic blade has a brief history, *even if only the DM knows what it is*. Flavor is paramount! We're of a mind that we're creating literature first—it just happens to have game rules in it, too.

WHAT'S NEEDED TO PLAY IN THE IRON KINGDOMS

YOU'VE TAKEN THE GREATEST STEP TO PLAYING IN THE WORLD OF THE IRON KINGDOMS BY PICKING UP THIS BOOK. THERE ARE SOME OTHER NECESSARY ITEMS YOU'RE GOING TO NEED, HOWEVER. AMONG THEM ARE:

- ONE OR MORE FRIENDS WITH WHOM YOU CAN BEGIN EXPLORING THE IRON KINGDOMS.
- A CHARACTER SHEET, WHICH YOU CAN PHOTOCOPY FROM PG. 383 OR DOWNLOAD FROM THE PRIVATEER WEB SITE.
- A SET OF FOUR-SIDED (D4), SIX-SIDED (D6), EIGHT-SIDED (D8), TEN-SIDED (D10), TWELVE-SIDED (D12), AND TWENTY-SIDED (D20) DICE.
- THE PLAYER'S HANDBOOK, VERSION V.3.5, PUBLISHED BY WIZARDS OF THE COAST.

IF YOU'RE LOOKING FOR MORE “FULL METAL FANTASY ROLE PLAYING” PRODUCTS FROM PRIVATEER PRESS, WE'VE PUBLISHED A FEW OTHER D20 BOOKS. CHECK WITH YOUR LOCAL RETAILER AND INQUIRE ABOUT THE FIRST IN OUR SERIES OF “LOCK & LOAD” BOOKS ENTITLED THE *IRON KINGDOMS CHARACTER PRIMER* (LL:CP), AS WELL AS THE 240-PAGE HARDCOVER, THE *MONSTERNOMICON: VOLUME 1—DENIZENS OF THE IRON KINGDOMS* (MN1). YOU MAY ALSO BE ABLE TO GET YOUR HANDS ON COPIES OF THE THREE BOOKS THAT STARTED IT ALL: THE “WITCHFIRE TRILOGY,” WHICH IS COMPRISED OF *THE LONGEST NIGHT* (TLN), *SHADOW OF THE EXILE* (SOTE), AND THE *LEGION OF LOST SOULS* (LOLS).

ADDITIONALLY, PRIVATEER IS THE PROUD PUBLISHER OF WARMACHINE, THE POPULAR GAME OF “STEAM POWERED MINIATURES COMBAT.” COPIES OF THE RULEBOOK, *WARMACHINE: PRIME*, AND THE EXPANSION, *WARMACHINE: ESCALATION*, ARE AVAILABLE FROM YOUR LOCAL HOBBY RETAILER, AS WELL AS A FULL LINE OF MASTERFULLY DESIGNED 30MM TABLETOP MINIATURES. WHETHER YOU ARE OR AREN'T MINIATURES ENTHUSIASTS, WARMACHINE MODELS ARE VERY FITTING FOR ANY IRON KINGDOMS-RELATED ROLE PLAYING CAMPAIGN.

ALSO VISIT WWW.PRIVATEERPRESS.COM FOR MORE DETAILS, NEWS, AND PRODUCT SUPPORT.

IKCG SUMMARY

Aside from spells and magic related terms that require italics due to the directives put forth in the OGL, words that are considered unique Iron Kingdoms terms are often emphasized in italics the first time they appear in a particular chapter. This primarily serves to bring emphasis to these Iron Kingdoms-specified terms. For example, in the above introduction, the first time the word *mechanika* appears, it is italicized. This places importance on it as an Iron Kingdoms-specified term.

Some character names throughout the IKCG are followed by abbreviated stats in parenthesis. Characters with abbreviated stats are considered alive and well somewhere in western Immoren and the creators urge you to feel free to place these characters in your Iron Kingdoms campaigns. See the appendices for a complete list of all of the characters in the IKCG, along with their abbreviated stats.

Below is a summary of the chapters to follow:

Chapter One: Western Immoren

Chapter one presents a basic introduction to the Iron Kingdoms and the environs of western Immoren. In this chapter, the reader will find general details regarding the current state of geographic exploration and knowledge of the heavens, along with details on the calendar and major holidays of the Iron Kingdoms. Next, the chapter delves into a detailed examination of the human ethnicities and major races of Immoren. This section also includes a short discourse on the onomastics, or naming conventions, of western Immoren, providing a wide variety of names for individuals of varied backgrounds, and finally wraps up with a discussion of the current state of affairs throughout the kingdoms.

Chapter Two: Characters & Classes

The second chapter delves into relevant aspects of character creation needed to play in the Iron Kingdoms. Minor modifications to the major character classes are discussed and a wide variety of new classes are also presented. In all, four new base classes and seven new prestige classes are offered and, of course, a chapter on character basics for the Iron Kingdoms would not be complete without some discussion of new skills and feats, especially those pertaining to firearms and *mechanika*!

Chapter Three: Weapons & Gear

Chapter three places a plethora of new gear at the disposal of eager adventurers. Beginning with a brief discussion of adventuring in western Immoren, this section quickly delves into a wide variety of traditional and not-so-traditional arms and armor. In addition, it includes a brief treatise on the history of firearms, the advent of modern gunwerks, and the legacy of clan Serric. The chapter covers everything from Caspian battleblades to the Vanar Liberator and from shield guns to pocket watches—everything the intrepid adventurer could need or want.

Chapter Four: Cosmology & Religion

The fourth chapter explores the basic cosmological beliefs of the varied people of western Immoren and gives a brief overview of the religious history of the lands. Beginning with a brief discourse on Caen, Urcaen, and the nature of souls, it then moves to a discussion of the history of the human pantheon followed by in depth discussions of the varied human religions. This is followed by a brief treatise on the history of the dwarven Great Fathers and a treatment of the religious practices of the dwarves of Rhul. Next, the reader will find a discourse on the elven pantheon and their ill-fated journey to Caen, followed by more detailed discussions of the two remaining elven deities—Scyrah and Nyssor. Finally, the chapter ends with the history of the Dhunian faith and a discussion of Dhunian religious practices.

Chapter Five: Magic & Mechanika

Chapter five starts with a discussion of the source of magic and various practitioners, followed by a short treatment of the more dangerous fields of study—necromancy, summoning, and infernalism. The reader will find a lengthy treatment of divine magic, delving into the peculiarities of magic in the major faiths and the dangers of healing magic and raising the dead. The section on divine magic comes to a close by presenting both modified and new cleric domains before moving on to arcane magic and the ‘gift’ of magic to humans. A discussion of sorcerers and wizards is followed by details on the major human arcane orders, and then a discussion of the study of alchemy leads us into the advent of science and *mechanika*. The section on *mechanika* briefly discusses the Steam & Iron Workers Union, Iosan arcanika, and covers the construction of normal magic items such as *mechanika*,

arcantrik convergence engines, warcaster armor and, of course, steamjacks. Finally, the chapter concludes with a discourse on various spells; those absent from the kingdoms and modifications to existing spells are detailed, along with a selection of new spells developed specifically for the Iron Kingdoms.

CONTRIBUTOR BIOS

ROBERT BAXTER, WRITER

Rob Baxter is a secluded freelance game designer and script writer, with several published D20 books, including the one you're holding right now. He lives in Vancouver (Canada) in a dank basement, chained to a desk, typing up books for people to use in their games. You can visit Rob's blog at www.atomicrobot.net/mt.

COLIN CHAPMAN, WRITER

Colin teaches a class of young, snot-nosed gobbers in the wild West Country of Angland. An adventuring scholar of small repute, he has shared knowledge and the works of his quill with such august bodies as Eden Studios, Shooting Iron Design, Eos Press, and the esteemed worthies at Privateer Press. When not dutifully filling the heads of young reprobates with that esoterica called "knowledge," he can be found scribbling notes furiously at his desk, or relaxing in grand style with his lady-love in that cradle of lore he calls home.

JAMES DAVIS, GRAPHIC DESIGNER

James was born and raised in Seattle, where he still resides with his cat, Scooter. He has been in the design field since 1990, and spent five years working at Wizards of the Coast before joining Privateer Press as art director. In his spare time, he enjoys racing his car and listening to loud music. His only regret is that he doesn't have a cool name like Steele or Seacat.

BRIAN "CHIPPY" DUGAN, ARTIST

Chippy lives beside a canal full of ducks and swans in Warwick, England, with his girlfriend Elaine. Primarily, he works in computer games, but Iron Kingdoms is such a great setting that it's brought him back into the RPG and miniatures theater, and a good thing, too—it has helped him maintain his sanity amidst the ceaseless quacking of the ducks. Someday, Chippy plans to have a web site of his own in which to display his feathers.

TODD GAMBLE, CARTOGRAPHER

Todd Gamble is an award-winning RPG cartographer. Working with many of the leading D20 companies, Todd has created fantasy genre cartography for RPGs, novels, and major game-related magazines. He is employed as a cartographer by Wizards of the Coast, Inc. in Renton, Washington. His credits appear on hundreds of Wizards of the Coast products, including game board art for Avalon Hill, Dungeons & Dragons, Pokemon TCG, and Star Wars RPGs.

CHRISTOPHER GUNNING, WRITER

Christopher J. Gunning, an existentialist, travels the world working for the U.S. government for a living. His writing credits include works for White Wolf, Dream Pod 9, Majestic 12 Games, and a couple other self-absorbed obsessions. He is married and lives with two cats (whom he took as a package deal with his wife). He is not good at cooking. He is not good at sports. He is not even good at board games. So, Chris writes in his spare time. He especially likes writing about the undead.

BRIAN GUTE, EDITOR-WRITER

Brian lives in Duluth, Minnesota, near majestic Lake Superior with his lovely wife Linda and their dog Hanna. Currently working as a computational chemist by day, he has turned his mighty pen to editing game supplements by night, having never been able to shake the siren call of role-playing games and his dreams of seeing his name on published RPG products. An avid gamer for more than twenty-five years, his current campaign has run for the past ten years. While the IKCG is his first published RPG product, he's currently hard at work on several additional projects for Privateer. He also hopes to find time this summer to build his first cedar-strip kayak.

BRETT HUFFMAN, EDITOR-WRITER

Brett Huffman lives in northern Kentucky and is the only writer to have the dubious honor of living literally across the street from 'Ye Olde EIC.' He is a veteran of the Privateer Convention Booth and the award-winning "Witchfire Trilogy," and currently works at the Cincinnati Zoo as a zookeeper and for Major League Baseball ballpark security for the Cincinnati Reds—when not dreaming up yet more devious schemes for some of the most infamous inhabitants of the Iron Kingdoms, of course!

JEREMY JARVIS, ARTIST

Jeremy grew up in Alabama and promptly moved to New York City just before his eighteenth birthday. He attended Pratt Institute with the intent to pencil comics upon graduation, but that desire was eventually slapped from Jeremy's hand by his dark, demanding mistress, Watercolor. Though a newcomer, Jeremy's off-center, often tongue-in-cheek concepting, eye for detail, and tragic ability to render that detail in unforgiving watercolor have landed him squarely in the Fantasy/Gaming Industry's good graces. His watercolors have been recognized by The Spectrum Awards and The Society of Illustrators' prestigious Annual Exhibition. Now residing in Nashville, he enjoys bowling poorly (164 all time high score), searching for the perfect B-movie, and writing in the third person. Visit www.jeremyjarvis.com and drop him a line.

JAMES MALISZEWSKI, WRITER

Born in the Netherlands, James grew up in Baltimore and attended university in Annapolis, Washington, D.C., and Toronto. He originally believed his calling was to pontificate about the wonders of medieval philosophy, but soon realized he could just as readily be ignored by becoming a freelance writer... and have more fun in the process. Since 1999, he has contributed to many game lines, including Exalted, Fading Suns, Gear Krieg, Star Wars, the World of Darkness, and innumerable D20 products. He currently lives in Toronto, Canada, with his wife, daughter, son, and a Captain Kirk action figure. Home page: <http://members.rogers.com/maliszew/>.

JOE MARTIN, EDITOR-WRITER

After a 10-year stint in comics as a penciler, writer, and editor, Joe decided to take his leave of that bygone art and delve into another. He's been an avid role player and fan of fantasy since he was a wee trollkin lad just learning his letters; hence, it seemed natural that he should take on the mantle of Privateer's editor-in-chief in 2002. He has worked on every Privateer project (except for *The Longest Night*), and along with Matt Wilson, he is one of the primary guiding hands of the RPG line. When not furiously pecking away at his keyboard, Joe is furiously plucking away at his guitar or furiously perfecting the state of simply being furious. Despite this practice, he remains far from irascible. Also, like Jeremy Jarvis, he bowls poorly (163 all time high score).

TORSTEIN NORDSTRAND, ARTIST

Torstein Nordstrand is an illustrator of true viking ancestry. Now lending his services to many major RPGs and card games, he proudly acknowledges that his fantasy art first appeared in another beautiful Privateer tome, "Warmachine: Prime". Discover more of Torstein's evocative artwork at www.torsteinnordstrand.com.

MARTIN OLIVER, WRITER

Martin Oliver has worked as a freelance writer and editor on several games, most notably Warhammer Fantasy Roleplay (*Realms of Sorcery*, *Dwarfs: Stone and Steel*, *The Enemy Within: Carrion up the Reik*). He lives and works in London, where he is a lecturer, teaching and researching about how computers are used in education.

PHILIP REED, WRITER

Philip Reed is an Origins Award nominated game designer (Frag, Steve Jackson Games), co-designer of *Car Wars Fifth Edition* and the *Dork Tower* board game, and author of several D20 PDFs released through Ronin Arts. You can learn more about Philip—and find lots of free stuff—at his website at www.philipjreed.com.

DOUGLAS SERCAT, WRITER

Doug is currently living near (but not in) Seattle, the last stop in his tour as a wandering writer, which has included Dallas, Denver, and LA. He has been writing for Privateer Press since the second book of "The Witchfire Trilogy," and is particularly proud of having earned his professorship in Urcaen Theology from Corvis University. He takes full responsibility for any unruly gods, scions, fanatics, or cultists found in these pages.

BRIAN SNODDY, ARTIST

Brian Snoddy started his professional art career in 1986, working for the Egghead Software's art department. After a seven-year stint there, he went on to become the art assistant for Creative Fire Studios, working in comic books and TV animation storyboards. He has painted card art for most of the major CCGs and was one of the original *Magic: the Gathering* artists. He has since worked on magazines, CCGs, role playing games, comics, video games, and is a founding member and co-creator of Privateer Press.

BRYAN STEELE, WRITER

Bryan, who lives in Indiana with his wife Sarah, has surrounded his life with gaming of all sorts for nearly two decades. He saw his writing debut on a professional level with the release of Privateer Press's own *WARMACHINE: Prime* and leapt into the gaming industry with both feet. Now freelancing for several companies while continuing his feverish work with Privateer, he plans to hopefully have his hands full with writing, painting, and designing for many long years to come.

JON THOMPSON, WRITER

Jon Thompson lives and writes in Baltimore. His current projects include drinking Nati Boh and going back to school to study writing and video game design. He listens to really awesome music.

MICHAEL TRESKA, WRITER

Michael 'Talien' Tresca is a writer, communicator, and gamer. He has published adventures and supplements for AEG, MonkeyGod Enterprises, Otherworld Creations, Paradigm Concepts, and Privateer Press. Michael has also written magazine articles for *Dragon*, *Pyramid*, and *RPGTimes*. He has

written many reviews for Allgame.com, Gamers.com, and RPG.net. Michael has participated in various panels, including Bakuretsucon, Dragon*Con, and I-Con. When he's not writing, Michael can be found as Talien on RetroMUD as an administrator. Michael lives in Connecticut with his wife, who is an editor, and his cat, who is fluent in English. To learn more, visit <http://michael.tresca.net>.

MATT WILSON, ARTIST

Matt has been involved in the game industry since 1995 as an artist and art director. He worked for Five Rings Publishing as the art director of the *Legend of the Five Rings* CCG, and for FASA as a staff illustrator and concept artist. He then spent a year at Wizards of the Coast art directing *Magic: the Gathering*, and another three years as the lead concept designer and illustrator for the line. He owns Privateer Press along with Brian Snoddy and Mike McVey, and in addition to running the day-to-day operations of the company, he's the creative director for the Iron Kingdoms campaign setting and a game designer of the tabletop miniatures game, *WARMACHINE*. www.mattwilsonart.com





WESTERN IMMOREN



This
continent of ours,
this western
Immören, is
an engaging place.

It is an exciting and diverse region filled with the potential for all kinds of adventure. Indeed, we are, most of us, undergoing an industrial adventure—a revolution, if you will—with a renewed interest in the world at large. As an astrometrician-engineer, I, Gameo Ortmin, am foremost a devoted servant of Cyriss, thus my peerage and I, in our sustained efforts to marry reason to faith, find this technical eruption most pleasing.

But it is my endeavor to introduce this world to you, fine reader, in bold strokes, from a sweeping perspective, so I will resist the urge to regale you with my habitual discourse of the experimental sciences and the application of reason and mathematics that is oh-so-swiftly shuttling our backward land into a new and glorious age. I shall also refrain from expostulation on the many factions advocating ubiquitous militarism, though they are rife if not ripe, scheming on how to introduce a conflagration of nations at this very moment.

Nevertheless, the task at hand—my superiors have requested that I paint a picture, if you will, in words, in order to introduce one who is a stranger to the lands of western Immoren. I shall do my utmost to be as objective as possible. At the risk of appearing boastful or pretentious, I must admit I have a rather strong predisposition for objectivity when put to it, in spite of what you may have gathered until this moment. As my brothers are so fond of alluding, I do not have such a predisposition when it comes to brevity. Alas, I shall endeavor an accommodation to both. I hope you will forgive me any untoward displays of erudition or, on the other hand, if I am too laconic.

—Gameo Ortmin (male Tordoran Exp8), astrometrician and follower of Cyriss

← A GEOGRAPHICAL OVERVIEW →

Most of Caen's surface is largely unexplored by the inhabitants of western Immoren. Tomes of lore have revealed that at least two continental landmasses and a few lesser bodies of land emerge from Caen's oceans. Of the human cultures—as far as it has been learned—only the Orgoth have explored these regions, or at least skirted their coasts. The lands beyond the ocean called Meredius are a mystery. Immorese explorers, to date, have failed to venture very far from the Immorese coasts. They are likely daunted by the trends of history, for those lost few who have dared to cross that enormous and turbulent expanse have never returned. It is said by many a sailing man, “beyond the brine, there is only destruction”—and, of course, the ancient, conquering Orgoth, whom no sane person would be eager to come upon again.

So, it shall not be assumed what is beyond fact. Rather, a study of the terrain—this strip along the west of the continent called Immoren—shall be illustrated, and it is very likely as remarkable as any place in the great beyond, meaning beyond Meredius, of course.

The lands of western Immoren are temperate in the main, yet the terrain varies widely. The bulk of it lies in the upper hemisphere, its northerly fringes perennially frigid and protruding into an ice-capped, polar sea. The extreme north is virtually uninhabitable. Just south of the glacial waters, mighty mountains pierce the sky



through layers of thick land ice. Beneath this is frozen tundra stippled with the remains of boulder drift; these are millions of massive rocks upon barren plains of permafrost, as well as strips of loose glacial till patched with soil bogs, all of it fringed by taiga that eventually gives way to the more temperate and inhabitable lands of Khador and the towering mountains of Rhul.

The Rhulfolk choose to inhabit and build upon the mountains "from whence they came" where most of the rocky slopes are severe and exposed; similarly, the Khadoran people have lived for thousands upon thousands of years in the low hills, steppes, and vast coniferous forests of the Motherland. Khador is the largest of the kingdoms, yet despite its size, most of the upper country lacks the proper soils—its grassy meadows sewn onto a fragile scuff of the planet's surface—or the climates—typically either too cold or too dry—for agriculture. The growing season in the subalpine forests is stingy, often just two months out of the year, perhaps three to four in the valley bottoms. Khador's winters are very thin and cold, with temperatures well below freezing, and its summers are short and can be warm and rather humid on the steppes and in the south. Year round, Khador's frequent thunderstorms strike suddenly; the spring and late autumn are especially unpredictable. So indeed, it can be a harsh land, especially in the north, but Khador offers a variety of breathtaking landscapes from glacial mountains and dense forests to fertile meadows and long, sloping valleys.

In comparison, Ord, northern Cygnar, Llael and Ios enjoy very balanced seasonal changes, with a wide variety of temperatures and enough rainfall to support large forests and a multitude of rivers and deep, freshwater lakes. These nations are comprised of all manner of terrain—rolling hills, abundant woodlands, thick grasslands, marshy lowlands, dry scrublands, and lengthy, winding mountain ranges; the Wyrmswall Mountains in particular are a vast and chiseled range of daunting spires and canyons that dominate central Cygnar for over five-hundred miles from north to south. Southern Cygnar and the Protectorate of Menoth are balmier regions ranging from grassy savannas to scrublands to arid desert barrens in the dry regions. The western and southerly coasts are lined with rain forests and swamp-covered bottomlands with leagues upon leagues of thickets and impenetrable mangrove forests.

Much of the eastern region below Ios and beyond the Protectorate of Menoth has been subjected to violent and unnatural influences, warping the weather and terrain from its natural state. These mysterious events transpired millennia ago, birthing a gloomy and solitary wasteland. It is a barren and dangerous expanse of salt flats and sand dunes that divides the west from the forgotten east; the Bloodstone Marches, it is called, and it is devoid of the civilized races, except for the mysterious Skorne—if they can be called civilized. Aside from the desolate sands, there is little in the Marches save stark lava fields and the occasional forest of thorn and willow. The inhabitants of the Protectorate speak with apprehension of the lightning on the far eastern horizon that heralds the sweeping windstorms of red dust and stinging sand and with even more trepidation when the earth itself shudders beneath them; these violent quakes they call the "Creator's Wrath."

LANDS BEYOND IMMOREN

Rumored to exist somewhere across Meredius is the Orgoth homeland. What few records remain from the Occupation Era tell of a lush and mountainous continent, with a jagged coastline filled with inlets, bays, and countless inhabited islands. No one knows the current status of those dark-hearted humans, for they have not been seen on Immoren for over four centuries. At their height, it is believed the Orgoth Empire spanned far and wide and on more than one continent, which would undoubtedly make it the vastest empire in recorded history. As a result of Meredius and undoubtedly the Orgoth's reputation, Immorese explorers have thus far been content in the main to leave the conquerors of old in the past.

Nonetheless, routes elsewhere are presently being tested, and in spite of the lack of successful sea exploration beyond western Immoren, some triumph in establishing a course to the lands across the southern seas—most often called The Land Below or the Uncharted Lands—has been recently managed by a select few. Only the northern lip of this apparently lush landmass has been explored sparingly, and it is called by its inhabitants simply Zu (also spelled Zhu in some Mercarian records). Immorese sailors reveal that the olive-skinned natives glory in Zu as an empire of no small power and favored by their gods, yet up to this day, explorers and traders have discovered but one city, a place called Komara, which means in the tongue

of the natives, "City of God." The finding of this realm is so recent that a good number of Immorese folk are still entirely unaware of its existence, or otherwise set it aside as mere blather.

However, the Mercarian League is inevitably changing this perception. Thus far, the League is the primary trader with the residents of Zu, and they meticulously guard their ocean routes, sharing them with none and contenting themselves for now with but reaching the city of Komara. This is a treacherous passage and not to be taken lightly; sailors tell of copious low-lying limestone and coral islands as well as higher volcanic areas that make an unmapped approach perilous at best. Indeed, the islands are strewn with the remnants of the first trader ships, but the city of Komara has yielded exotic imports of spices, oils, furs, fabrics, perfumes, fruits, precious minerals, coffee, cocoa, lobster, and other remarkable trade goods for the traders, making the risk of navigating its long coral reefs more than worthwhile.

The log of one Mercarian sea captain calls Zu a primitive land with "warm coastal waters clear as crystal beneath a narrow coastal belt of ivory sand, suddenly swelling to severe, jagged limestone mountains and dense, untamed rainforests from which unknown beasts make a shuddersome din." Komara he describes as "...high-level white and gold terraces carved into the 400-foot limestone cliffs, and the bays must be navigated by soundings, for limestone crags jut from and hide beneath the water's surface with the tides. The port itself is guarded by massive ivory arches adorned with images of golden fish and sea serpents hammered flat upon the faces of the archways, larger than our entire ship. We passed beneath the arches to gain entry to the port, all the while under the scrutiny of hundreds, nay, thousands of bronze, reddish, or iridescently helmed soldiers patrolling the tops of the arches and other bulwarks of the much guarded bay."

RUMOR HAS IT...

MALLEUS 6TH, KATESH 596 A.R. IS THE DAY THAT THE FIRST MERCARIAN SHIP MADE A SUCCESSFUL VOYAGE TO THE SOUTHLANDS. CAPTAIN D.H. WEXBOURNE (MALE MIDLUNDER RGR5/EXP4) BROUGHT HIS SEACUTTER INTO THE CASPIAN HARBOR WITH PROOF OF LIFE SOUTH OF IMMOREN'S SHORES. THE FRIGATE WAS LADEN WITH EXOTIC FURS, SPICES, AND PORCELAIN WORKS OF ART, BUT MOST IMPORTANT WERE THE THREE OLIVE-SKINNED FOREIGNERS WHO SPOKE A STRANGE TONGUE AND EXHIBITED ODD BEHAVIOR. SINCE THAT DAY, THE CITY OF KOMARA AND THE LANDS CALLED ZU HAVE BECOME A PRIZE TO

BE ATTAINED BY ANY SAILOR WITH ASPIRATIONS TO VENTURE BEYOND THE COASTS OF IMMOREN.

EIGHT YEARS LATER, VERY FEW HAVE MADE THE JOURNEY, AND STILL ONLY ONE CITY HAS BEEN DISCOVERED. JUST THIS YEAR, THE MUCH LAUDED CAPTAIN WEXBOURNE AND HIS SEACUTTER HAVE UNEXPECTEDLY DISAPPEARED ON THEIR SEVENTH TRIP TO THAT EXOTIC PLACE. EXPECTED TO RETURN AFTER FIVE MONTHS, THEY HAVE NOT BEEN HEARD FROM IN TEN, AND BOTH THE MERCARIAN LEAGUE AND THE CYGNARAN ROYAL ASSEMBLY HAVE BECOME CONCERNED. THEY WISH TO LEARN WHAT HAS DELAYED THEIR HEROIC CAPTAIN.

← SIDEREAL SCRIPTURE: → A TREATISE ON THE HEAVENS

In an attempt to educate the populace and elucidate the very laws of nature set forth by Cyriss, my colleagues have requested that I attempt to chronicle, in lay terms, our most current understanding of the universe in which we live. When beginning to undertake any kind of scientific study, one should always begin with what is most familiar and best understood and expand from there. To that end, let us begin with Caen and our place in the universe...

—Gameo Ortmin, astrometrician and follower of Cyriss

A HELIOCENTRIC UNIVERSE

For countless millennia, the people of western Immoren have believed that Caen is the center of the universe. Certainly the primitive worshippers of Dhunia believe so to this day. To most humans, it is still unclear as to whether they believe she gave birth to the world and all the creatures on it or if she is the world and all life has sprung forth from her. Nonetheless, it is a belief that lends itself to placing Caen central in the universe.

Even without religious reasons for a belief that Caen is the axis of all creation, it is easy to understand why people would believe that it is the center. After all, they only need look to the heavens to feel as if they are at the nexus of the universe and everything else revolves

around them. However, renowned Cyrissist Gameo Ortimin's *Sidereal Treatise* attests that this is not the truth, nor is it anywhere close to being the true order of things.

Instead, Ortimin states that the planet Caen, and all other known planets, circle the sun. It asserts that the currently held geocentric (Caen-centered) view of the universe is a falsehood easily revealed by the principles of nature set forth by Cyriss. Rather, a heliocentric (sun-centered) view of the universe shows a proper understanding of the sciences of astrometry and celestial mechanics.

MOONS & TIDES

Caen's three moons are by far the brightest and most prominent features in the night sky. Calder is the largest, shining with a blue-white radiance, and is customarily referred to as male. Calder's orbit around Caen takes place every 28 days—or once a month—

and as he is illuminated by the sun, he undergoes a continuous process, or cycle, wherein there are eight distinct, traditionally recognized stages, called phases (more about phases below in "Calendars"). Conversely, Laris, the middle-sized red and brown moon with her black and brown freckles—referred to as female—follows a longer elliptical orbit, and cycles but four times a year. The stark and elusive Artis—the other female, and the smallest and slowest of the three—moves in a polar orbit, and cycles approximately three times a year. Dual full moons—Calderfull and Larisfull—occur twice a year, when the cycles of Calder and Laris overlap, and all three moons are yearly full but once.

Calder's orbit lies within the same plane as Caen's orbit around the sun; this alignment explains the frequency of lunar and solar eclipses involving Calder and, as the largest and closest of the moons, he has the greatest impact upon the tides. Though their influence is not as great, Laris and Artis also contribute to tidal forces, making it extremely difficult to accurately predict the tides of Caen. The strongest ones occur during the periods when all three moons are new or full, but

erratic tides occur when either Laris or Artis are full at the same time as Calder. The most violently erratic tides occur when Laris is in its first quarter or third quarter phase, for Laris is in perigee—meaning its path has brought it closest to Caen—and at such times the tides experience unexplainable shifts and violent storms wrack the seas.

Calder has been a great source of inspiration to romanticists. He is the "Gallant Moon," the "Lord Moon," the "Night Pearl," the "Chaser," the "Lecher," and even the "Wolf," among others. He has appeared in



WESTERN IMMOREN

legends and old songs as a ravenous beast, as a mage-prince of the night sky, and as a noble cavalier, but no matter his role, Calder is almost always a wooer of both lady moons. Due to his strong arcane influences, he is an object of much reverence to followers of the Devourer and some of the god's devotees perform covert ceremonies, making offerings to Calder that supposedly let them to tap into the energies radiating from him during particular phases.

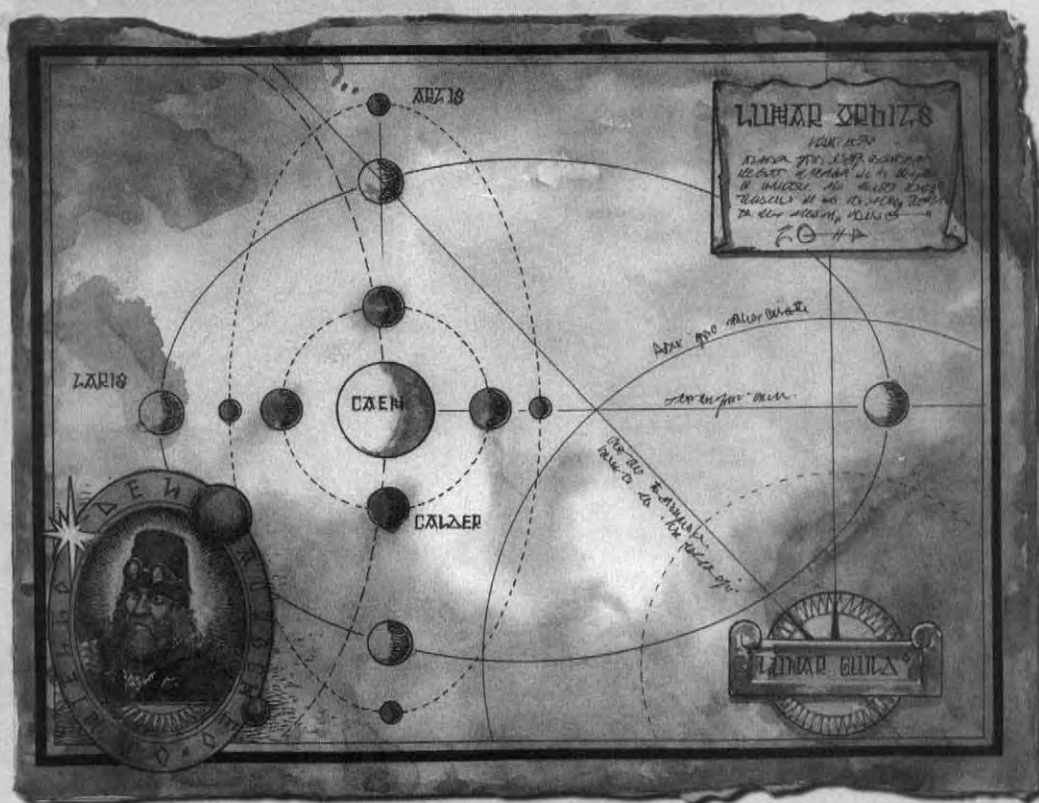
Laris' elliptical orbit results in irregular intervals between her phases. Her lunar month is 91 days long and her orbit brings her closest to Caen from wane to

wax and while new—a period of 13 days—as she passes between Caen and the sun. While these phases account for half of Calder's lunar cycle, Laris slowly spends the remaining 78 days of her cycle progressing through her other phases. It is interesting to note that Laris only spends a single day in her new moon phase, but spends thirteen days as full or near full, a phase called Larisfull. Due to this apparently odd behavior and her noticeable effect on the tides, Laris has always been viewed with trepidation. This ominous reputation has earned her such titles as the "Temptress," the "Raging Mistress," and the "Baleful Moon," and

any kind of inclement weather is customarily blamed on "Mad Laris" regardless of her current phase. In fact, the term Larisfull is sometimes referred to as "Laris' Fool," and when she is both full and new these are especially dreaded times when witches prowl, evildoers consort with Infernal allies, assassins, brigands, and ill creatures stalk the night, and only fools dare meander about heedlessly.

Artis is certainly the most enigmatic of the moons. Her lunar month is slightly more than 121 days,

just over four months. Due to her polar orbit, she is often visible during the day, yet vanishes entirely from the sky for nearly half her cycle. In wane and wax, she glows pale green with white streaks, but as she illuminates to full she becomes white as a lily. For this, she is sometimes called the "Virgin Moon," the "Timid Maiden," or the "Lady Muse," but for her odd orbit she is also called "Runner Moon" and "Waymarch;" the latter due to her usefulness in navigation as her position is true north when full, a phase that lasts for roughly eleven days as she rises into the northern sky and descends again. Then, Artis shifts west, becoming



visible from midnight until midday as she wanes little by little. She is not visible from the northern hemisphere for approximately 60 days as she dips below the horizon and hides in the far south where she is but an argent sliver of light. Finally, Artis reappears in the east and becomes visible from around midday until midnight. Often considered secretive and shy, Artis has been an inspiration to those trying to solve mysteries and Artisfull is considered a time of good fortune for those involved in clandestine activities.

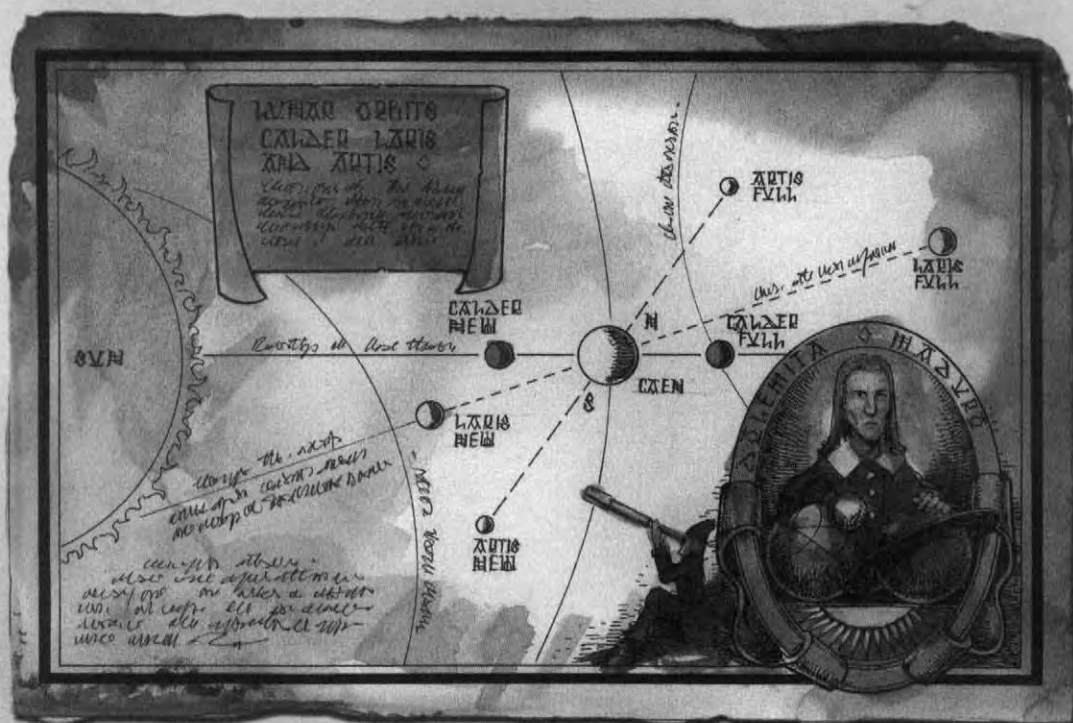
Various legends and superstitions involve the conjunctions of the moons, with good reason. These dangerous nights have long been linked to the Devourer Wurm, though it is not the only power to benefit from these lunar alignments. Even those who do not believe in the Devourer know tales of frightening creatures and bizarre happenings and tell stories to remind children of the dangers, for nights where all three moons are full are wild and dangerous indeed. Arcane power surges from the heavens as the three moons move into conjunction, one above the other, and the boundaries between Caen and the realm of the dread Infernals grow thin. Nights where none of the moons can be seen

OTHER PLANETS OF THE UNIVERSE

Long ago, astronomers of Immoren determined that most of the stars in the night sky follow fixed paths across the heavens; however, they noted that a few seemingly wandered the heavens on paths that follow no rhyme or reason. These wandering stars have since been revealed as additional planets, and once the observer accepts the heliocentric model of the universe as truth, these meandering paths are easily explained as the orbits of planets further from the sun than Caen. Including Immoren's homeland, there appear to be at least four other planets circling the sun.

Lucant

The people of western Immoren have long noticed two stars that seem to follow the sun closely. The Dawnbringer is only seen in the early morning, heralding the arrival of the sun, while the Harbinger of Darkness appears at sunset, following the sun into the oblivion of night. These two stars were initially linked with Menoth and the Devourer, respectively, and were seen to represent the constant struggle between the forces of order and destruction. However, this association has



are also considered an ill omen, as it is said the Dark Ascension of Thamar took place on such an evening, and that the hand of Morrow's dark sister can be seen in the events of such evenings.

All three moons are far more inspiring to those who revere Cyriss, for astronomical measurements and calculations involving the moons and other celestial bodies have been crucial in discovering their elusive goddess. However, among those who worship Morrow or Menoth, the moons have long been objects of suspicion and awe—entities often bearing omens of danger and evil.

been widely forgotten due to the popularity of their current association with Morrow and Thamar. These two stars have become commonly known as Katrena and Ekris, named for the Ascendant of Morrow and the Scion of Thamar. Modern astronomical observation has revealed that these two "stars" are actually a single planet—Lucant, named for the priest of Cyriss who first discovered the truth of this planet. Lucant is the planet closest to the sun and the only planet between the sun and Caen.

The Eye of the Wurm

Aside from the moons, the brightest body seen on a clear night is "the Eye," or sometimes the "Eye of the Wurm." This body has long been noted for its brightness even when the luminescence of the moons causes other stars to fade from the sky. This is also one of the planets long noted for its unusual behavior as it traverses the celestial field. For some time now, astronomers have known that this was another planet like Caen, distant and somehow linked to the sun. The Eye is known to be the next planet out from Caen, but little else is known of it as no telescopes have been created that are powerful enough to inspect it closely. When this body was first proven not to be a star like the others, there was some speculation that it could be Urcaen, the afterworld. Theologians refuted this, stating that there is no possible way to view or observe Urcaen without first dying, and this notion was ultimately dismissed. It is believed that conjunctions of the Eye of the Wurm and Calder are when followers of the Devourer create such vile creatures as the warpwolf.

RUMOR HAS IT...

FOR TWO NIGHTS EVERY THREE YEARS ON THE LAST OF TEMPEN AND THE FIRST OF CINTEN, CALDER IS FULL AND ALIGNS WITH THE EYE OF THE WURM TO CREATE A BALEFUL ORB. ON THESE NIGHTS LARIS IS BUT A WAXING SLIVER AND PALE ARTIS FADES INTO THE EAST AFTER THE MIDNIGHT HOUR. FOLKLORE TELLS THAT THESE DARK HOURS ARE CALLED VARIOUSLY WARPKNIGHT AND WURMSGLARE AND, AT THIS TIME, EVIL FORCES GO ABROAD, WALKING THE FACE OF CAEN, SUFFUSED WITH DARK POWER. THE NATURE OF SUCH FORCES VARIES FROM STORY-TO-STORY, WITH SOME CLAIMING THEY ARE UNDEAD, INFERNALS, AND EVEN THE ORGOTH RETURNED!

YET, THERE IS LITTLE DOUBT THAT SOMETHING UNWHOLESOME EMERGES ON WARPKNIGHT. THE KHADORAN SCHOLAR BLADRO USHKA (MALE Khard Exp5/Ftr1) BELIEVES IT IS AT THIS OMINOUS TIME WHEN THE DEAD RISE AND THE CULT OF THE DEVOURER PERFORMS RITUALS TRANSFORMING MEN INTO WARPWOLVES. HE SEEKS ADVENTURERS TO JOIN HIM IN TESTING HIS THEORY. USHKA HAS LEARNED THE WHEREABOUTS OF A COVEN, AND HE WISHES TO OBSERVE THEM FROM A DISTANCE ON THIS GLOOMY NIGHT. NOT BEING A HIGHLY SKILLED WARRIOR, HE NEEDS PROTECTION SHOULD HIS EXPEDITION RUN INTO TROUBLE. HE OFFERS A HANDSOME FEE FOR ANYONE WHO JOINS, AS WELL AS A CHANCE TO UNRAVEL THE MYSTERY OF THE WARPWOLF.

Cyriss, the Dark Wanderer

When astronomers of Cyriss first declared that, through careful study of her laws and principles, they had located the source of the goddess amongst the stars, many folk balked at the discovery or assumed that they had all gone mad. Even today, preeminent

dwarven and human astronomers accepting the Dark Wanderer's presence beyond the orbit of the Eye are considered controversial troublemakers; when in truth, they are the most advanced scholars in this field outside of Cyriss' faithful. The faithful recognize this as Cyriss' home among the stars, from where she exerts her influence on the other planets and moons, causing odd astronomical wonders—the very wonders that led to her discovery. This is the well from which her power over the natural forces flows and is believed to be the source of magic for her followers, as well as the foundation of every significant riddle and cipher. It is a matter of some debate, as some followers insist Cyriss' magic comes from Urcaen, a separate realm of existence altogether—while others conjecture that Urcaen, like Cyriss, exists among the stars.

Whatever the case, the Dark Wanderer is out there, beyond the orbit of the Eye. It is her home and a great living machine, obscured from all but the most advanced telescopes. Even then, due to her dark coloration, unless one knows where to look from the careful study of her influence on the other planets, Cyriss is nearly impossible to locate, as she should be. The search for Cyriss should be anything but simple.

RUMOR HAS IT...

YOUNG RADICALS HAVE DENOUNCED THE RECENTLY PUBLISHED WORK OF GAMEO ORTMIN AND THE "OLD GUARD" ASTROMETRICIANS WHO HOLD TO HIS HELIOCENTRIC MODEL OF THE UNIVERSE. THEY CLAIM THAT RECENT ASTROMETRIC CALCULATIONS PROVE THAT THE PLANET CYRISS IS ACTUALLY THE CENTER OF THE UNIVERSE. THIS SO-CALLED CYRICENTRIC MODEL OF THE UNIVERSE IS SAID TO EXPLAIN MANY OF THE AS YET POORLY EXPLAINED ASTRONOMICAL PHENOMENA. THESE RUMORS HAVE SPARKED HEATED DEBATES WITHIN THE FAITH AND IN UNIVERSITIES ACROSS WESTERN IMMOREN.

CONSTELLATIONS & CELESTIAL BODIES

Beyond the orbit of Cyriss lies the celestial sphere where all the stars and constellations are in full array. Alignments of these stars and constellations with the planets and moons are oft as dangerous as any alignment of the moons and planets. Sinister forces beyond comprehension lurk in the dark reaches of the night, waiting for the moment when their influence can be wrought upon the lives of men.

The majority of the constellations are visible for about half of the year. Major spring constellations include the Swan, the Dracodile, and the Farseer.

During the summer months the Throne, the Serpent, and the Veld are visible. Autumn brings the Menofix, the Eagle, and the Gorgandur into view, and in the winter the Hunter battles with the Beast across the night sky. One of the most prominent constellations, the Eternal Wheel, is present year-round, appearing to simply rotate above Caen as it travels around the sun.

The Eternal Wheel

Dwarven astronomers consider the large and complex arrangement of stars called the Eternal Wheel as the most important constellation in the night sky and observation of it throughout the seasons was crucial in the development of the Rhulic calendar, which was later adopted by men. According to dwarven wizards and astronomers, analyses of the paths of the three moons in conjunction with the movements of the Eternal Wheel provide the most accurate long-term divinatory predictions.

The Veld

Humans are not the only ones to believe their gods rest among the stars. The elves have long spoken of a constellation called the Veld, a thick cluster of stars and a prominent feature of the night's sky. To the elves, the Veld was the home of the gods before they came to Caen, within which was the palace Lyoss, the seat of their power. The Veld is mainly a summer constellation, though it is visible low on the horizon in both the spring and fall. Among humans, this constellation is often called Menoth's Mask, and they once performed ancient ceremonies focused on this constellation, believing it represented the face of the old god. Gobbers, trollkin, and ogrun who worship Dhunia have a less glamorous term for this constellation, calling it Dhunia's Milk, a term that has not endeared them to the elves of Ios or those of the old religion.

The Hunter and the Beast

Rising primarily in the winter months, comes the Hunter, attributed as an aspect of Menoth. Ancient astronomers were fascinated to watch the Eye pass the Hunter, believing this marked a time of conflict between two great powers. Alongside and not far from the Hunter is another constellation, the Beast. As an aspect of the Devourer, the Beast is forever at war with the Hunter.

In Khador, they have another name for the Hunter, referring to it as the Priest King. It is said that when

the legendary King Khardovic learned of the beastly Geremor, the first warwolf created by servants of the Devourer, he was incensed. Geremor terrorized Khardovic's people, so the king marched into the wilds to destroy the creature. He refused aid from all others, not wanting to endanger them in the course of his hunt, and when he did come upon the massive lupine form in the midst of some terrible carnage, King Khardovic attacked the beast. The battle raged for days. Geremor fled several times, only to be tracked down and beset again by the valiant servant of Menoth. In the end, it is said that they were locked in combat, both intent on choking the life from the other, and as Khardovic lay there, giving his own life to destroy the great evil, Menoth plucked him from Caen as the two of them died. He set Khardovic amongst the stars to harass the Wurm, but the Devourer countered this move, lifting Geremor into the heavens, as well. Now, the two combatants are locked in an unending struggle amid the stars.

RUMOR HAS IT...

THE PROTECTORATE'S HIERARCH GARRICK VOYLE RECENTLY EXAMINED A COPY OF ORTMIN'S TREATISE ON THE NATURE OF CAEN AND, AS A RESULT, HIS FURY WAS BOUNDLESS. ACCORDING TO THE HIERARCH, WHAT ORTMIN PROPOSES IS BASE HERESY AND OFFENSIVE IN THE EYES OF MENOTH. HE HAS ISSUED A SENTENCE OF DEATH (AND PLACED A BOUNTY) ON THE SCHOLAR-PRIEST, TASKING HIS OWN EXEMPLARS WITH BRINGING GAMEO ORTMIN TO JUSTICE. THE CULT OF CYRISS IS RELUCTANT TO LOSE THE DEVOTED ORTMIN, WHOM THEY VIEW AS A USEFUL ANALYTICAL COMPONENT IN THEIR SOCIAL MACHINE, SO RUMOR HAS IT THAT THEY MAY BE LOOKING FOR OUTSIDE HELP TO SAFEGUARD THE MAN. PERHAPS A BAND OF STALWARTS—OR ENTREPRENEURS—COULD BE PERSUADED TO SECURE ORTMIN, ALTHOUGH ASSUREDLY ANY INVOLVEMENT WILL DRAW SUCH FOLK DEEP INTO A RELIGIOUS RIVALRY BETWEEN CYRISSISTS AND THE SUL-MENITES OF THE PROTECTORATE.

Skorak

This strange fireball has not occurred in many centuries and while modern astronomers are eager for a chance to unravel some of its mystery, its return is anticipated with an equal amount of dread. Skorak has been described as a fiery ball, many times brighter than even the Eye of the Wurm, trailing blue flames behind it as it streaks across the night sky. As best as can be determined from historical accounts, this fiery interloper appears once every six hundred years, and the appearances have always coincided with world-changing events. The last time it appeared was at the onset of the Rebellion against the Orgoth invaders. While this, in and of itself, would appear to be a good

omen, it had purportedly appeared previously just weeks before the first Orgoth arrived on Immoren's shores. And before that, it is said that Skorak roared across the heavens as some of the bloodiest battles of the Warlord and the Thousand Cities Eras raged unchecked. With the Rebellion having begun roughly 600 years ago, Skorak's return cannot be far away.

CALENDARS

The calendar most commonly used today is the Morrowan calendar, named after the god Morrow, but how did it come about? The first calendars' calculations were based on approximate climate changes, observations of the stars, and days of Menite offering. During the Thousand Cities Era, a bewildering assortment of calendars were in use, causing untold confusion for emissaries, traders and other travelers. As the Church of Morrow grew, their scholarly priests pushed for a singular calendar; during the Orgoth Occupation this was the Caspian system, an intricate sequence of fifteen months dating back to the death of the first Priest King. Primarily, those who were educated

accepted the Caspian calendar, while commoners continued to mark time by the turning of the seasons. Still, the Caspian calendar was not quite accurate and required adjusting every three years.

A council of distinguished Morrowan scholars of the day called a summit in 225 A.R. to reassess the Caspian calendar. Simple observations of climate and lunar cycles varied drastically from observations generations prior, so clearly a more accurate system was called for. After some deliberation, it was widely agreed that the dating system should be changed beginning with the declaration of rebellion by the Iron Fellowship, denoting B.R. as "Before Rebellion" and A.R. as "After Rebellion," but these men still had more work to do.

Communication with the dwarves of Rhul had gradually broadened by this time, and so the scholars scrutinized the Rhulic calendar; it was concordant with what astronomers of the day had found to be the revolution of Caen around the sun. This observation revolutionized the human calendar. Considered both simpler and more accurate, the Rhulic calendar introduced new and accurate changes. When the



summit concluded, the now accepted Morrowan calendar was presented publicly, marking seven days to each week, 28 days to each month (of four weeks), 13 months to the year, and thus 364 days altogether comprising one full year with four seasons at 13 weeks apiece. Although it is still not wholly accurate, requiring an intercalated day every three years (see the "Longest Night" below) at winter solstice, it is far more exact than the preceding Caspian dating system.

THE IOSAN CALENDAR

ELVES THAT HAVE REGULAR DEALINGS WITH HUMANITY—OR THOSE EXILES, AMBASSADORS, OR DIGNITARIES WHO DWELL OUTSIDE OF IOS—ARE FAMILIAR WITH THE MORROWAN CALENDAR. IOSANS, HOWEVER, HAVE THEIR OWN COMPLICATED RECKONING OF TIME CALLED THE LYOSSAN CALENDAR, A SYSTEM OF TIMEKEEPING OF ANCIENT ORIGIN AND RELIGIOUS SIGNIFICANCE. VERY FEW OUTSIDERS ARE FAMILIAR WITH ITS COMPLEXITIES.

Composing Dates: The accepted formal arrangement of calendar dates and how they are properly composed begins by stating the name of the week, followed by the day, then month and year. This formal reckoning begins numbering the days of each week within any given month from one to seven and starts again with one for the ensuing week. For example, the 11th day of the month of Ashtoven is written or spoken as "Malleus 4th, Ashtoven 604 A.R." rather than "Ashtoven 11th." However, in the past generation or two, informal writings and day-to-day discourse have leaned toward the latter. Because of this, both methods are acceptable, although the majority of printed matter still applies dates in the formal style.

TABLE 1-1: MORROWAN AND MENITE CALENDAR WEEKS

Week #	Morrowan	Menite
1	Vendarl	Ozeall
2	Malleus	Luctine
3	Donard	Donard
4	Gorim	Vilmon

MORROWAN WEEK NAMES

When the Morrowan Calendar was presented to the public, names had been chosen to categorize the four weeks of the month. The choosing of the four

names was the result of many hours of debate and deliberation, but eventually four were settled upon and the education on how to formally compose dates (above) was instituted. The four names are:

Vendarl: Named after archwizard Cortis Vendarl, the leading evoker from the Battle of the Hundred Wizards fought in 35 A.R. The Magus Vendarl is renowned for his leading part in this first telling strike against the Orgoth and is acclaimed as one of the greatest battle wizards ever born.

Malleus: Named after Master Gervus Malleus, an alchemist whose work was crucial in the development of blasting powder and firearms. Malleus was a persuasive and influential factor to the legendary Army of Thunder during the Rebellion.

Donard: This week pays respect to General Abenar Donard, one of the noted leaders of the last battle against the Orgoth capital. A master strategist, General Donard led a ragtag army of volunteers and Colossals, bringing victory against overwhelming odds.

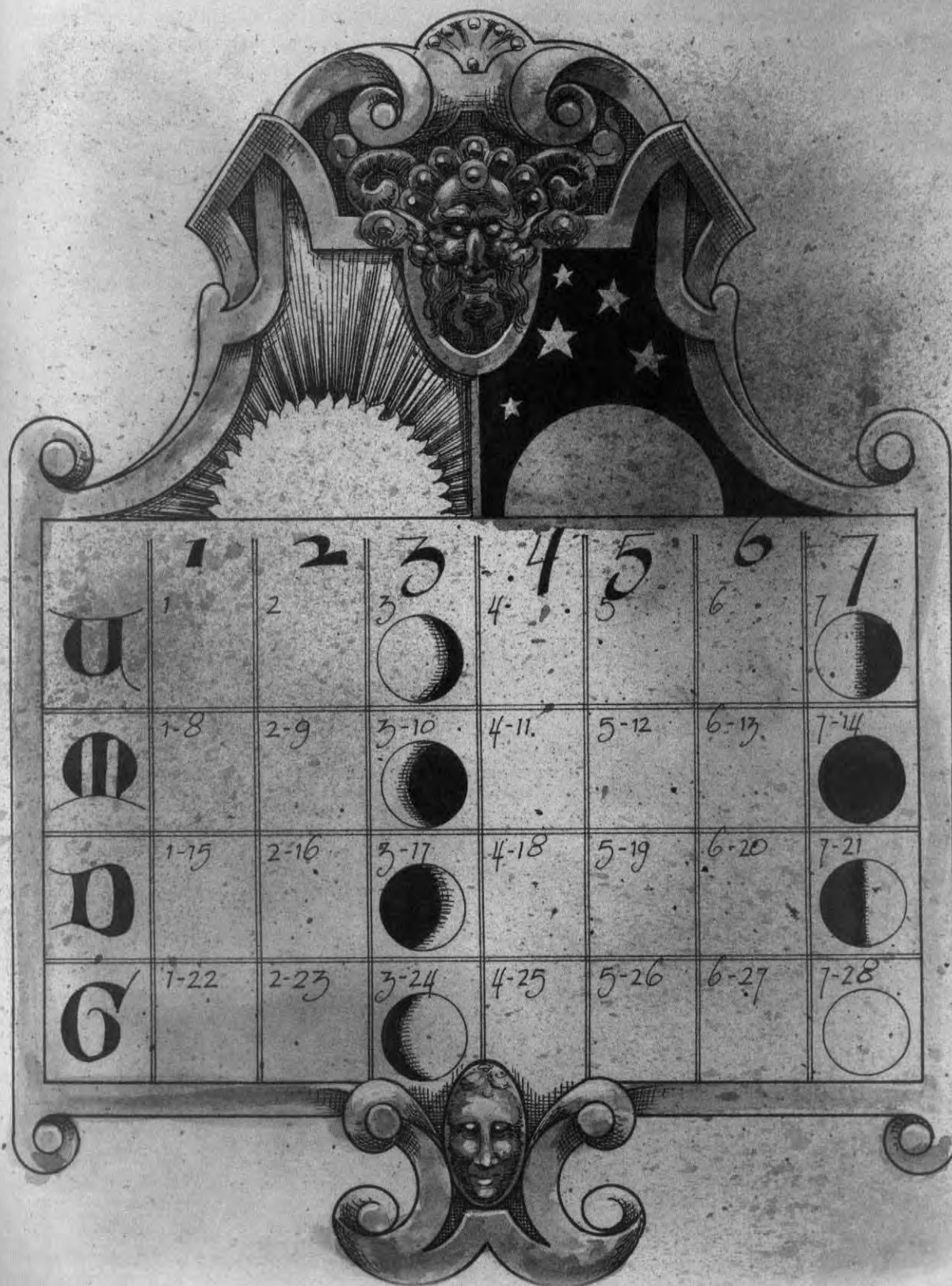
Gorim: This week recognizes the renowned dwarven Ambassador Jelm Gorim, credited with enlisting Rhul's aid in the late Rebellion. It was his idea to utilize the enormous resources of Rhul to help produce the Colossals and coordinated smuggling them into rebel hands.

MENITE WEEK NAMES

Ozeall: Named after the Visgoth Ozeall, this holy man of Menoth took control of the faithful after the death of Hierarch Sulon and helped negotiate the end of the Cygnaran Civil War. Visgoth Ozeall is credited with the creation of the Protectorate of Menoth, and is counted one of their finest priests.

Luctine: This week is named in honor of Hierarch Gevard Luctine, one of the most famed leaders of the Protectorate, who helped bring the Idrian nomads into the fold. Hierarch Luctine preached the holy significance of the great earthquake of 504 A.R., describing it as Menoth's divine wrath.

Donard: This week is the same as on the Morrowan Calendar, as General Donard is the only Rebellion hero who is acknowledged by both Menites and Morrowans. Most Menites preach that General Donard was a faithful adherent to the tenets of the Creator.



Vilmon: Named after the Visgoth Dargin Vilmon, one of the most inspirational leaders of the Civil War, who brought all of the Menites from northern Cygnar down to Caspia. Without the support of Vilmon and his followers, it is uncertain if Hierarch Sulon could have held Sul.

The enclosed calendar lists the names of the weeks, as well as illustrates the moon Calder's lunation as it proceeds through its cycle of phases. These can be shown on a one-month calendar with no month name, called a *broad calendar*, since Calder's phases are so fixed. As stated previously in "Moons & Tides," Caen's moons do not all have the same phase cycle. Calder and Laris are the most similar of the three, though Laris' elliptical orbit makes it appear to behave oddly in comparison to Calder's very regular phases.

As can be seen on the enclosed broad calendar, Calder moves through four major phases and four minor phases over the course of 28 days with each major phase occurring over seven days. His major phases are quarter declining (half moon), new moon (dark), quarter rising (half moon), and full moon, and the minor phases are waning gibbous, waning crescent, waxing crescent, and waxing gibbous, and every phase slowly shifts from one to the next, as shown.

MORROWAN MONTH NAMES

The current calendar system dates to just after the Rebellion, although numerous month names are older remnants from previous calendars. The following are explanations of the month names on the Morrowan calendar. Some calendars list the Caspian composition rather than Cygnaran, and so these differences are listed when relevant.

TABLE 1-2: CALENDAR MONTHS

Month # (Morrowan Date)	Morrowan	Menite	Rhulic	Holiday	Equatorial Season
1	Glaceus	Glaceus	Dovern		
2	Casteus	Casteus	Uldern	Day of Accord/ Sulonsphar	
3	Trineus	Trineus	Dolern	Day of Markus	
4	Tempen	Tempes	Ormul	Tempenfest (Tempressfest)	Vernal Equinox (Vendarl 7)
5	Cinten	Cinotes	Odul	Blight's Eve; Shroudfall	
6	Rowen	Prautes	Gordul	Summerfaire Season (through Octesh)	
7	Solersh	Septesh	Lodar		Summer Solstice (Malleus 7)
8	Octesh	Octesh	Durgar		
9	Katesh	Sulesh	Odumar	Tenfest	
10	Goloven	Golovus	Godesh		Autumnal Equinox (Donard 7)
11	Doloven	Martus	Sigmon	Dark Ascension	
12	Khadoven	Khadovus	Rordon	Ascension Mass	
13	Ashtoven	Ashtovus	Jhoron	Longest Night*; (Winterfest) Giving Day/Day of Sacrifice	Winter Solstice (Gorim 7)

* Once every three years.

Glaceus (Month 1):

Long considered one of the harshest periods of the year, this month is named using an old Caspian term for "mountain of ice." There is a similar word in Khurzic signifying a large boulder of ice in the remote and frozen north.

Casteus (Month

2): Derived from an ancient legend of a Midar warlord who rallied to establish the province of Midlund. In recent times, a darker legend has surfaced about this man named Casteon. It is said that he actually sacrificed his loved ones to Menoth for the strength to unite the Midar, the forebears of the Midlunder kings, and the snow storms

of this month are said to represent the cold swells of Casteon's eternal grief.

Trineus (Month 3): The third month of the Caspian calendar was also called Trineus, a time of special importance as late winter turns to spring, the days start growing longer, and all manner of flora and fauna bursts forth in all directions. In honor of this particularly potent time of the year, the Morrowan calendar follows suit.

Tempen/Tempes (Month 4): The name of this month derives from the Caspian word "tempes," which means "to blossom." An ancient festival is celebrated during this month to usher in spring and to thank the divine for sparing lives during the harsh winter months. This long celebration, called Tempenfest, has endured for millennia.

Cinten/Cinotes (Month 5): Named after the mythical King Cinot, said to be the first man to learn writing and farming from Menoth—there were, of course, no such things as "kings" that long ago. Cinot is credited with inscribing the first laws of civilization onto stone and prompting an age of peace and reason. In Caspian, "cinotes" translates as "guardian or to guard something," and chronicles tell of actual men in the central and southern regions called *cenulis* who were armed crusaders and arbiters of provincial law during the Warlord Era.

Rowen (Month 6): This month was named in honor of Ascendant Rowan, patron of the poor and downtrodden. Adulation of the ascendant increased during the Rebellion, when many of those who were displaced and suffered the tragedies of war looked to her for protection and guidance.

Soleth (Month 7): Although the name of this month is similar to an ancient Caspian term for the sun, the Church of Morrow pays respect to Ascendant Solovin—whose assistance is looked to by priests who tend the wounded in times of strife—during this month and claims that it is named for him, which is likely true.

Octesh (Month 8): Another ancient Caspian term, "octesh" simply means "eight or eighth" and has been used in many of the older calendars. This harsh month of summer has often been associated with famine and merciless heat, especially in the far southern regions.

Katesh (Month 9): Named in honor of Ascendant Katrena, the first ascendant of Morrow and divine protector of the Church, the ninth month of the year is the time when most communities pay respect to their local priests, sometimes bringing small but inexpensive gifts such as food or arts and crafts.

Goloven/Golovus (Month 10): This month is named after King Golovant, an ancient and legendary king who subdued the Molgur barbarian tribes in the south and thus helped usher in an age of prosperity now known as the Thousand Cities Era. Golovant is counted as a divinely inspired hero by both Morrowans and Menites.

Doloven (Month 11): Named in honor of Ascendant Dolet, the autumn season is considered an auspicious time to beseech his guidance. During the rough winds of this season, sailors and fisherfolk become particularly pious and superstitious.

Khadoven/Khadovus (Month 12): This month is named after King Khardovic, who is credited with bringing civilization and the faith of Menoth to the north. Khardovic, from whom the Khards have taken their name, championed thousands of people from the rapacious barbarians of the far flung northern mountains and, like Golovant, is esteemed by both Morrowans and Menites for his honor and courage.

Ashtoven/Ashtovus (Month 13): An old Caspian term to divide autumn from winter, the best translation of the word is "ashfall." This is considered a particularly bleak time of year and one old legend says the first snowfall of any year represents ashes falling from Urcaen as the gods wage war over the fate of men.

MENITE MONTH NAMES

Morrowan scholars and priests had a major role in shaping the current calendar, which is why the Menites have changed some of the names, particularly those derived from ascendants. The Menite calendar obviously also uses the Caspian root language rather than Cygnaran.

Prautes (Month 6): Named in honor of Visgoth Dovorin Prautian, one of the first Menites to describe the City of Man in Urcaen after he was raised from the dead. This was one of the first glimpses of the afterworld given to the ancient Menites.

Septesh (Month 7): This month name is simply a derivation of the old Caspian term for "seven or seventh" and has no other major significance, although among some Menite priests, the number seven has sacred ramifications, as Menoth is reputedly served in Urcaen by seven of his favored hierarchs.

Sulesh (Month 9): Named after the great Hierarch Sulon, who is honored for his vision and piety and his role in founding the Protectorate of Menoth. Admittedly, this month is sometimes confused with Solesh by those less educated, which is the seventh month of the Morrowan calendar.

Martus (Month 11): This month honors the ancient paladin of the Order of the Wall, the legendary Luvis Martovus, who saved a town from a pack of disease-ravaged wolves during the Thousand Cities era. This is a famous fable among Menite communities, some of whom believe it is good fortune to sacrifice a wolf to Menoth during this month.

MORROWAN/MENITE FESTIVALS & HOLIDAYS

Ascension Mass (Morrowsday): The most important holiday of the year for Morrowans, the Ascension Mass—frequently referred to as Morrowsday—on the 21st of Khadoven marks the day Morrow ascended to godhood. The celebration lasts all day and night, beginning with a lengthy religious service in the morning that becomes a more festive gathering and feast in the evening. This is a time for community, and feasts are usually hosted at the local church or the home of a prominent community leader. In Caspia, the Ascension Feast is sponsored by the Sancteum and attended by the Primarch, the Exordeum, and the entire royal court, along with hundreds of other important Cygnaran personages.

Blight's Eve: No one honestly knows the beginnings of this Toruk-based holiday in Cryx. It is said perhaps it is the anniversary of the Scharde Islands Pirate Kings' sinister pact with the Dragonfather, which eventually led to their becoming his Lich Lords. On Cinten 13th, Cryxians celebrate Blight's Eve, making special efforts to pillage, loot, and take slaves, and then return to the dreaded island to frolic in the streets like proper hooligans all day until nightfall, at which point the Lich Lords themselves walk the streets of Dreggsmouth, Skell, and Blackwater in search of recruits—usually those who couldn't hold their vice in check and get behind closed doors by sundown.

Dark Ascension: The 14th of Doloven is a dark day marking the ascension of Thamar. This is not considered a holiday except by her followers. Most Morrowans consider this a day of ill-fortune and bad luck. The superstitious refuse to leave their homes and there are traditional indoor activities to keep families occupied and safe. It is widely believed that there are more murders committed on Dark Ascension than any other day of the year.

Day of Accord/Sulonsphar: Marking the end of the Cygnaran Civil War, the 28th of Casteus is indicated on both Morrowan and Menite calendars. In Cygnar, the Day of Accord is an occasion to praise those who serve in the military, frequently accompanied by toasts and military parades.

Sulonsphar is a very different occasion for the Menite faithful, a solemn day to remember Hierarch Sulon's death during the war and the success of his vision for establishing a holy kingdom. Tensions run particularly high along the Cygnar-Protectorate border at this time of year.

Day of Markus: Trineus the 3rd is the Day of Markus. It has become a popular holiday throughout the central and southern Iron Kingdoms, except the Protectorate. Local traditions vary, but usually citizens take this occasion to pay thanks to local soldiers, town guard, and militia. In many places, for example, it is customary for locals to buy food or drink for soldiers or guardsmen, and they are in turn obliged to accept them. Hence, many persons on duty end up inebriated on this day, and disciplinary action is typically overlooked. This has spawned another tradition whereby many regular citizens disguise themselves in imitation uniforms. In Llael, duels are even more commonplace on this day and, of course, this is considered an important holiday throughout Ord and is treated with particular solemnity in Midfast, where much of the citizenry takes the time to visit the ascendant's tomb.

Giving Day (Winterfest): The last of the year has always been celebrated in different ways throughout western Immoren since the time of the Thousand Cities, but long feasts sometimes lasting over the course of several days or even a week are by far the most common. Many places still have gatherings of friends and family during this time called Winterfest, a time for sharing and camaraderie. The hanging of ivy is a popular tradition, perhaps to lift sagging winter spirits

and remind the people that spring is not far away, and the greeting of "good health" and "good fortune" is commonly heard for days before and after this holiday.

Giving Day apparently came about around 269 A.R. when King Woldred the Diligent began an annual habit of going amongst the common folk of Caspia on this day with gifts for the children and coins for the adults. During his lifetime, this tradition spread to other cities, and long after Woldred had passed away, imitators with white beards would don long robes and a fake crown and spread the holiday spirit by presenting small gifts, tokens, food—ham, roasted apples, oat cakes, bread, nuts, eggs, spices, and mulled ale are the favorites—or coin donations. All walks of life now celebrate Giving Day and Morrowan churches customarily open their coffers to help fund the gift-giving. In general, this is a time for togetherness and appreciating family and friends, and King Woldred's charity over three centuries ago has underscored the spirit of Winterfest a hundredfold, especially in Cygnar, Llael, and Ord.

By Menite reckoning, Giving Day in the Protectorate has a different meaning. On this day every Menite is required to tithe the Temple. In predominantly Menite communities, especially in Khador, all citizens—even Morrowans and settled gobbers and dwarves—are expected to tithe the Temple. Solemn processions of masked priests and exemplars of Menoth, accompanied by chanting and the tolling of discordant bells, are seen throughout the streets. In the Protectorate, the Hierarch and visgoths deliver speeches to thousands of gathered faithful at the great temples, and in Khador, where the holiday is usually called the Day of Sacrifice among the Old Faith, boar, elk, and auroch hunts are traditional, concluding with a holiday feast. This hunt is said to derive from the Thousand Cities Era when Khards sacrificed animals at year's end in honor of some long forgotten god.

Founding Day: Different in every city of the region, each city and town has its own unique way of celebrating its Founding Day. These festivities often include carnivals, parades, and competitions such as bareknuckle boxing and lashed-pair wrestling. The celebrations are particularly extravagant in Caspia, Merin, Merywyn, and Corvis. Of note, Caspia's Founding Day is on the 20th of Tempen, Merin's falls on the 2nd of Casteus, Merywyn's falls on the 10th of Ashtoven, and Corvis' is Trineus 25th.

Longest Night, The: The Longest Night is a triennial event that falls upon the winter solstice. It is a numberless day, conceived by the innovators of the Morrowan calendar to compensate for a third of a day difference between an ordinary year and the astronomical year. This nocturnal festival is observed in most of the western regions and includes heavy drinking, music, and dancing. Celebrants often dress as the dead and the festivities may also include fireworks. In many places, the Longest Night is a three-night celebration.

Shroudfall: Shroudfall is a yearly occasion about a month after the vernal equinox during a lunar eclipse of Calder, when Laris and Artis are both dark. This nocturnal festival is observed mainly in the central and southern regions of western Immoren and includes a midnight parade and heavy drinking. This is an especially popular observance by Dhunia worshippers, who believe the Earth Mother gave birth on Shroudfall. Dhunians smear their bodies with ash, chant hymns, beat drums, and dance around fires on this night. Morrowans also tend to gather around fires to drink and tell stories.

Summerfaire: Summerfares were originally an Ordic festival, representing the middle of summer, and the shortening of the days. Summerfaire is traditionally a week long celebration in Ord taking place either on the second or third week of Solesh depending on the community. The importance of the day can be traced back thousands of years to the kingdom of Thuria, and many stone circles and other ancient monuments in southern Ord and northern Cygnar are aligned to the sunrise on the summer solstice, or Midsummer. Summerfares consist of games, races, markets, weddings, and communal activities of all kinds, and have grown in popularity since the second century After Rebellion, spreading throughout western Immoren, starting as early as Rowen in southern Cygnar and as late as Octesh in Khador and lasting anywhere from a few days to, in some communities, as long as a month. In Ord and Khador, the festival is especially connected to the potato harvest, and all manner of potato dishes are popular at this time. In Cygnar, corn and grains are the most popular foods.

Tenfest: The 14th of Goloven marks both the end of summer and the birth of the modern kingdoms with the signing of the Corvis Treaties. It is named for the Council of Ten and was instituted to celebrate

the freedom gained by the Immorese following the Rebellion. Tenfest is marked by military parades showcasing uniformed soldiers and warjack battlegroups in the larger cities, and town guard and labor steamjacks in the smaller, with the 'jacks frequently decorated and marched through the streets behind celebrants dressed as fleeing Orgoth warriors. Some performers dress in heavily-armored costumes resembling Colossals and stomp about while dangling a horde of little marionettes—meant to be fleeing Orgoth—before them. It culminates with “shrine fighting,” where groups assemble with sticks and attempt to destroy each other’s portable Orgoth shrines while onlookers choose favorites and wagers are often made. Frequently, this celebration results in many injuries and some towns have tried to put a stop to shrine fighting, but it has all proven to be much too popular. Veterans and factory employees are especially diligent in observing this holiday, the latter using it mainly as an excuse to take a day’s vacation from their jobs.

Tempenfest: The second week in the month of Tempen is typically a six-day celebration called the Festival of Tempes, or more commonly Tempenfest—from which the aforementioned term “Tenfest” derived—beginning on the first day of Malleus in hundreds of communities and cities across the kingdoms. It is a celebration of winter’s end and a time for revelry, crafts, song, dance, and feasting. Colorful cavalcades, dance and theatre performances, wedding feasts, and banquet parties are commonplace throughout the week.

Tempressfest: On the eve of the last day of Tempenfest, Calder has completely vanished from the sky, pale Artis still hides in the north, and only celestial Laris, red and full and menacing, casts the world in dim shadow. This is the Night of Laris, or now more commonly called Tempressfest—a popular variation on the title of the festival it follows. Participants frequently don masks and wear blood red outfits, women often wearing veils of dark lace or satin. Revelers prowl in shadows, tell bleak tales, drink dark spirits, have illicit meetings, keep trysts, and generally comport themselves like beasts. Coincidentally, this night is second only to the Dark Ascension for ill deeds to come about—Five Fingers especially has a problem with the annual tradition of setting things ablaze on this night—and Thamarites partake in the holiday while most well-meaning Morrowans tend to turn in early.

← RACES OF WESTERN → IMMOREN

In the beginning of this chapter, the geography of western Immoren was generalized, but this is more than just a study in broad topography. Now, the distribution of the people who populate this portion of the continent calls for a review. Humankind comes in a wide variety of cultures and the features of a particular terrain often serve to produce natural ethnic boundaries. Such is the case with western Immoren. Politics have played a major part in blurring these racial divisions, sometimes even stamping them out, but as long as men reproduce and seek to dominate others not quite like them, some ethnicities will always rise to the top.

A variety of races and ethnicities call western Immoren their home, but humanity as a whole is unquestionably the most dominant. The earliest chronicles of men have survived since the Old Races Era; records indicate their presence more than 6,500 years ago, with roots going back to strong tribal societies. Yet, as stated above, so many thousands of years later, the lines are becoming less distinct. Homogenization looms, in some nations more than others, and impending ethnic dilution grows closer every day. Indeed, Cygnar and Ord, in particular, are fast becoming hodgepodge nations as the spirit of enterprise and industry brings people closer together, replacing ethnic boundaries with political ones.

Of course, segregation and discrimination in such nations—in every multi-ethnic nation of Immoren—does exist, and each nation of men has begun to integrate their ethnicities to some minor capacity. Cultural traditions, aptitudes, and biological differences remain present, even if somewhat diminished through interbreeding. In this time of industrialization, national pride serves to blur the ethnic boundaries more than anything else, followed closely by the initiative of enterprise.

The dwarves, elves, goblins, ogrun, and trollkin all have complex civilizations and histories of their own, dealt with later in this section. But first, the focus is on the human ethnic groups and how they are coping with their recently devised national boundaries.

USAGE NOTES

The following section includes the racial adjustments presented in L&L:CP. These include optional ability score adjustments for the major human subcultures and racial abilities for the non-human races. Finally, it should be noted that, where necessary, some minor changes have been made to update the material from L&L:CP.

All cultural adjustments are entirely optional, and some DM's may decide not to allow their players to utilize them. Players may choose to forego the ability score adjustments, although they must be ignored in their entirety—both benefits and penalties.

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 such as skill and ability score adjustments only apply to a person 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.

Social Flaws: Some subcultures are noted as being "Socially Isolated" or "Jingoistic." These traits represent cultural attitudes that impair dealing with other cultures, but are not quite as extreme as a Charisma penalty. "Socially Isolated" represents unfamiliarity with other cultures, resulting in unintentionally blunt or rude behavior, or perhaps the individual is overly crude in speech and has 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 intentional, whereas those made by socially isolated characters are generally unintentional. Players are encouraged to roleplay this flaw, particularly if botching a skill check.

Both social flaws inflict the following penalties when the character is dealing with others not of his nationality: -2 racial penalty to Bluff, Diplomacy, Gather Information and Sense Motive checks when dealing with others not of their nationality. An exception to this is that Nyss suffer a -4 penalty when dealing with Iosan elves.

Automatic Class Skills: If a skill is listed as an "automatic class skill" and the character already has it as a class skill, he receives a +2 racial bonus instead.

Language Notes: Automatic languages are known by all members of the appropriate race/subculture without spending any skill points. Bonus languages are available to characters with high Intelligence modifiers (as described in the PHB) or can be learned by gaining ranks in the Speak Language skill. Literacy is not always automatic in the Iron Kingdoms. Languages noted as "spoken" under automatic languages require an additional "point" for a high Intelligence modifier or additional ranks in Speak Language for literacy. If a language is noted as "spoken only" in bonus languages, literacy cannot be achieved in that language at 1st level, but can be learned later by gaining additional ranks in the Speak Language skill.

NORTHERN IRON KINGDOMS



MEN OF THE NORTHERN KINGDOMS

KHARD

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

Optional Ability Adjustments: Strength +2, Intelligence -2

Automatic Class Skill: Ride

Skill Bonuses: +2 racial skill bonus on Handle Animal and Intimidate checks

Social Flaw: Jingoistic (optional)

Base Height: Male 5' 4", Female 4' 11" (+2d10 in.)

Base Weight: Male 150 lbs., Female 110 lbs. (+height mod. x 2d4 lbs.)

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



Bonus Languages: Cygnaran (written), Khadoran (written), Khurizic, Ordic

The Khardic men and women of Khador are large in stature and long in memory. It is said that—often by the Khards themselves—the bloodlines of giants run in their veins. This may well be true. Indeed, theirs is a harsh land where only the strong survive. Giants or no, the blood of the Khardic horselords of the old empire runs through them. They have a high mystic regard for their riding animals, and Khardic horsemen are frightening opponents.

While older values tend to outweigh newer ideals, the Khards are not against employing new skills and industries for the Motherland. They prefer a sturdy ax to a sword, and a bow to a rifle, but this isn't to say that a heavy pistol wouldn't be put to use if one made its way into a Khard's possession.

Proud, pugnacious, and patriotic, these folk are easy to incite to action for their country, and they are numerous, especially in the north where a man must provide his own workforce to till the land and guard the homestead. This fierce pride and unbending tenacity, combined with a healthy dose of their infamous rage, make Khards consummate warriors. Perhaps this is because they believe they suffered the worst during the Orgoth Occupation. If so, it is no small wonder these folk hold such ancient grudges toward the southerners. Be it true or not, any Khard would rather hear tales of how Khardic might throw off the Orgoth yoke or of the glorious heights of the Khardic Empire, rather than listen to the tales of a unified liberation penned by the "treacherous men of the south."

RUMOR HAS IT...

KHARDIC MEN CALL THE ANCESTRAL GIANTS *BOGATYRI*. ACCORDING TO THE ORAL EPIC POEMS PASSED DOWN FROM GENERATION TO

Before the Orgoth came and decimated many of Immoren's cultures, another empire—that of the Khards—started in the ancient city of Khador over two-thousand years ago. The conquering Khards, they were called, and when they came thundering across the steppes they were indeed fearsome to behold. In their day, they had to contend with scores of regional kingdoms in order to establish their supremacy. In the far reaches, the northern raiders of Kos took fifty years of brutal bloodletting to yield, but yield to the Khards they did...and then the disjointed barbarians called Skirovi were subjugated, though it took over a century to wrest them from their mountains.

—Gameo Ortmin, astrometrician and follower of Cyriss

GENERATION, THE BOGATYRI WERE EXCEPTIONALLY HANDSOME, CUNNING, AND PRODIGIOUS IN BOTH SIZE AND STRENGTH. BOGATYRI WERE ALSO FAMOUS FOR GROWING FROM BABE TO ADULTHOOD IN A MATTER OF DAYS AND FOR SLEEPING SO DEEPLY THAT ONLY A WOUND WOULD WAKE THEM. VERY STRONG KHardic MEN ALWAYS BRAG OF BOGATYR BLOOD AND SOME RARE FEW ACTUALLY EXHIBIT THE SUPERNATURAL ABILITIES OF THEIR PARENTS. IT IS SAID THAT WHEN THE ORGOth LANDED, THE BOGATYRI FOUGHT VALIANTLY AT FIRST BUT WERE OVERWHELMED. DEFEATED, THEY FLED INTO THE MOUNTAINS AND TURNED TO STONE. WHAT MOUNTAIN RANGE THE BOGATYRI RETREATED TO IS UNCLEAR, BUT PERHAPS ONE DAY THE GREAT HEROES OF KHADOR WILL RETURN.

KOSSITE

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

Optional Ability Adjustments: Constitution +2, Intelligence -2, Charisma -2

Automatic Class Skill: Survival

Skill Bonuses: +2 racial bonus on Climb and Craft (any wood-related) checks

Base Height: Male 5' 7", Female 5' 1" (+2d10 in.)

Base Weight: Male 155 lbs., Female 105 lbs. (+ height mod. x 2d4 lbs.)

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

Bonus Languages: Cygnaran (written), Khadoran (written), Khurzic, Ordic

In the khurzic tongue, "kos" means "wolf." Indeed, like ravenous wolves, the Kossites once stalked and raided throughout the north, but by the time they decided to move southward, the Khardes were already firmly entrenched. At first, they dealt with one another harshly, pillaging, plundering, and burning one another's settlements, but after decades of violence, the Kossite chiefs opted it was more lucrative to make an alliance—actually they pledged fealty—and be united with what was an even more numerous tribe. The Kossites immediately took to the partnership with delight, leading many of the Khardic charges against their shared enemies, and before long, they were accepted as mighty "wolf-brothers" by the roving horselords.

—Gameo Ortmin, astrometrician and follower of Cyriss

Few lands are as untamed as savage Khador, and few people are as untamed as the Kossites. The people of the long-lost realm of Kos are reclusive, living in relative confinement among the very trees they embody; they are tall and thick-limbed like the northern oaks, steadfast as the winter woods, and as ready to repel intruders as the thorny blackroots. Although they are the tallest humans in western Immoren, they have a considerable knack for stealth, traveling silent as ghosts through the thick undergrowth and wiry branches of the Khadoran forests. Countless times have unwanted trespassers crossed into Kossite territory only to be riddled with arrows from obscured tree stands and hidden blinds.

Like the elves of the east, they are the lone wolves of the north. Kossites do not like to be disturbed, even by other Kossites. They have a reputation for being unfriendly and indifferent, tending to prefer the isolation of their backcountry homes to the urban innovations of city life, and their small communities consist of just a few families. In truth, they are known for hostilities amongst their own as much as with outsiders.



But they do know the land, and because of this, most Kossites make brilliant trappers and hunters. Those that embark into the wider world usually end up as mercenaries or find employment in the Queen's army as scouts or manhunters. Those who choose not to join the military usually become trappers, rangers, and explorers. No matter what profession a Kossite adopts, where the trees of Khador grow thick, or the vines draw themselves into walls of thorns and prickles, that is where one will find them—if they are to be found at all.

RYN

Popular Starting Feats: Combat Expertise, Improved Initiative, Quick Draw, Weapon Finesse

Optional Ability Adjustments: Charisma +2, Wisdom -2

Automatic Class Skill: Diplomacy

Skill Bonuses: +2 racial bonus on Bluff and Sense Motive checks

Base Height: Male 4' 11", Female 4' 5" (+2d10 in.)

Base Weight: Male 95 lbs., Female 55 lbs. (+ height mod. x 2d4 lbs.)

Automatic Languages: Cygnaran (spoken), Llaelese

Bonus Languages: Caspian, Cygnaran (written), Khadoran, Rhulic (spoken), Shyr (spoken, requires 2 Intelligence modifier points or ranks)



Rich, courteous, extremely handsome and, oh yes, arrogant and conniving; these are traits to describe many of those who have Rynnish blood in their veins. It almost cannot be helped. They're nearly, every one of them, cast in this mold by heritage. The small nation of Ryn, indeed, was at one time a small retreat for dilettantes and noblemen. Indeed, as Umbrey became more ensconced into the former empire of Khard, it is speculated that the Orgoth invasion may have actually preserved the Ryn from eventual Khardic subjugation. What a loss that might have been! They, of course, maintain that they survived the Orgoth, so surviving the Khard would have been a small matter—how very Rynnish...

—Gameo Ortmin, astrometrician and follower of Cyriss

Llael has been labeled "a nation of a million-and-one princes." If this is true, every Ryn must think himself a noble. Many Immorese folk display their hard labors on their faces; dark and worn, weathered and scarred. This is not the case in Llael, where the Rynnish majority tends to be pleasing to the eye, if not the ears, with their honeyed voices and debonair mannerisms.

Though often labeled as flippant cavaliers, foppish counts, or shameful charlatans by the dirty-nailed, soot-shoveling sods found in city commons, courtly matters are of great importance in Llael, and a man or woman's measure is often taken based on appearance and manners. Ryn folk are witty, arrogant, charming, conceited, flirtatious, beguiling, and devil-may-care—sometimes altogether, but rarely all at once. A cunning Ryn might invite one to dinner, order the finest meals, try the newest Rhulic imports, and manage to somehow get his guest to pay for the entire engagement.

Not to say that every Ryn is a rogue; some of them serve lords and ladies throughout the kingdoms as courtiers and valets—especially those who are not

particularly highborn, as they often possess an inherent gift for eloquence. In truth, most information gatherers and spies are uncovered as Ryn, using their natural skills to get into places a grim Khadoran or staunch Sul-Menite would find unattainable. These types always come at a price, and true to form, it is not unheard of for a Ryn spy to be working for opposing institutions at the same time. It's no small wonder that the words "lie," "riddle," and "game" are all the same in Llaelese. To some Ryn, all of life is but a game, and what matters most is how well one plays.

RUMOR HAS IT...

PERSONAL HONOR IS OF GREAT IMPORTANCE TO RYNNISH NOBILITY, SO IT'S NO WONDER THAT THEY HAVE PERFECTED THE ART OF DUELING. BOTH MERYWYN AND LERYN ARE HOME TO VARIOUS GENTLEMEN'S ACADEMIES, SCHOOLS TEACHING VARIOUS STYLES OF SWORDSMANSHIP. THE SWORDMASTERS TYPICALLY INSTRUCT STUDENTS IN TWO-HANDED FIGHTING WITH BROADSWORD AND SHORTSWORD OR BROADSWORD AND DAGGER IN A STYLE THAT EMPHASIZES FOOTWORK AND COUNTERING AN OPPONENT'S STANCE. IT IS AN EFFECTIVE STYLE AND EXTREMELY DIFFICULT TO DEFEND AGAINST. THESE GENTLEMEN'S ACADEMIES ARE ALWAYS EXPERIMENTING WITH NEW TECHNIQUES AS WELL, OFTEN REPLACING THE OFF-HAND WEAPON WITH EVERYDAY OBJECTS SUCH AS CLOAKS, HATS, AND EVEN LANTERNS. OF COURSE, THESE ACADEMIES ARE ALSO EXPECTED TO EMPHASIZE FAIR PLAY, COURTLY MANNERS, AND RESPECT FOR ONE'S ADVERSARY IN ORDER TO EARN THE RIGHT TO KEEP THEIR GOOD NAMES, AND THE LEADING SCHOOLS IN THESE AREAS OFTEN ATTRACT THE BEST INSTRUCTORS, WHO ARE CONSIDERED CELEBRITIES AND "GENTLEMEN OF QUALITY" IN CERTAIN CIRCLES.

SKIROV

Popular Starting Feats: Great Fortitude, Iron Will, Toughness

Optional Ability Adjustments: Constitution +2, Intelligence -2

Automatic Class Skill: Knowledge (religion)

Skill Bonuses: +2 racial bonus on Spot and Survival checks

Social Flaw: Jingoistic (optional)

Base Height: Male 5' 2", Female 4' 8" (+2d10 in.)

Base Weight: Male 140 lbs., Female 105 lbs. (+ height mod. x 2d4 lbs.)

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

Bonus Languages: Cygnaran (written), Khadoran (written), Khurzic (spoken), Rhulic (spoken), Urnyak



It is a matter of debate whether or not the Skirov have ever been truly subjugated, for if any group is a throwback to an earlier age, they take the prize. These intense people cleave to their passions with a vengeance. Those who have sought to change them have succeeded to a point. Their forefathers made human sacrifices to the Devourer and dipped themselves in the blood of the slain. Today, the ancient chaos deity has been replaced with rigid versions of Menoth and Morrow—although the sacrifices and blood rituals seem to have, in essence, remained the same.

—Gameo Ortmin, astrometrician and follower of Cyriss

On the fringes of the Motherland, high in the Khadoran mountains, reside the barbaric Skirov. Never a unified nation, they were primarily hordes descending from their mountain retreats in ages past to raid and pillage their pastoral cousins. In those long ago times, the Skirov worshipped the Devourer Wurm, but as the world infringed upon the barbarian north, rather than fight it to the end, the Skirov merely acknowledged the truth of Menoth—and some eventually Morrow—allowing them to outlive the more obdurate tribes.

Today, their faith is more rigid than ever. Often, they devote themselves to rooting out the enemies of their faith, calling upon the savagery of their ancestors.

Skirov are thickset, the men customarily wearing thick mustaches and the occasional bushy beard. They are pale skinned, and some are scarred or tattooed—an ancient practice that hasn't died; certain families can be distinguished at a glance by their markings, much akin to the Orgoth branding practices of centuries ago or Nyss tattoos. Indeed, during the Occupation other ties were forged between the Skirov and the Orgoth. Some Skirov joined the Orgoth, and during the rebellion these traitors fought against their Khadoran brothers. Even today, it is whispered that Skirov loyalty is questionable.

According to outsiders, many Skirov still exhibit their barbaric ancestry, especially in their mistrust of magic. It has become fairly common in recent decades to see a charred and broken body of a “witch” swinging from the village gates. Some folk wonder if this adamant adherence to the Old Faith is simply a desire to work their god's will, or to prove their loyalty to Khador—perhaps it is simply an excuse to explore centuries of their own suppressed natures and dark, brutal history.

UMBREAN

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

Optional Ability Adjustments: Strength +2, Charisma -2

Automatic Class Skill: Knowledge (history)

Skill Bonuses: +2 racial bonus on Ride and Spot checks

Social Flaw: Jingoistic (optional)

Base Height: Male 5' 3", Female 4' 9" (+2d10 in.)

Base Weight: Male 140 lbs., Female 100 lbs. (+ height mod. x 2d4 lbs.)

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

Bonus Languages: Cygnaran (written), Khadoran (written), Khurzic, Rhulic (spoken)

Five hundred years passed before the Khardic horselords finally struck treaties with their brothers, the horselord princes of Old Umbrey, who had centuries prior announced their sudden independence from Khador. A hundred-year war nearly toppled the empire, until both cultures stilled their spears and learned to abide one another. This was good for the folk of the young kingdom of Rynr—of which today's city still bears its name—as the Ryn were allies with the Umbreans and had been trading precious goods with them for a hundred years or more through entrepôts all along the Black River. Surely, if Umbrey had fallen, Rynr would not have been far behind.

—Gameo Ortmin, astrometrician and follower of Cyriss



Just east of the Khadoran-Llaelese border, the Umbreans of Laedry—where many of them reside—are a minority if ever one existed. They are few in number, and it seems both the Khadorans and the good folk of Llael prefer it so. To most Khadorans, these people are a reminder of the Motherland's loss of the former

capital of Khard, while to the Llaelese, they are seen as little more than mistrusted swords-for-hire. Considering the attitude of their neighbors and countrymen, it should come as little surprise that most Umbreans are more than passable fighters. They're a tight-knit group with guarded dispositions, rarely venturing abroad without a blade at the ready. Some are pistoleers, bearing finely crafted pistols dating back to the days of the Rebellion. Indeed, soldiery is deeply rooted in the blood of Old Umbrey, and though few in number, these square-built, weathered folk appear in nearly every army and mercenary company throughout Immoren, usually as small bands of Umbreans that keep mostly to their own.

In truth, much of their lineage has been depleted, though they deny it. Over the generations, Umbreans have intermingled with Khard, Skirov, and Ryn, but if asked an Umbrean will quickly recite his lineage back to the horselords that once rode roughshod over the northern steppes during the height of the Khardic Empire and beyond. They take their former glory seriously, and men have died in duels over ill-placed remarks about an Umbrean's lineage. These folk no longer have a true kingdom of their own; their loyalties lie with the relics and paintings of a bygone era, a time before the border squabbles, when they were the proud princes and warlords of Old Umbrey. Many of them yearn for a return to the old days.

RUMOR HAS IT...

ALTHOUGH MOST OUTSIDERS TREAT THE UMBREANS WITH EITHER DISDAIN OR SUSPICION, THEY ARE TRUE FOLK HEROES. UMBREANS LIVE INDEPENDENTLY ON THE BORDERS OF KHADOR AND ATTEMPTS TO ASSIMILATE THEM HAVE NOT MET WITH ABSOLUTE SUCCESS, SO KHADOR HAS LEARNED TO LIVE WITH THEM INSTEAD—THOSE THAT STILL DWELL ON THE KHADORAN SIDE OF THE BORDER, OF COURSE, FOR THEY ARE A PEOPLE DIVIDED.

THE UMBREANS OF KHADOR SHARE A COMMON LANGUAGE AND RELIGION WITH THEIR HOMELAND BUT THEY REMAIN FIERCELY INDEPENDENT, BOWING FIRST TO THEIR "RIGHTFUL HEAD," PRINCE VLADIMIR TZEPESCI, BEFORE GRUDGINGLY CONCEDEING TO THE CURRENT REGIME. EVERYDAY IT SEEMS MORE OF THEM ARE TAKING UP RESIDENCE OUTSIDE OF THE KHADORAN BORDER, AS LLAEL SIMPLY OFFERS MORE OPPORTUNITY AND LESS PREJUDICE. ALTHOUGH THEY ARE STILL VIEWED WITH DISDAIN IN LLAEL, IT IS NOWHERE NEAR AS ACUTE. UMBREANS ARE EVEN PERMITTED THE RIGHT TO SERVE IN THE MILITARY, WHICH IS FORBIDDEN TO THEM IN THE MAJORITY OF KHADOR. KHADORAN LEADERS HAVE EVEN ATTEMPTED TO PREVENT UMBREANS SERVING IN THE ARMIES OF RECOGNIZED RIVALS, BRANDING ALL WHO DO SO AS TRAITORS AND EXILES, UNDER THREAT OF INCARCERATION OR EXECUTION SHOULD THEY EVER STRAY WITHIN KHADORAN BORDERS.

IN TRUTH, GENERATIONS OF BIAS BY THE REST OF KHADOR HAVE FIXED A DEEP BITTERNESS IN THE HEARTS OF THE PRIDEFUL FOLK OF OLD UMBREY. MORE AND MORE THEY REFUSE TO ADHERE TO KHADORAN LAW. THEY ARE UNMISTAKABLY AND FIERCELY PATRIOTIC, AND THEY LOVE THE MOTHERLAND—THEY SIMPLY DESPISE ITS LONGSTANDING BUREAUCRACY. THE KHADORAN REGIME RECOGNIZES THIS AND RUMOR HAS IT THAT THEY PERSISTENTLY EXERT PRESSURE ON PRINCE TZEPESCI TO BRING HIS PEOPLE INTO LINE. SO FAR HOWEVER, IT SEEMS HE HAS DONE LITTLE TO STIFLE HIS PEOPLE.

CENTRAL IRON KINGDOMS



MEN OF THE CENTRAL KINGDOMS

MIDLUNDER

Popular Starting Feats: Endurance, Iron Will, Power Attack

Optional Ability Adjustments: None

Saves Bonus: +1 racial bonus to Fortitude saves

Automatic Class Skill: Knowledge (history)

Skill Bonuses: +2 racial bonus on Craft (blacksmith) and Gather Information checks

Base Height: Male 5' 0", Female 4' 6" (+2d10 in.)

Base Weight: Male 130 lbs., Female 80 lbs. (+ height mod. x 2d4 lbs.)

Automatic Languages: Cygnaran

Bonus Languages: Caspian, Khadoran, Llaelese, Ordic, Rhulic (spoken), Rhulic (written)

Dominating the northern regions of Cygnar, the Midlunder population is second only to the Caspians, and a more obstinate breed doesn't exist. These no-nonsense, rugged folk look for the most practical means of accomplishing a task, and won't quit until it's done. However, their practicality suffers when their obstinacy takes a firm grip of their faculties. Even if a Midlunder realized he wasn't going about something in finest fashion, he'd be damned before he'd let on that he was proceeding in the wrong. Seems foolish, but nevertheless, if a task falls to a Midlunder, it'll be finished—and finished well—one way or the other. This in mind, it stands to reason that Midlunders make up the majority of Cygnar's armed forces. Their complete inability to admit defeat makes them the most steadfast soldiers in all the kingdoms. This tenacity and bull-headedness has served Cygnar's troops well in many a difficult conflict.

Most Midlunders have hair of brown, auburn, or ginger, but lighter colored locks are not uncommon. Their skin ranges from pale to ruddy, and their physiques vary from thin to full-bodied. Though



stereotyped as stern and humorless, in truth, Midlund mannerisms run the gamut, though their bull-headed stubbornness is practically guaranteed. If trained or apprenticed properly, Midlunders take to just about any craft they put their minds to. They are traders, warriors, scholars, priests, and practitioners of a thousand other callings and avocations. Indeed, many heroes of Immorese legend were Midlund men and women, and the majority of Cygnaran folklore has its roots in Midlund soil.

Some of the only records of Morrdh have, in fact, been found in the mountains of what is generally called Midlund; for the Midlunders, some say, were once inhabitants of Morrdh. One of the more widely accepted theories, based on the Blind Pillars a hundred miles northwest of Corvis, posits that a race called the Midar split from Morrdh because of "a horrible affront" and several wars of independence were fought in the region. A "mighty upheaval" ended the wars, and the Midar settled in what is now Midlund. It's unclear whether or not they established a formal kingdom. Most records agree that they existed as independent city-states and the region was called Midlund; that is, until they, too, were overrun by the Orgoth.

—Gameo Ortmin, astrometrician and follower of Cyriss

MORRIDANE

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

Optional Ability Adjustments: Dexterity +2, Charisma -2

Automatic Class Skill: Survival

Skill Bonuses: +2 racial bonus on Climb and Hide checks

Social Flaw: Socially isolated (optional)

Base Height: Male 4' 7", Female 4' 1" (+2d10 in.)

Base Weight: Male 90 lbs., Female 55 lbs. (+ height mod. x 2d4 lbs.)

Automatic Languages: Cygnaran, Khadoran (spoken)

Bonus Languages: Caspian, Khadoran (written), Khurzik, Llaelese, Ordic

By the time Tordor existed as a kingdom, Morrdh had already well fallen. Records are spotty regarding this nearly forgotten nation, and a dozen differing theories make guesses at its culture and the reasons for its fall; one being that Morrdh was not landlocked, as many believe, and that actually Thurians are related by blood to the original folk of long lost Morridane. In spite of their physical appearance, they do seem to share many of the same customs and traditions; but, in any case, today the region of Morrdh is little more than ruins beneath the mire and the customarily standoffish Morridane who live among them.

—Gameo Ortmin, astrometrician and follower of Cyriss

and petrified bones. From such a feared realm come the Morridane. Ancient records show that the lawbreakers and criminally insane from other countries were exiled or escaped into the boggy wastelands over the centuries because of their transgressions—no small wonder the valley has such an insidious reputation.

These renegades and outcasts had to learn every sticky branch, soggy suckhole, and dark grotto of Morrdh in order to stay alive. After dozens of generations of living and dying in the muck, these short, bandy-legged, wiry folk remain every bit as suspicious of foreigners as the Skirov of the north. Those who have shed their reclusive ways are often hired as rangers or rough-terrain marksmen; they appear to have a natural affinity for ambushes and sniping.

Not all of them are killers, though. Some have emerged from the swamps and forests to build trading communities, and it seems many of the once-devious outlaws have engendered some nobler souls over time—some say it is the spirit of ancient Morrdh taking hold, that once proud kingdom that fell into dark ruin. Regardless, if one has the wherewithal to delve beyond the grimy and oft unattractive exterior and endure their guarded manner, one might discover that within many a Morridane is a shrewd and surprisingly honorable individual. Then again, one just might uncover a foul-breathed, cold-blooded brigand with a quick dagger and a desire to use it...repeatedly.

Generations ago, east of Tordor and south of the Khardic Empire, dark forests and mysterious swamplands made up the river valley called Morrdh, named for the nearly forgotten, ancient kingdom that only exists now beyond a veil of memory and myth. This is now a dread and murky place where shadowy creatures and wicked magics loom among sunken ruins



THURIAN

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

Optional Ability Adjustments: Intelligence +2, Wisdom -2

Automatic Class Skill: Bluff

Skill Bonuses: +2 racial bonus to Diplomacy and Spellcraft checks

Base Height: Male 5' 3", Female 4' 8" (+2d10 in.)

Base Weight: Male 120 lbs., Female 70 lbs. (+ height mod. x 2d4 lbs.)

Automatic Languages: Cygnaran, Ordic (spoken)

Bonus Languages: Caspian, Khadoran, Khurzac, Llaeese, Ordic (written)



Some folk say that the Gift of magic is but another game of chance, where one must convince himself he can actually control the power he wields. It is no small wonder then that the people of what was once known as Thuria—once located in westernmost Cygnar near the Ordic border—have come forward as plentiful and powerful wizards and sorcerers. The Thurians have a knack for subtly bending the truth to get what they want, be it a fast gold crown or two in a backwater pub or weaving an incantation to hurl lightning bolts. Hiding beneath their fair hair and ruddy tones are some of the most strategically minded men and women in all of Immoren. They are excellent learners, in both books and bar rooms.

Many a sharp-witted rogue or wizard is of Thurian stock. With so many port towns and a constant flow of foreign trade in and out of their region, the quick-to-learn Thurians easily find work in any walk of life. Time and again, these self-assured youngsters, swayed by the life of the adventuring sailor, end up bound to some grimy Ordic vessel or, worse, shackled in the belly of a Cryxian slave ship. But a sharp mind can be just as deadly as a sharp dagger, and many Thurians have become pirates and brigands, raiding the highways and waterways throughout Immoren. Surprisingly, and unlike most other cultures, Thurians do not spurn spellcasters; in fact, many are trusted as much as, if not more than, the priests of Morrow and Menoth. Perhaps this stems from the life-by-code mantras of both faiths, whereas Thurians prefer to live undisciplined and carefree.

The tenacious natives of the moorlands called Thuria—those foggy marshes of the western Dragon's Tongue—were ever determined to assert their independence; it is said these strong-minded people, whose kingdom predates Tordor by several hundred years, were never quite subjugated, just as the Tordorans never quite controlled the woodland folk of ancient Morddh. Even today, centuries after the fall of Tordor, an obvious socio-cultural rift divides Ord, segregating the Thurians from their Tordoran cousins.

—Gameo Ortmin, astrometrician and follower of Cyriss

TORDORAN

Popular Starting Feats: Combat Expertise, Dodge, Improved Initiative

Optional Ability Adjustments: None

Saves Bonus: +1 racial bonus to Will saves

Automatic Class Skill: Balance

Skill Bonuses: +2 racial bonus on Profession (sailor) and Use Rope checks

Base Height: Male 4' 11", Female 4' 5" (+2d10 in.)

Base Weight: Male 105 lbs., Female 80 lbs. (+ height mod. x 2d4 lbs.)

Automatic Languages: Cygnaran (spoken), Ordic

Bonus Languages: Cygnaran (written), High Tordoris, Khadoran, Llaelese



The Tordorans are the original lords of Ord, and they don't mind letting everyone know this. Like the Ryn, Tordoran blood remains more pure than many of the other ethnicities, due to ancestral pride and the desire of the castellans to maintain this purity. Aside from the Khardic Empire and Kingdom of Caspia, the nation of Tordor was one of the shining examples of humanity prior to the Occupation, and they put up the greatest resistance against the foreign invaders, spearheading the confrontation with their armada.

Prior to the Orgoth incursion, the nation of Tordor had long been masters of both land and sea, but studies reveal that this nation was on the decline a couple of centuries prior to the invasion. The Khard's were biting away at Tordor's northern border in constant raids as horselord chieftains of the region kept pushing southward. Records indicate that the Tordorans, in fact, sent explorer ships southward in efforts to establish colonies elsewhere and ultimately abandon western Immoren altogether. If this is true or not is a matter of much debate in Ord and elsewhere, and some folks say that the nation of Tordor still exists somewhere beyond Meredius.

—Gameo Ortmin, astrometrician and follower of Cyriss

Nowadays, the castellans of Ord are High Tordoran. They claim the finest ships throughout the kingdoms and control ninety percent of the nation's resources. Their ancestral legacies are preserved through arranged marriages and blood-debts with other castellan families. In the main, the High Tordorans see their lowborn brothers as little better than Thurians, yet a castellan family would still prefer to see one of their own captaining their vessels, highborn or low—though the majority of any crew is likely to be Thurian. Indeed, the western seas have always been their most notable conquest, both historically and today, and shipboard trade owes much to the efforts of Tordoran sea captains.

Not all are called to the sea. Some among the lowborn—outnumbering their highborn cousins a hundred to one—have never spent a day aboard a ship. They prefer to live among the “plebeians”—as the High Tordorans refer to all but themselves—but in truth, thanks to the castellans, most Tordorans simply can't afford to do otherwise. They live out their days with rarely more than a few coppers in their pockets, looking for gainful opportunities. A common attitude amongst these types goes something like, “Why fret? Let's just have a drink!”



SOUTHERN IRON KINGDOMS

MEN OF THE SOUTHERN KINGDOMS

CASPIAN/SULESE

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

Optional Ability Adjustments: Wisdom +2, Charisma +2, Dexterity -2

Automatic Class Skill: Sense Motive

Skill Bonuses: +2 racial bonus on Diplomacy and Knowledge (religion) checks

Base Height: Male 4' 11", Female 4' 5" (+2d10 in.)

Base Weight: Male 105 lbs., Female 75 lbs. (+ height mod. x 2d4 lbs.)

Automatic Languages: Cygnaran (Sulese dialect in the Protectorate)

Bonus Languages: Caspian, Khadoran (Sulese only), Khurizic (Sulese only), Llaelese, Ordic



In the south, the Kingdom of Caspia encompassed much of what is now Cygnar. In comparison to the Khardic Empire or Tordor, Caspia is considered young, but in truth, its people can trace their lineage back several millennia. The alliance of Caspian communities was just never made very official, since most cities governed their provinces independently, and it is perhaps the south more than anywhere else that gave rise to the term "Thousand Cities." In fact, ruins abound throughout Cygnar, where villages and towns now exist as little more than lost memories among the rocks and fields.

—Gameo Ortmin, astrometrician and follower of Cyriss

Though of the same descent, more than a river separates the Caspians and the Sulese. Caspia is one of the greatest cities in the civilized world. It is a testament to mans' greatness, and has stood as a beacon and refuge to southerners for well-over a thousand years. But just over a century ago, the City of Walls was torn asunder, and thousands of lives were lost when brother slew brother in a holy war that resulted in the birth of the Protectorate of Menoth and the city of Sul. Today, on the Caspian side of the Black River, the Sancteum of Morrow stands as a monument to the arisen Twins, while east of the water, the walls of Sul are a constant reminder of Menoth's presence.

Caspians and Sulese are the most abundant people of western Immoren. Aside from their religious differences, they are much the same, the only outward discrepancy being hygiene and attire; even the common Caspian has access to simple comforts unavailable to the inhabitants of the Protectorate. Caspians of the temperate regions are usually cream-skinned, whereas those of the south have brown or coppery skin. Hair and eyes are typically dark and their frames typically trim; very few of them are corpulent in spite of the indulgences of the more affluent. Sulese people are even more trim and darkened by the sun and wind of the desert landscape.

I cannot say much about the Sulese. They are Caspian, whether they agree to it or not. Their heritage is their faith, misguided as it is, and I shall speak no more of them.

—Gameo Ortmin, astrometrician and follower of Cyriss

But those religious differences mentioned previously separate these people more than any trait of the blood, mostly through art and fashion. The Caspians of Cygnar have venerated Morrow with countless relics and ornate architecture. The god has had a muse-like influence on the artists and engineers for centuries and Cygnar is without a doubt the most elaborately ornamented kingdom with its enormous, baroque structures, bulgy facades, elliptic domes, and countless idols and likenesses of Morrow, his various ascendants, and a million other divine motifs. Sulese engineers, determined to erect similar structures for their Menite theocracy, have

performed admirably with their limited resources; the Protectorate does not benefit from the variety of colors and minerals available west of the Black River.

Caspians are quite proud of their Cygnar. Of all the races of western Immoren, they have the most progressive attitude to industry and the marriage of science and magic, and they are also very secular and lenient with other races and the knowledge, coin, or cheap labor they bring with them. In contrast, the Sulese are devout and modest in their bearing for the most part, compliant with the directives of their religious leaders, whose policies are unreceptive to Caspians. Bitterness still very much exists between these peoples to this day, more on the eastern side of the river than the west, and many feel it is but a matter of time before this race is once again at each other's throats.

IDRIAN

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

Optional Ability Adjustments: Dexterity +2, Intelligence -2

Automatic Class Skill: Ride

Skill Bonuses: +2 racial bonus on Balance and Move Silently checks

Social Flaw: Jingoistic (optional)

Base Height: Male 4' 10", Female 4' 8" (+2d10 in.)

Base Weight: Male 100 lbs., Female 85 lbs. (+ height mod. x 2d4 lbs.)

Automatic Languages: Cygnaran (Sulese dialect, spoken), Idrian dialect

Bonus Languages: Caspian, Cygnaran (written), Khadoran, Khurzic, Molgur

In truth, "Idrian" is a blanket term. Not much is known of the tribes of the Bloodstone Marches, aside from the fact that the Sulese have done their best to assimilate them. From what I know of Idrians, they are passionate people and firm adherents to their causes, whether they are Menite or whether they are what the theocracy labels as "heretics."

—Gameo Ortmin, astrometrician and follower of Cyriss



The Marches barbarians are diminishing. Those that still exist refer to the deserts of the east as "Idria." Hence, according to western logic, all of them must be Idrian. As maintained by this race, they hail from a hundred different tribes, but this means little to the Sulese who have repressed them.

At one time, the Idrians inhabited the fringes of the Marches and the lands further south, but incessant feuds and a sudden "changing of the earth" wiped most of them out. Those who emerged from the sands converted to Menoth. A few stragglers still refuse to accept the new religion, but they are withdrawing further into the Marches and southward as the decades pass.

Idrians are easily marked, with almond-shaped eyes, dark brown to olive skin, and women considered both beautiful and exotic. They have adopted much of the Sulese culture, but while some of their traditions have been eradicated by the Menite influence, many families still practice "less offensive" rituals: peculiar naming ceremonies, marriage rituals, funereal rituals, fire-eating rituals, hair-cutting ceremonies, the use of cosmetics made from soot and vibrant dyes, and the practice of ear-boring among females to mention just a few. So far, the theocracy has tolerated these customs, but Idrian death rites, in particular, are coming under much scrutiny from the Hierarch and his exemplars.

Another tradition upheld by the Idrians is that they remain very capable close-quarters fighters. Like many of their Marches-born traditions, they cling proudly to their reputation as dune hunters. The cleft blades and hooked spears of their forebears remain in many of the families, though some have adopted Menite flails and maces. Whether these converts will fade over time or increase remains to be seen, but it seems unlikely that the Protectorate will ever fully stamp out the old ways of the Idrians.

RUMOR HAS IT...

NOT ALL IDRIANS OF THE PROTECTORATE HAVE CONVERTED TO MENOTH. AN ELITE GROUP REFERRED TO AS THE *KHALPAUTYIM*, MEANING ROUGHLY "DEATH STINGER'S HIVE," HAVE TRAINED FOR THE PAST FEW YEARS IN CAVE STRONGHOLDS TO THE EAST, A SECRET PLACE CALLED HATHU DEEN. THEIR GOAL IS TO SLAY THE PROSELYTIZERS OF THE MENITE THEOCRACY AND TO LIBERATE THE IDRIAN TRIBES.

FIDAI, OR "MISSIONARIES," ARE EDUCATED IN HATHU DEEN, OR "HALL OF SWORDS," IN THE USE OF THE CLEFT SWORD AND DAGGER, AS WELL AS THE LANGUAGES, DRESS, AND MANNER OF THEIR ENEMY. INDEED, THIS GROUP HAS BEEN KNOWN TO IMPERSONATE MERCHANTS AND EVEN MONKS OF THE ORDER OF THE FIST TO INFILTRATE PROTECTORATE SOCIETY. THEY ARE ALLEGEDLY LED BY A MYSTERIOUS ENTITY KNOWN SIMPLY AS THE *KHAL-PAUT*, WHO RESIDES IN HATHU DEEN AND WHO PERSONALLY TRAINS THE *KHALPAUTYIM* ELITE, THE *HARKAI DEEN*, OR "SWORDS OF DESTRUCTION."

SCHARDE

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

Optional Ability Adjustments: Constitution +2, Charisma -2

Automatic Class Skill: Intimidate

Skill Bonuses: +2 racial bonus on Bluff, Profession (sailor), and Swim checks

Social Flaw: Socially isolated (optional)

Base Height: Male 5' 2", Female 4' 8" (+2d10 in.)

Base Weight: Male 135 lbs., Female 100 lbs. (+ height mod. x 2d4 lbs.)

Automatic Languages: Cygnaran ("Scharde Tongue", spoken), Molgur (spoken)

Bonus Languages: Cygnaran (written), Khadoran, Molgur (written), Ordic

The most abundant inhabitants in Cryx are the undead, but second in number to those abominations are the malevolent and unmannered Scharde. These



people are named as such because of their utter assimilation of the natives that once inhabited the Scharde Islands and other havens of the Broken Coast. Whereas six hundred miles northeast, the former outcasts that have become the Morridane have risen from their anathema, the Scharde keep sinking ever lower into depravity.

The Morridane, of course, had an advantage; the taint of dragonblight is absent in Morrdh. Not so in Cryx. Scharde folk are the darkest sort of humans, living on the blighted seas surrounding the throne of the vile Lord Toruk. For centuries, they have raided the coasts, sailing under the flags of pirate captains who serve pirate kings who, in turn, serve racketeers that answer to the powerful Lich Lords—the very servants of Lord Toruk. Indeed, every Scharde is connected to the Dragonfather, whether they acknowledge it or not.

Dragonblight affects Scharde differently. Outwardly, many look as human as any other, save for their cultural habits of ritual scarring, tattooing, and various body piercings, often with bone. Socially, however, all Scharde tend to be callous cutthroats who would sell their own children if the need arose. Those who live nearest to the Dragonlord's nest, however, are quite identifiable. Some have black or shining eyes, razor-sharp teeth, discolored skin, blackened nails, and pronounced veins in the face and neck. Even so, this blighting is subtle compared to the deeper taint, for living in such a wicked place seeps into the soul. Truly, some of western Immoren's most horrible villains hail from the bleak and craggy Cryxian shore.

The Scharde folk follow the will of the Great Dragon and do their best to extend the dread of the Cryxian Empire to all shores. They are outlaws, pirates, and mongrels, and that's about the best that can be said of such waste. I detest them nearly as much as I do the Sulese.

—Gameo Ortmin, astrometrician and follower of Cyriss

OTHER ETHNICITIES

Other ethnicities exist in addition to those above, but their numbers have waned with each passing generation, diluted by the dominance of those more numerous. Below are some brief notes on the more prevailing ethnic groups in the minority.

In the far north, small pockets of humans called **Vindol** live in the Shard Spires and shun civilization. Their neighbors in the Rimeshaws and the Scarsfell and the Vilkhon Bluffs are the **Ruscar**, the **Vorgoi**, and the even fewer **Bolotov**, respectively, all of whom have minority representation in Tverkutsk and Ohk and villages throughout northwestern Khador. In the eastern steppes and among the Kovosk Hills, pastoral nomads called the **Yhari-Umbreans** are primarily shepherds and herdsmen, but some still ride in bands like the horselords of yesteryear.

In the open borderlands between Llael and Rhul, the majority of the **Nyan**—little more than animistic barbarians—have settled as farmers and herdsmen. Their numbers are very few; it is believed that only a few thousand exist, and many of these are abandoning domestication and returning to raiding or migrating into Rhydden, Leryn, and Riversmet in search of either a more profitable or less dangerous occupation.

Interspersed throughout Ord and western Cygnar are the **Radiz** and the **Sinari**, two ethnic groups that appear somewhat interrelated. Both are considered vagabond races that have never rightfully held lands of their own. They mingle as best they can as entertainers, fortune-tellers, thieves, dancers, and sailors, and can be found in small pocket groups mostly throughout coastal towns and cities from Carre Dova to Highgate. The Radiz are dusky-skinned but lighter in both frame and complexion next to the Sinari, who have a very distinct and contrasting umber-hued tone and broader facial features, characterizing them

as quite foreign in comparison to the more indigenous, fairer-skinned races.

Cygnar also has several other pocket ethnic groups. In the northwest among the Gnarl to White Bay are the sparse and incomprehensible **Gnasir** and the even sparser and more incomprehensible **Arjun**, both of whom tend to speak a nasal swampie dialect. Scattered throughout the Wyrmswall are such groups as the **Olgar** and the **Clamorgan**; in the southern mountains, the **Baldavans** are gradually migrating coastward and have even made nationalistic demands to be recognized by the Cygnaran Crown as their own government.

In the hills that rim the Bloodstone Marches in the north are numerous ethnic groups, all considered barbarians by the civilized races, and in the south, dozens of tribes have been lumped together by the westerners under the title of Idrian. As stated before, there are scores of other ethnic groups not named here, but for the intent of this publication, only the most prominent few are listed.

MINORITY CHARACTERS

AS A SUGGESTION, DMs WHO ALLOW THEIR PLAYERS TO CHOOSE ONE OF THE MINORITY ETHNICITIES FOR THEIR CHARACTER SHOULD EXTRAPOLATE THEIR RACIAL TRAITS AND BONUSES BASED ON THE GENERAL AREAS FROM WHICH THEY HAIL. FOR EXAMPLE, A VORGOI CHARACTER COULD LIKELY USE KOSSITE ATTRIBUTES, WHILE A YHARI-UMBREAN MIGHT PULL NUMBERS FROM THE UMBREANS.

NON-HUMAN RACES

In addition to men, among the other intelligent races inhabiting western Immoren are the dwarves which hail from Rhul—or Rhulfolk—the elves of Ios—or Iosans—the Nyss, goblins, ogrun, and trollkin. Each of these races is detailed as follows:

DWARF

Ability Adjustments: +2 Constitution, -2 Charisma
 +2 racial bonus on saving throws against poison
 +2 racial bonus on saving throws against spells and spell-like effects
 +1 racial bonus to attack rolls against goblins (gobbers and bogrin) and trolls (all varieties)
 +4 dodge bonus against Large and Huge Trolls
 +2 racial bonus on Appraise and Craft checks related to stone or metal items

Movement: Medium creature, base speed 20 feet; dwarves can move at this speed even when wearing medium or heavy armor or when carrying a medium or heavy load (unlike other creatures, whose speed is reduced in such situations).

Sight: Darkvision. Dwarves can see in the dark up to 60 feet.

Weapon Familiarity: Dwarves may treat dwarven waraxes and dwarven urgroshes as martial weapons, rather than exotic weapons.

Oathbound: Dwarves of lawful alignment (the vast majority) take their oaths seriously and have been conditioned over millenia to obey them. For that reason, a formal oath taken by a dwarf is treated as a *geas/quest* spell, with all of the standard 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.

Stability: A dwarf gains a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).

Stonecunning: This ability grants a dwarf a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction unsafe stone surfaces, shaky stone ceilings, and the like.

Favored Class: Fighter

Base Height: Male 4' 4", Female 3' 11" (+2d4 in.)

Base Weight: Male 150 lbs., Female 105 lbs.
 (+ height mod. x 2d4 lbs.)

Automatic Languages: Cygnaran (spoken), *Rhulic

Bonus Languages: Cygnaran (written), Dol-Rhul, Khadoran, Llaelese

*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.

Western Immoren has been the home of both men and dwarves since before written history, when only word of mouth and song recorded their deeds. The Rhulfolk—as they are so named after their long standing kingdom—settled the northern mountains

The short but stout dwarven folk of Rhul seem to get along well enough. They've been a fixture amongst the lofty northeastern mountains of western Immoren for centuries upon centuries. As far as it can be told, the Rhulfolk have never drank from the cup of defeat, they have never felt the conqueror's lash, dug deep as they are among their cavernous mountain fortresses carved from earth and stone. These people have a very structured society, closely guided by their laws and their Moot courts. While most of them prefer the company of their own kind, many of today's dwarves have come out of the mountains and made homes in the industrious kingdoms of men.

—Gameo Ortmin, astrometrician and follower of Cyriss



and assembled into a single nation long before mankind had risen from tribal barbarity. They are fittingly chronicled as the first civilization of the west, comprising the longest unbroken culture of all the races. Indeed, when the elves first appeared in western Immoren as the refugees of a shattered empire, the dwarves were already a fixture in the mountains and valleys of Rhul.

Dwarves are equally stalwart in body and demeanor. They have a great lust for life, strong religious convictions, and rich codes of honor and law. Their culture is as distinct and substantial as the mountains they call home. It is a common human perception to think of Rhul as fixed and unchanging, but this is not true. They are highly adaptable, with a firm grasp of the changing times. The dwarves of today are much the same yet very different from their ancestors. They are engineers without peer, readily embracing the advances of mechanika, the conveniences of steam power, and the improvement of all things manufactured.

Once, they stood alone and isolated in far flung Rhul, content to disregard the backward races teeming in the south. The rapacious Orgoth taught them that they could not ignore humanity. However, rather than view all humans as encroaching warmongers, the pragmatic Rhulfolk somehow accepted that man was every bit as varied and complex as any dwarf. In time, a new sense of curiosity about the wider world swept their people and in recent generations they have learned to look outward from their stone halls, even opening their arms in friendship to the kingdoms of mankind. Many dwarves have now settled outside of Rhul, living among the human kingdoms. However, today's dwarf remains wary of getting snared in the politics of other races. They realize that men are on the brink of a great conflict and most are hesitant to be drawn into these disputes. With so many of them living in Cygnar and Khador, it remains to be seen how war between these nations might affect the dwarves.

Dwarven culture defies an easy explanation. Clan rivalry is a way of life. They apparently enjoy fighting grim duels over minor insults, and bloody feuds have been known to last for generations. Dwarven clans battle openly to resolve their disputes, laying siege to their rivals over such things as the right to build on a plot of land. Yet this bloodshed is meted out alongside strict codes of law passed down through the ages and they carry out these campaigns with a sense of honor and propriety which seems alien to the human practice of war. Feuding clans have been known to instantly put aside their differences at the first sign of an outside threat, and most dwarves who have been reared outside of Rhul would drop everything in a trice to defend their homeland.

The dwarven way is to preserve and build, not destroy. For all of their mastery of the arts of war

and combat prowess, they strive to leave a legacy to last the ages. Siege is conducted to win territory or prove mettle, never to pillage or plunder. Indeed, some dwarves have been found guilty of such crimes; for dishonor, treachery, banditry, and greed are not altogether unknown to them. Yet this desire to create monuments to long outlast a dwarven lifetime is intrinsic to their nature, and even the villains among them are not immune to the urge to be remembered once they are gone.

GOBLIN

Gobber Traits

Ability Adjustments: Dexterity +2, Strength -2

+1 racial bonus to saving throws against poison

+2 racial bonus on Craft (alchemy), Escape Artist, and Move Silently checks

Movement: Small creature, base speed 20 feet

Sight: Low-Light Vision

Automatic Class Skills: Craft (alchemy) and Hide

Camouflage: Goblins can blend into their surroundings by subtle changes in skin color. This grants a +4 maximum bonus to Hide checks, depending on how much of their skin is covered (+1 for 75 percent covered, +2 for half covered, +3 for 25 percent covered, +4 for virtually nude).

Favored Class: Rogue

Base Height: Male 2' 8", Female 2' 7" (+2d4 in.)

Base Weight: Male 30 lbs., Female 27 lbs. (+ height mod. x 1 lbs.)

Automatic Languages: Cygnaran (spoken), *Molgur (goblin dialect)

Bonus Languages: Cygnaran (written), Khadoran, Ordic

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

Bogrin Traits

Ability Adjustments: Dexterity +2, Intelligence -2, Charisma -2

+1 racial bonus to saving throws against poison

+2 racial bonus on Craft (alchemy), Climb, and Move Silently checks

-2 racial penalty to Bluff and Diplomacy checks



Movement: Small creature, base speed 20 feet

Sight: Low-Light Vision

Automatic Class Skills: Craft (alchemy) and Hide

Camouflage: Goblins can blend into their surroundings by subtle changes in skin color. This grants a +4 maximum bonus to Hide checks, depending on how much of their skin is covered (+1 for 75 percent covered, +2 for half covered, +3 for 25 percent covered, +4 for virtually nude).

Resistances: Bogrin are very resilient to temperature extremes and do not suffer the usual consequences of exposure for any temperature between 0-110 degrees F.

Favored Class: Rogue

Base Height: Male 3' 7", Female 3' 2" (+2d4 in.)

Base Weight: Male 50 lbs., Female 40 lbs. (+ height mod. x 1 lbs.)

Automatic Languages: Cygnaran (spoken), *Molgur (goblin dialect)

Bonus Languages: Cygnaran (written), Khadoran, Ordic

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

Goblins in the kingdoms are commonly separated into two groups: gobbers and bogrin. Gobbers are a widespread and notably wayfaring race, found nearly anywhere humans are found, and often where they are not. Of all the cultured races, despite their physical appearance and peculiar habits, gobbers are the most "human" in their outlook and way of life.



Physically however, they are not like humans at all. Gobbers are typically half as tall as men—often smaller—while bogrin stand a foot taller than their smaller kin. All goblins have mottled, hairless, greenish grayskin. This skin is smooth and somewhat greasy to the touch, as they secrete a substance that some sages claim enables the creatures to slightly alter color, somewhat like a chameleon. Goblins are able to change their skin color to match their surroundings, although sometimes the transformation is inadvertent due to variations in light, temperature, or even emotion. They also possess wide set eyes, big pointed ears, overly large feet, quick hands, and a protrusive mug featuring a wide, many-toothed mouth. One difference between the gobber

also be a reason why they are smaller than bogrin, who rarely eat anything but meat, hence their mouths are filled with plenty of sharp and jagged teeth.

Now that their physical selves have been covered, the cultural goblin comes to the fore. In this aspect, they are much like humans, but gobbers more so than bogrin. They are all social creatures, but gobbers have developed beyond their bogrin relatives, forming sizeable communities, villages, and even towns, with rules, laws, and an established caste system. The gobber caste system consists of four underlying groups: intellectuals and priests of Dhunia (bruhmeyena taka), rulers and warriors (kuteshihahu taka), agriculturists, merchants, and tinkers (vishipudeeti taka) and other laborers without whose efforts gobber society would not progress further (simply called taka). These four classes are something the bogrin lack; for them only the warriors—the kuteshihahu—are what matter, and everything else is either needless and discarded, or tolerated to one day become food.

While gobbers have their own civilized centers of society, the nomadic bogrin dwell in caves, forests, or abandoned ruins, collecting in loose knit, primitive bands called kriel, incessantly fighting—even among themselves—for the right to survive. As stated above, they only respect strength and those who are strong enough to take what they desire. They do not revere

Goblin ilk is of two distinct threads and for lack of a better term, these are the gobbers and the bogrin. Gobbers are less pugnacious than bogrin and, in general, an easy race to get along with—if one moves beyond the stereotypes. While many still see them as bandits and beggars, gobbers have a genuine knack for alchemy and are rather mechanically-inclined. Indeed, these ingenious little fellows have begun making some inroads into mechanik's shops and other organizations throughout most of the civilized kingdoms. Admittedly, some folk still tend to look disparagingly on gobbers, but in large part, this undeserved reputation is the fault of their next of kin, the inhospitable bogrin. These contentious critters thrive in hostile regions and tend toward barbarism and savagery, quite unlike their smaller relatives. Evolution is a mystery.

—Gameo Ortmin, astrometrician and follower of Cyriss

and their bogrin relatives is the mouth. Gobber teeth are primarily flat except for four of their back teeth, which protrude outside the lip like miniature tusks. Their flat teeth, however, are the result of a varied diet of more herbs and vegetables than meat; this may

their elderly as gobbers do. Instead, they often eat them, though rarely does a bogrin live long enough to become an elder.

Cultured gobbers live peacefully, not just in their own villages and towns, but among the other races, mingling

and blending within the throngs of humans and, more recently, the dwarves. Just within the last century, these civilized gobbers have earned recognition as a species quite different from their primitive-minded kin, and they are accepted in the main as worthy of appreciation. Indeed, their technical acumen, however unorthodox it may be, has unleashed gobbers upon the cultural mainstream, and there appears to be no turning back.

Racial biases of course still exist, especially held by those who have been harassed (or swindled) by the more ill-meaning types, but much headway has been made by the sociable gobbers in recent decades. The gobbers' contributions to modern society as astute traders, skilled laborers, quick learners, and innovative thinkers have insured them a solid foothold. Bogrin, on the other hand—as well as the more primitive, scavenging gobbers of the deep forests and swamps—still have a long way to go before the more cultured races deem not to put them all to sword and spear.

IOSAN (ELF)

Ability Adjustments: +2 Dexterity, -2 Constitution
+2 racial bonus on Listen, Search, and Spot checks
An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it

+2 racial bonus to the Intelligence check required to notice the invisible, magical sensor created by a scrying spell (see PHB Chapter 10, Magic, Spell Descriptions for more details)

+2 racial saving throw bonus against the spells *scrying* and *greater scrying*.

Movement: Medium creature, base speed 30 feet

Sight: Low-Light Vision

Weapon Proficiency: Elves receive the Martial Weapon Proficiency feats for the longsword, short sword, longbow (including composite longbow), and shortbow (including composite shortbow) as bonus feats.

Expert Diviner: All elven spellcasters receive the Spell Focus (divination) feat as a bonus feat. Character's that multiclass into a spellcasting class immediately gain this bonus feat.

Resistances: Immunity to magic sleep effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Favored Class: Wizard

Base Height: Male 5' 3", Female 4' 10" (+2d8 in.)

Base Weight: Male 118 lbs., Female 78 lbs. (+ height mod. x 1d6 lbs.)

Automatic Languages: Cygnaran (spoken), *Shyr

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 their education.

Nearly all of the elves of western Immoren hail from Ios. They are a people doomed, or so it is believed. They live in a solitary kingdom, focused inwardly on their plight, which is intimately tied to the loss of their gods. Scyras is the last of their once mighty pantheon, and like their glorious empire of Lyoss from millennia past,



soon she too will be gone. Scyras lies in her temple, attended by grim-faced priests who can do nothing, in truth, but watch her slowly dwindle, like a dying flame. Many of them believe that men are the sudden gust of wind that is causing Scyras's glow to flutter all the weaker (see Chapter Four: Cosmology & Religion). Captivated, they watch, as she sputters. When she goes dark, many of them believe they will perish as well.

Little is known of those withdrawn creatures of secluded Ios. It's true they have dispatched ambassadors on occasion into the major kingdoms—Cygnar and Llael, mainly—but their emissaries reveal as little as possible about their homeland. It is understood that Iosans are extremely territorial, ruthless even with those who ignore their borders. My brethren, in fact, have mentioned their suspicions of an elven plot against the arcane orders, but I know nothing. I can only say that the elves I have actually observed are fair and beautiful people, but dispassionate, their almond-shaped eyes cold and filled with a kind of indistinct desolation, for lack of any better description.

—Gameo Ortmin, astrometrician and follower of Cyriss

In their secluded eastern realm, where other races are barred upon pain of death, the elves live in a state of apprehension. Pressure is constantly exerted by outspoken and influential radicals upon their leaders. The elven extremists implore action against the rest of the world, pointing out the threat of those who dare cross their borders in search of plunder, their numbers ever increasing, or the irresponsible actions of outsiders through the arbitrary misuse of magic—actions that are “killing” their goddess. Nevertheless, their leaders in the Consulate Court remain locked in debate regarding any action, some of them incensed, others completely dismissive, all of them exasperated. In truth, it is generally acknowledged that humans are a threat to the Iosan way of life—and perhaps ultimately the very existence of the elven race—but open warfare against the countless outsiders is impractical to most of the consuls, who insist this would only hasten their demise. Such antagonism among their upper classes has every elf on edge, it seems. They are a people very much afraid of what lies beyond and before them.

So they go about their day-to-day activities with somewhat listless spirits, struggling to maintain a way of life that emphasizes house and craft, a system carried over from their imperial days. There are well over a hundred noble houses in Ios, consisting of families of long-lived and ancient pedigrees, with the leading fifteen more powerful than the entirety of the rest. Some of these are noted for their varied talents. Called *hallyntyr*, or “high houses,” each and every one specializes in an art or trade and is part of a complex system of houses that teach their skills to those who show an aptitude and are willing to learn. House Ellowuyr, for example, is one of the five great military houses, and teaches martial skills—they are most renowned for their

swordsmen. House Vyre's *syldarri*, or “teachers,” pass along the mystical and alchemical secrets of the elves. House Shyeel are masters of mechanika, responsible for the creation of the Iosan warjack, the Myrmidon.

In spite of their obligations as educators, the truebloods of the houses often engage in an ever-brewing enmity with other houses. They are constantly involved in conspiratorial machinations, an endless stream of vendettas, public outrages, and even the occasional assassination. These noble houses are spread throughout Ios, the more powerful among them with representative estates in multiple cities, yet only one narcissor—or narcissa, if female—runs each house as a whole; nearly all of whom among the top fifteen have been continually elected for the past several centuries to sit upon the Consulate Court in Shyrr.

The Iosan majority are commoners serving as craftsmen or in military roles. They toil at great length in their chosen—sometimes imposed—livelihoods, applying their trade through a *hallyntyr* in order to gain greater mastery of their skill, as well as pay taxes and the silently enforced tithes to the Fanes. It is not unheard of for a master craftsman to ascend and become absorbed into a noble house, thereby obtaining a noble name. Some commoners aspire to this, while others use shrewd seduction and guile, rather than glasscraft or smithing, to climb the ranks to nobility or, lacking the ancestry, what passes as such. Commoners with no trade frequently enlist as soldiers and are trained by one of the five military *hallyntyr*; graduates are then garrisoned long-term at a border fortress, or *aeryth*, or assigned to police one of the elven cities or the grounds of a noble's estate.

Neither noble nor commoner are the banished, the disinherited, the exiled, and the lost. These are elves who are no longer members of any class, wandering beyond Iosan borders into the outlands. They are pariahs, and more often than not the result of a great wrong against a powerful member of a noble house, military sect, or religious Fane. These lone elves are anathema to the traditionalists within Ios, rarely accepted in any elven community, and looked upon—if they are looked upon at all—as lower than the lowliest commoner. Few of them are fortunate enough to find solace in the path of commerce or adventure, but every so often a few manage to grow beyond their superstitions and prejudices to come by allies—even friends—in a world their people so very much fear and disdain.

RUMOR HAS IT...

OF SERIOUS CONCERN AMONG THE ELVES IS A DISTURBING TREND, ONCE AN INFREQUENT OCCURRENCE BUT NOW A SEEMING EPIDEMIC ON THE RISE AT A RATE UNHEARD OF IN THEIR LONG AND STORIED HISTORY. ELVES ARE BEING BORN WITHOUT SOULS. BABIES ENTER THE WORLD WITHOUT A SINGLE MEWING CRY, VACANTLY STARING OUT AT THE WORLD THROUGH COLORLESS EYES, THEIR SKIN A PALE SHADE OF PINKISH-GRAY. IF PERMITTED TO LIVE, THEY ARE EVER DETACHED FROM OTHERS, STRUGGLING WITH EVERY EMOTION, THEIR VALUES DISTORTED BY THEIR INABILITY TO UNDERSTAND THE DIFFERENCES BETWEEN RIGHT AND WRONG. BECAUSE OF THIS, SOULLESS CHILDREN ARE GENERALLY GIVEN OVER TO A PRIEST OF SCYRAH AND PUT TO DEATH. THEY ARE ABOMINATIONS, AN AFFRONT TO ELVENKIND AND TO SCYRAH.

THE PRIESTS CLAIM THAT THIS SOULLESS STATE RESULTS BECAUSE THERE ARE NO MORE GODS TO USHER ELVEN SPIRITS TO THEIR CORPOREAL FORMS, AND THAT THE GODDESS SCYRAH IS BURDENED WITH THE FERRYING OF ALL ELVEN SOULS TO THEIR BODIES. WHEREAS BEFORE, SEVERAL GODS HANDLED THIS RESPONSIBILITY, NOW THERE IS BUT ONE. SOME ELVES SURMISE THAT THIS IS WHY SCYRAH REMAINS IN HER COMATOSE STATE, OVERBURDENED IN HER ATTEMPTS TO FULFILL THE RESPONSIBILITIES AND DUTIES OF THE VANISHED. WHILE THIS MIGHT BE TRUE, IT IS UNCONFIRMED JUST WHY MORE ELVES THESE DAYS ARE BORN WITHOUT SOULS.

NYSS (WINTER ELF)

Ability Adjustments: +2 Dexterity, -2 Wisdom

+4 racial save bonus versus cold-based spell attacks

-2 racial saving throw penalty versus fire or heat-based attacks

Movement: Medium creature, base speed 30 feet

Weapon Proficiency: Nyss receive Martial Weapon Proficiency (longbow) and Exotic Weapon Proficiency (Nyss claymore) as bonus feats

Automatic Class Skill: Survival

Skill Bonuses: +2 racial bonus on Hide, Listen, and Spot checks

Resistances: Immunity to magic sleep effects, and a +2 racial saving throw bonus against enchantment spells or effects; Nyss are resistant to the effects of cold weather and do not suffer penalties for cold conditions until 40 degrees lower than normal; 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.

Favored Class: Ranger

Social Flaw: Socially isolated

Base Height: Male 5' 5", Female 4' 11" (+2d8 in.)

Base Weight: Male 143 lbs., Female 83 lbs. (+ height mod. x 1d6 lbs.)

Automatic Languages: *Aeric (spoken)

Bonus Languages: Aeric (written, clerics and sorcerers only), Cygnaran (spoken), Khadoran (spoken), Shyr (spoken)

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



Speaking of cold, rumors are that far to the north, another kind of elusive elf resides in the snowy wastes above Khador. They are usually called winter elves, but I know them as the Nyss. I know even less of them than I do of Iosans, but rumor abounds that they are as white as snow and every bit as territorial as their Iosan kin. Some obscure legends inform us of an alliance of winter elves and northmen against some beastly threat—some postulate it was a dragon—but other than that unlikely anecdote, tales only tell of how their treatment of intruders often turns brutal and deadly. In fact, if I were so inclined, based on my records, I'd have some hesitation in numbering them among the enlightened races at all...

—Gameo Ortmin, astrometrician and follower of Cyriss

The elusive elves called Nyss are even more mysterious than their distant Iosan kin. Very little is known of the “winter elves.” They have kept their secrets viciously, usually perceiving anything non-Nyss as a threat to their continued existence. Because of this, their far northern territories have seen very little contact with any of their Rhulic or Khadoran neighbors—or anyone for that matter. Rarely do the Nyss openly cross paths with outsiders, but when these encounters do happen, they are tense and occasionally end in bloodshed if formalities are not observed. Typically, this is because fools dare to venture the borders beyond the Nyss-inscribed winter stones, which stand as a warning to all that they are encroaching upon Nyss territory.

Physically, Nyss are somewhat reminiscent of Iosans, but there is no mistaking the two. Nyss are tall—taller than Iosans—with skin to match their snowy realm and stark hair either jet black or very pale, and eyes like ice, cold and blue or sometimes violet. They mark themselves with intricate tattoos called *siyaeric*, or “letters of the skin,” which have to do with traditions that mark an individual as a member of a particular “shard,” or tribe. Additional modifications to these tattoos express religious, magical, or spiritual beliefs, personal convictions, family history, or noteworthy deeds.

Nyss elders claim their race descends from a noble house that, guided by divine prophecy, followed the path of the Vanished, taken by Nyssor and his brethren when they departed Ios. This house had been the foundation of the Winter Fane, the faithful of Nyssor; led by the prophet Aeric they set out on a bold journey. It is believed that Aeric was guided by the god of winter, who sought to establish a new life for his children. More on the fate of Nyssor and the rebirth of his faithful as the Nyss can be found in Chapter Four: Cosmology & Religion.

There is very little contact between the Iosans and the Nyss. Iosans are held in contempt, considered weak and cowardly. Indeed, though it is possible for humans or properly courteous members of other races to be received briefly by the Nyss, any Iosan is strictly forbidden from entering their territories.

Nyss are a nomadic and tribal people. Some folk brand them as backward, ignorant savages, but they have a rich heritage and are skilled in the arts of carpentry, leather craft, and smithing. They construct halls of wood and stone—even what might be considered small towns. However, these dwellings do not belong to specific people, but instead are occupied on a temporary basis by the various *shards* as they pass through regions on their seasonal sojourns. The Nyss do not practice mining, so metals are rare and highly valued by the tribes. This is perhaps one of the few reasons they interact at all with outsiders, occasionally trading with outlying Khadoran or Rhulic settlements for iron and precious metals, which they primarily use for creating their sacred weapons.

Among the Nyss, warrior and religious castes are considered most prestigious, each serving an essential role. The most skilled warriors become rangers, responsible for hunting and protecting their territory from interlopers. Warriors must successfully endure rites of learning, part of which entails the mastering and riding of a revered species of elk unique to the northern mountains. The religious caste is represented by clerics, sorcerers, and the infrequent druid. Sorcerers and clerics are the only ones fully literate in their language. The written form of Aeric is revered; it contains special power, as represented by the sigils upon their weapons and winter stones. Both warrior and religious castes are presented with the much hallowed Nyss claymore during their final acceptance rites, and they are expected to wield these weapons for life.

OGRUN

Ability Adjustments: Strength +4, Intelligence -2, Wisdom -2

+2 racial bonus on Craft (any metal working) and Intimidate checks

+2 natural AC bonus

Level Adjustment +1

Movement: Large creature, base speed 40 feet

Automatic Class Skill: Intimidate

Bonus Hit Die: Ogrun start with +1 Hit Die at 1st level

Weapon Proficiency: Ogrun gain Martial Weapon Proficiency with any one polearm (usually the halberd or ogrun warcleaver)

Oath of Fealty: Once an ogrun swears an oath of fealty to a leader or cause, he is virtually incapable of betraying that oath (with the same penalties as a *lesser geas* if he does). He can choose to disobey specific orders, but in all other ways must act in the best interests of his sworn leader or cause.

Favored Class: Barbarian

Base Height: Male 7' 7", Female 6' 11" (+2d6 in.)

Base Weight: Male 400 lbs., Female 280 lbs. (+ height mod. x 2d6 lbs.)

Automatic Languages: *Cygnaran (spoken) or Rhulic (spoken, if from Rhul), and **Molgur (Molgur-og dialect, spoken only)

Bonus Languages: Cygnaran (written), Khadoran, Molgur (written), Rhulic (written)

*Scharde Islands ogrun speak the "Scharde Tongue" dialect of Cygnaran.

**Ogrun may have the language of their birth kingdom at the DM's discretion. Most ogrun are illiterate, but can use Intelligence modifier bonus languages or Speak Language ranks for literacy in a bonus language.



Ogrun and trollkin have slowly worked their way into acceptance within the kingdoms of men; though with their great size and imposing bulk both races are, of course, viewed with some degree of trepidation. I've been amazed to discover just how well the ogrun and Rhulfolk get along. In my studies on Rhul, I have discovered that ogrun live alongside the dwarves in many of their communities and the ogrun warriors swear fealty to the dwarven clan heads, just as they would to a korune of their own race. This union might almost be comical, if it were not for the fact that both races take great exception to any insult directed toward their affiliation. Apparently, it is a grave matter, and those who make light of it learn to regret such ill-timed mockery.

Ogrun are easily the tallest of the enlightened races, and while their society may be a bit backward and disorganized by our standards, they live by an inspiring code of honor; dare I say, on occasion, to a fault. Still, these beings fulfill many uses within the workforces of the human kingdoms, as well as the military. Indeed, ogrun have lately become a more frequent sight on the battlefield, eagerly helping men wage their wars.

—Gameo Ortmin, astrometrician and follower of Cyriss

Tracing the history of the ogrun is not easy, for they have had few chroniclers of note. Their past is known best among those living in Rhul, where they have lived in harmony with the dwarves for centuries. Long

ago, the ogrun were part of an alliance of barbarians known as Molgur, a savage yet strangely egalitarian confederation of humans, ogrun, trollkin, and gobbers. The Molgur swept through the southern human tribes like a plague, conquering all who stood before them and taking tribute and sacrifice. The ogrun were the most powerful of these warriors, entrusted with holding the front lines even in the most impossible battles. Yet for all their killing prowess and enormous strength, they have ever been a spiritual people and are noted for their loyalty even today. Indeed, ogrun will put their lives on the line readily for those to whom they have given their allegiance.

In time, the Molgur were scattered. No longer bound by ties of unity and seeking only survival, the bulk of the ogrun journeyed north, into the far mountains, where they sometimes crossed the dwarves of Rhul. Occasional tribes of ogrun were put to the sword, and sometimes a dwarven patrol would vanish but, in time, both races learned respect for the other and lived rather peaceably.

Sometimes standing over eight feet tall, with long arms and jutting jaws, their bottom teeth protruding like small tusks, ogrun may appear quite brutish; yet, brute strength is not their most valued trait. Rather, ogrun have always held wisdom in the highest regard, and a wise individual of any race is most worthy of their esteem.

They are also a very spiritual race. Most tribes of the north gave up Devourer worship long ago, embracing the enlightened message of Dhunia, the Mother of Mothers (see Chapter Four: Cosmology & Religion). This mantra fits them well, for ogrun are strong individualists, believing each must find his own way in life. They have little love for hierarchy or bureaucracy. To them, loyalty is a matter of personal service to their *korune*, or sworn lord. To an ogrun, there is no chain of command; only korune and vassal, and to be unsworn, or *bokur*, is a state of youthful emptiness, only appropriate until one has found his purpose in life.

Ogrun are also capable of tremendous skill and wisdom. Having been trained by the masters of Ghord, some of them are known as highly skilled metal workers, and many more have learned the craft of sturdy masonry. And, of course, as large as they are, even unskilled ogrun are sought out as manual laborers, especially in construction, factories, mines, and warehouses.

Not all ogrun fled to the north at the breaking of the Molgur, some scattered to the great forests of the northwest, others deeper into the Wyrmwail and other remote locations. A great many went to the Scharde Islands, and there became part of the nightmare empire of Cryx. It is sometimes difficult to reconcile these ogrun with their northern peers, but at the core they are the same. Although the ogrun of the Scharde Islands are violent and cruel, they too have enormous loyalty and conviction. They have been taken into the service of Lord Toruk, greatest of all korune, the immortal god who protects and guides them. Unfortunately, these ogrun have lost their esteem for wisdom. They respect strength above all else, and none are stronger than Lord Toruk the Dragonfather.

RUMOR HAS IT...

LONG, LONG AGO, THE OGRUN HAD VERY LITTLE KNOWLEDGE OF STONE WORK. THE LEADING CHIEF OF THE TRIBES IN THE SOARING MOUNTAINS BETWEEN WHAT IS NOW KHAADOR AND RHUL BESEECHED SOME DWARVEN CLANS TO BUILD FOR HIS PEOPLE A FORTRESS CITY AND, IN THE DOING, TEACH THEM ABOUT STONEMASONRY. BUT IN THOSE DAYS, THE FAR REACHING KHAARDIC EMPIRE OF MEN TOOK EXCEPTION WITH A NON-HUMAN NUISANCE SETTING UP RESIDENCE IN THEIR MINERAL RICH MOUNTAINS. AT FIRST, THE KHAARDS ATTEMPTED TO PERSUADE THE OGRUN TO LEAVE THROUGH DIPLOMATIC MEANS, BUT AN ANCIENT CAVE NETWORK LAY BENEATH THE CITY BEING BUILT BY THE DWARVES AND THIS WAS WHERE THE OGRUN HAD BEEN BURYING THEIR DEAD FOR HUNDREDS, PERHAPS THOUSANDS, OF YEARS.

LEARNING OF THIS, THE KHAARDIC EMPEROR GRUDGINGLY GAVE ASSENT, BUT PROCEEDED TO TAX THEM. THE OGRUN, OF COURSE, REFUSED TO ACKNOWLEDGE KHAARDIC TAXATION, EVENTUALLY COMPELLING THE KHAARDS TO ARRIVE BY FORCE. CONFLICT ENSUED. AT FIRST, THE DWARVES ATTEMPTED TO STAY OUT OF THE CONFLICT DESPITE BEING FURIOUS THAT THE HUMANS WERE DESPOILING THEIR WORK. HOWEVER, AS THE FIGHTING ESCALATED, MORE OGRUN FELL TO THE KHAARDIC SWORD AND SPEAR AND THE DWARVES WERE FORCED TO THROW IN TO DEFEND THEIR FINE CONSTRUCTION. MANY DWARVES DIED IN THE CONFLICT, MANY MORE OGRUN FELL, AND ULTIMATELY, THE TWO RACES WERE DRIVEN OUT BY THE HUMAN HORDES.

PRIMARILY OUT OF SELF INTEREST, THE DWARVES SHELTERED THE DISPLACED OGRUN, AND NURTURED THEIR WOUNDED CHIEF BACK TO HEALTH UNTIL SUCH TIME AS THEY COULD MOUNT A MISSION TO RECOVER THE OGRUN RICHES HIDDEN IN THE MOUNTAINS NOW HELD BY THE KHAARDS. THE OGRUN CHOSE TO RECOGNIZE THE GENEROSITY AND SACRIFICE MADE BY THE DWARVES RATHER THAN ANY OTHER INTEREST AND THEY SWORE AN ETERNITY OF LOYALTY TO THE DWARVEN PEOPLE.

IN THE YEARS THAT FOLLOWED, THE CHIEF DIED DURING ANOTHER FORAY AGAINST THE HUMANS AND THE DWARVES BECAME CONCERNED ABOUT NEVER GETTING PAID FOR THEIR WORK. STILL, THEY APPRECIATED THE ASSET THEY HAD ACQUIRED—THAT OF UNDYING OGRUN LOYALTY. INDEED, OVER THE COURSE OF THE NEXT TWENTY YEARS, THE TWO RACES BONDED IN EARNEST, AND IN DWARVEN CIRCLES, THE MATTER OF THE MONETARY DEBT WAS SET ASIDE.

IN THE MEANTIME, THE KHANDS HAD GROWN WEARY OF CONTINUING TO SUPPRESS WHAT THEY HAD DUBBED HELLSPASS. THE LONG YEARS OF BLOODSHED HAD CONVINCED THE MEN THAT THE OGRUN INTENDED TO FIGHT FOREVER IF NEED BE, AND THAT PEACE WOULD NEVER BE GAINED AS LONG AS THEY WERE KEPT FROM THEIR ANCIENT BURIAL SITES. SO, A TREATY WAS EXTENDED BY A NEW KHANDIC EMPEROR, GRANTING THE OGRUN ACCESS TO THEIR BURIAL CAVES, BUT AT A PRICE THAT THE OGRUN SWORE TO HONOR; THE KHANDS WERE TO REMAIN THE GOVERNORS OF THE FORTRESS CITY, OVERLORDS OF ANY OGRUN WHO DECIDED TO SETTLE IN THE AREA.

THROUGH ALL THE YEARS, ONLY THREE-FIFTHS OF THE FORTRESS CITY WAS EVER COMPLETED—THE GREATEST ACHIEVEMENT WAS THE OGRUN-SIZED MOUNTAIN-SIDE STRONGHOLD, OF WHICH NO OTHER EXISTS, AND WHERE HUMANS STILL RESIDE TO THIS DAY. SOMEWHERE IN THE DEPTHS IS A MOUNTAIN OF RICHES THAT, IT IS BELIEVED, HAS NEVER BEEN UNCOVERED BY EITHER THE KHANDS OF OLD OR THE MODERN DAY KHADORANS. NOWADAYS, OGRUN STILL LIVE ON THE RIM OF HELLSPASS IN SMALL COMMUNITIES. THEY HAVE NEVER TRIED TO BUILD A CITY SINCE, AND THE DWARVES OF RHUL STILL REMEMBER THE MATTER OF THE "FORGOTTEN" DEBT. THEY LOOK FOR THE DAY WHEN THE KHADORANS MIGHT BE DRIVEN FROM HELLSPASS AND THE OGRUN CAN FINALLY PAY THEM IN FULL.

TROLLKIN

Ability Adjustments: Standard trollkin, Strength +2, Constitution +4, Dexterity -2, Charisma -2; trollkin sorcerers, Constitution +4, Charisma +2, Dexterity -2
+4 racial bonus to saving throws against poison.
+2 racial bonus to saving throws against disease.
Level Adjustment +1

Movement: Medium creature, base speed 30 feet

Sight: Darkvision 30 feet

Improved Healing (Ex): Trollkin heal at twice the normal rate, three times if they feast considerably whilst resting. Trollkin regenerate lost limbs at a slow rate, 1d6+1 days for a surgically re-attached limb, 2d20+30 days to regrow a limb entirely.

Poison Resistance 4: -4 to all damage and stat losses caused by poison, +4 bonus to Fortitude saves against poisons that do not inflict stat damage.

Toughness (Ex): Trollkin have damage reduction equal to their Constitution modifiers against nonlethal damage. This ability also protects against most nonlethal damage from environmental hazards, although in these cases damage can never be reduced to less than 1 point.

Favored Class: Fighter

Base Height (standard trollkin): Male 5' 11", Female 5' 3" (+2d10 in.)

Base Weight: Male 250 lbs., Female 150 lbs. (+ height mod. x 2d6 lbs.).

Base Height (trollkin sorcerers): Male 5' 0", Female 4' 4" (+2d10 in.)

Base Weight: Male 165 lbs., Female 85 lbs. (+ height mod. x 2d6 lbs.).

Automatic Languages: *Cygnaran (spoken), **Molgur (Molgur-trul dialect, spoken only)

Bonus Languages: Cygnaran (written), Khadoran, Molgur (written), Rhulic (written)

*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 literate.



Savage trolls once roamed the forests and plains of Immoren, but as time passed they assembled into tribes, which branched into clan families, and soon enough trolls came in a variety of shapes, sizes, and eating habits. The latter is perhaps the greatest rationale that sets trollkin apart from other trolls, allowing the other races of western Immoren to experience their peculiarities firsthand without fear of becoming their next meal. They still retain a nigh insatiable hunger and are known for their feasts—which often consist of awfully undercooked foods by human standards—but intelligent races no longer tend to make the trollkin menu.

Trollkin are large; the smallest of them are on par with the largest of men, and they stand roughly a head shorter than a hefty ogrun, but they cannot be mistaken for either. Their thick, freckled skin is pale

The order inherent in the trollkin way of life is reflected in their stonemasonry—some of the oldest existing architecture in all of western Immoren—and their various cultural habits. Indeed, they are noted as the oddest of the enlightened races, with their strange mating rituals, their traditional way of greeting one another through the “tohmaak”—young bravos and warriors, in fact, tend to greet one another with a solid headbutt!—their peculiar diet of vastly undercooked, sometimes raw, foodstuffs, and their impressive vocal range. If anything, trollkin truly have a great capacity for song. Among their males, I have heard exceptionally gifted individuals capable of a warbling chant known as “fell calling.” In fact, so powerful is this trill vocalization that some use it as a weapon, and to great effect. Taking a cue from the ogrun, trollkin are now circulating more and more amongst men as skilled stoneworkers and weavers, although they don’t intermingle quite as easily as ogrun or gobbers, for even within the communities of men, trollkin gather in bunches and tend to keep to their own.

—Gameo Ortmin, astrometrician and follower of Cyriss

gray touched blue and green in places, their irises so colorless their eyes appear stark white, they have overly large three-fingered hands and three-toed feet, spiny protrusions on the backs of their heads and necks, and their sonorous voices are not easily misjudged. Indeed, they are captivating singers and some males are so powerful they are known to utilize their articulations as actual weapons (see the fell caller class in Chapter Two: Characters & Classes). Others among them have been “blessed,” born with sorcerous abilities. A trollkin sorcerer is easily marked, as they are smaller than their kin, with stark white skin bereft of any coloration. These sorcerers are held in high regard among their people.

For the trollkin, the ethno-tribal way of life has never faded. Every trollkin is a member of a tightly knit clan called a kith, who are often related by blood, and neighboring kith are considered a kriel, essentially a word in Molgur that translates as “people.” It is believed that as many as 200 kriel exist throughout western Immoren. The elder kith of a kriel are called the Circle of Stones, and it is these who regulate and establish trollkin customs, laws, and religion. Indeed, trollkin culture is lavish in their colors and decorations and every kith has a *quitari*, a tartan pattern that distinguishes their kith, which is sometimes worn as a sash around the waist or over the shoulder and incorporated on banners and pennons. In fact, trollkin are skilled weavers and dyers. They take great pride in their complex and elaborate patterns that boggle most viewers, especially non-trollkin, and this skill is certainly one of their inroads to human communities.

Trollkin are unrestrained in their music and dance and just as unrestrained in their beliefs that all natural phenomena are born of Dhunia and have souls. Spirits dominate everything they do, and it is customary, in honor of Dhunia, to offer fruits and flowers to others as a token of good will or to make amends. Indeed, a trollkin’s blood and bloodline, like their souls, are extremely important affairs, and it is considered a grave offense to dismiss or disrespect such a thing. Most trollkin adherents of Dhunia believe that all things come from and return to the earth to be reborn. “Deep [or true] as blood and bone,” is a trollkin vow that literally means “all things” or “all that I am,” which to a trollkin encompasses every life that he has lived, as well as the lives of his relatives and ancestors. It is a somber phrase used only when trollkin speak the truth or make an oath.

Because they are so close-knit, trollkin are sometimes considered aloof by other races, occasionally even hostile. This may have something to do with their bias against creatures they consider “weak blooded,” but they try not to hold this too personally against those who don’t have the good fortune to be born trollkin. Indeed, some have even been heard to say about their associates of other races that they “must have been trollkin in a former life” or that “there’s always the next life [to be born trollkin].”

Where once they roamed freely, trollkin kriel now exist on the fringes of society. A few large communities are located here and there, with major concentrations in the Vescheneg Headlands in Khador, near and in the

Thornwood Forest, and throughout the Glimmerwood between Llael and Cygnar. In recent generations, they have taken cues from the other races—primarily gobbers—to try and mingle among humans. Though they lack the technical expertise of gobbers and men, their willingness to labor for low pay and their architectural acumen—trollkin stonework, though not as elaborate as dwarven, has become popular in remote locales for its durability and largeness—has seen them slowly integrated into the widespread societies of men.

THE TOHMAAK MAHKEIRI, OR GLIMPSE OF THE MIND

WHEN TROLLKIN MEET, BE IT FOR THE FIRST TIME OR AS A RENEWAL OF A LONG AGO FRIENDSHIP, THEY ENGAGE IN A PURELY TROLLKIN RITUAL KNOWN AS THE *TOHMAAK MAHKEIRI*. WITHOUT THE EXCHANGE OF ANY OTHER PLEASANTRIES, THEY APPROACH AND GRAB ONE ANOTHER BEHIND THE HEAD OR THE SIDES OF THE HEAD WITH BOTH HANDS AND GAZE INTO ONE ANOTHER'S EYES. IT IS SAID THAT THIS SHARED GREETING GIVES EACH A GLIMPSE INTO THE OTHER'S SOUL, AND THEIR REACTIONS TO EACH OTHER ARE BASED HEAVILY ON THE OUTCOME OF THIS EXCHANGE. TO BREAK AWAY FROM THE RITUAL PREMATURELY IS A SURE SIGN OF DECEIT OR DISRESPECT, AND SOMETIMES THIS "GLIMPSE OF THE MIND" CAN LAST FOR SEVERAL MINUTES UNTIL BOTH ARE SATISFIED. BETWEEN OLD FRIENDS AND FAMILY, THE RITUAL IS USUALLY NOTHING MORE THAN A BRIEF "EMBRACE" ENDING WITH THEM PLAYFULLY PUSHING EACH OTHER AWAY.

THIS RITUAL IS ALSO USED TO FORMALIZE AGREEMENTS AND TO ENSURE SINCERITY; OATHS, WORKING ARRANGEMENTS, AND ALL MANNER OF COMMITMENTS ARE MADE FINAL WHEN THE INDIVIDUALS INVOLVED ENGAGE IN THE *TOHMAAK MAHKEIRI*. IN THIS WAY, A TROLLKIN ATTAINS ASSURANCE THAT ALL PARTIES INTEND TO HONESTLY UPHOLD THEIR PART. IT IS SAID THAT IT IS ALMOST IMPOSSIBLE TO HIDE DECEIT OR UNKIND FEELINGS WHEN ENGAGED IN THIS RITUAL.

IN ESSENCE, TROLLKIN WHO ARE CONFIDENT THAT THEIR BOND IS SINCERELY MUTUAL OPEN THEIR SOULS TO EACH OTHER IN *TOHMAAK*. HOWEVER, IF ONE IS INSINCERE, THE OTHER HAS A GOOD CHANCE TO SENSE THIS. WHENEVER TROLLKIN ENGAGE IN THE *TOHMAAK MAHKEIRI*, EACH MAKES SIMULTANEOUS BLUFF AND SENSE MOTIVE CHECKS. A TROLLKIN MUST DECLARE WHETHER OR NOT HE IS OPENING HIMSELF COMPLETELY AND, IF SO, RECEIVES A -10 PENALTY ON HIS BLUFF CHECK. LIKEWISE, EACH TROLLKIN'S SENSE MOTIVE CHECK GAINS AN INSIGHT BONUS EQUAL TO $10 + 1/2$ HIS CHARACTER LEVEL. EVEN A TROLLKIN WHO DOESN'T SPEND SKILL POINTS ON THE SENSE MOTIVE SKILL INCREASES IN HIS ABILITY TO SENSE THE SINCERITY OF ANOTHER TROLLKIN AS HE ADVANCES IN LEVEL. HOWEVER, TROLLKIN WHO SEEK TO DECEIVE OTHERS MUST, BY NECESSITY, TAKE RANKS IN THE BLUFF SKILL TO ATTEMPT TO FOOL OTHERS.

THE *TOHMAAK MAHKEIRI* IS A UNIQUELY TROLLKIN EXPERIENCE. IT CANNOT BE USED TO JUDGE THE SINCERITY OR HONESTY OF CREATURES OF OTHER RACES. LIKEWISE, THE BONUSES FROM THE RITUAL ONLY APPLY TO A TROLLKIN'S DIRECT INTENT TOWARDS THE OTHER OR TOWARDS THE AGREEMENT AT HAND; THUS, FOR EXAMPLE, A TROLLKIN CANNOT DETERMINE HOW ONE OF HIS BRETHREN FEELS ABOUT HIS COMPANIONS OR AMBITIONS.

ONOMASTICS OF WESTERN IMMOREN

Until shortly after the Orgoth Occupation, most people in western Immoren required but a single name. However, as populations and geographic mobility became greater, the need arose to introduce other ways of describing and identifying people. Most cultures have gone through phases, employing a variety of methods to describe and identify people. Over time, the use of surnames, or family names, has become commonplace; these are passed from one generation to the next. For most of western Immoren, the use of surnames is a somewhat recent phenomenon, occurring in only the past 400 years or so.

The following names are divided by nation and ethnicity for humans and race for non-humans. Since human ethnic boundaries have become blurred over the past several generations some naming conventions have been nationally influenced.

CYGNARRAN NAMES (CASPIAN, MIDLUNDER, SULESE)

Sample First Names (male): Alain, Alger, Alnor, Alvy, Amery, Ansel, Anson, Ard, Arias, Ardin, Arkin, Arland, Artis, Baen, Bain, Bairn, Barden, Barigan, Barlowe, Bartley, Bayden, Beck, Bergin, Birk, Bixler, Blayde, Blythe, Bolden, Boren, Bors, Bowden, Brandel, Brill, Brock, Brone, Brue, Brunner, Bryson, Cacey, Caine, Cam, Camden, Casner, Cobb, Creedan, Creel, Crowle, Dalmer, Dardan, Degar, Delp, Dexter, Dextrel, Dorn, Dowd, Doyle, Druce, Dugger, Dunley, Durwin, Eckert, Egan, Elias, Elgin, Ennis, Everett, Fane, Fargas, Finch, Fitch, Gade, Gadsden, Galt, Garrett, Garrick, Godwin, Griffin, Gum, Gunner, Hamil, Harlan, Hawke, Heremon, Icabod, Jagger, Jarok, Jonas, Julian, Kade, Kell, Kerne, Kerr, Leto, Lon, Mago, Malek, Milo, Nash, Nolan, Odger, Olson, Pandor, Perth, Phineas, Radnor, Regan, Retho, Reynard, Rowe, Rudd, Scarle, Sebastian, Sorley, Timeck, Ulfass, Vahn, Victor, Vidor, Vinter, Waldron, Wolfe, Wyatt

Sample First Names (female): Alanna, Alexia, Alley, Amery, Ashlan, Ashley, Bailey, Betilda, Brona, Cammy, Canice, Cara, Caylan, Cecily, Creena, Dara, Darsey, Delaney, Derry, Desle, Devlin, Dunla, Elatha, Elspeth, Emma, Enda, Erris, Evelyn, Gale, Gwen, Haley, Henna, Islene, Jenett, Jordan, Juliana, Katherine, Kealey, Kearey, Keavey, Kelsey, Kitley, Lorna, Matilda, Meara, Morna, Muriel, Nally, Orla, Renny, Rosaleen, Rowan, Sabina, Shay, Stiana, Tara, Torey, Tressa, Una, Vora, Wren

Sample Surnames: Ainsworth, Aleman, Alkon, Applewhite, Ashburn, Ashcroft, Atchley, Atwood, Bainbridge, Bancroft, Bannister, Barrington, Barton, Baskin, Belker, Bingley, Blackburn, Blackwood, Boggs, Borloch, Borne, Bradner, Brasher, Briarford, Brisbane, Broadnax, Bocker, Calligan, Calvirt, Cosgrave, Darkmantle, Denby, Denisson, Dryden, Dumas, Dunford, Durst, Ellsworth, Falk, Fenwick, Forsythe, Fullet, Gadock, Galbraith, Gant, Gately, Gilfin, Gilroy, Grayden, Grimes, Hadley, Haightley, Halstead, Hartcliff, Helstrom, Helwick, Hitch, Hornbeck, Hurst, Ironside, Keightley, Keller, Kendrick, Kerrigan, Kerswell, Kinnel, Kirkston, Kurgan, Langworth, Lynch, Mallett, Mallory, Millward, Montfort, Mosley, Murdoch, Norwick, Oberen, Oldham, Pendrake, Raelthorne, Ratcliff, Redgrave, Rhinehart, Rolfe, Rusling, Scarrow, Shaw, Skarholt, Sunbright, Talbot, Tolbert, Versh, Villius, Voyle, Wadock, Whitefield

CYGNARAN NAMES

CASPIAN, MIDLUNDER, AND SULESE NAMES COME IN A WIDE VARIETY, MANY OF THEM INFLUENCED BY OTHER CULTURES. WHEN IT COMES TO SURNAMES, SOME INTERESTING NAMES CAN BE DERIVED BY COMBINING TWO WORDS SUCH AS "BICKER" AND "STAFF" FOR BICKERSTAFF OR "HORN" AND "BRIDGE" FOR HORNBRIDGE. WHAT'S MOST IMPORTANT IS CHOOSING WORDS THAT WORK TOGETHER, WHICH ONE CAN USUALLY TELL JUST BY EAR. ANOTHER METHOD IS COMBINING A WORD OF NO OR LITTLE MEANING WITH AN ACTUAL WORD, SUCH AS "DUR" AND "WORTH" FOR DURWORTH OR "APPLE" AND "BRY" FOR APPLEBRY. THESE COMBINATION NAMES CAN BE AS ABUNDANT OR SCARCE AS ONE LIKES IN THEIR CAMPAIGN.

THURIAN NAMES

MOST THURIANS HAVE EITHER A CASPIAN/MIDLUNDER FIRST NAME OR SURNAME. WHEN PLAYING A THURIAN, IT IS SUGGESTED ONE CHOOSES EITHER A FIRST NAME OR SURNAME FROM THE THURIAN LIST AND THE CORRESPONDING NAME FROM THE CASPIAN/MIDLUNDER LIST, THUS AVOIDING NAMES SUCH AS HAGAN FAGAN AND KEEGAN LEEGAN.

SCHARDE NAMES

SCHARDE NAMES ARE PRIMARILY DERIVED FROM OTHER CULTURES. MOST NAMES FROM THESE CULTURES ARE BASED ON THE LOCALE OF THE FAMILIES. FOR INSTANCE, A SCHARDE FROM BLACKWATER MAY ACTUALLY HAVE A NAME OF THURIAN OR CASPIAN ORIGIN.

CYGNARAN NAMES (MORRIDANE, THURIAN)

Most Morridane and Thurian names are the same as Caspian and Midlunder names, although some remain distinctly different. It is worthy of note that the Morridane and Thurian naming conventions have many similarities in the suffixes. There are a plentitude of names ending in *-an*, *-in*, and *-eigh*.

Also, it should be noted that the application of the prefix *mac-* to some Thurian surnames is a custom that dates back several hundred years. In the Ordic tongue, 'mag' means 'son,' and scholars state that this is likely a comparative translation. So, for example, surnames such as MacBurney and MacRoane are examples of last names one might attribute to Thurians or other races with Thurian surnames by marriage.

Sample First Names (male): Aidan, Ardan, Bastian, Blake, Bradig, Branduff, Brogan, Brosnan, Byrleigh, Cagneigh, Colm, Conleth, Conor, Cormick, Cronan, Cullin, Darian, Darragh, Decklan, Deegan, Dermid, Dermot, Dougal, Dougan, Durgan, Eilish, Fergus, Finnegan, Flynn, Gervin, Gorman, Gralan, Hagan, Hanagan, Hogan, Ian, Keegan, Killian, Kirwin, Larkin, Lonan, Lorcan, Lorgan, Luan, Mairtin, Morgan, Nolan, Odran, Olan, Ossian, Piran, Quinn, Quinlan, Rogan, Ronan, Ryleigh

Sample First Names (female): Aideen, Ansleigh, Beara, Boand, Brennan, Caelan, Caitlin, Carleigh, Carolan, Clancy, Dana, Devlin, Eithne, Evlin, Gillian, Jelyan, Jerilyn, Kaelin, Keehan, Kennan, Kenseigh, Kerin, Kerry, Kileigh, Lacy, Leigan, Lennon, Mara, Meara, Megan, Milish, Niall, Nivin, Paddy, Regan, Roshean, Shannon, Teagan, Tiernan

Sample Surnames: Aghamore, Bain, Bartley, Beene, Berrigan, Blathmac, Bradigan, Bray, Brenn, Burney, Byrne, Carrock, Cathmore, Corcoran, Corley, Cronan, Decklan, Deorain, Derrigan, Donovan, Doyle, Dromore, Duff, Duffock, Duggan, Dunne, Enabarr, Fagan, Finnian, Finnigan, Gafneagh, Garrity, Gilmore, Glasneagh, Gormleigh, Gowan, Grady, Grath, Hugh, Hurlough, Kaddock, Kain, Kannock, Kavanaugh, Kearneigh, Keehan, Kerrigan, Kilbride, Kildair, Lattimore, Leegan, Lochlan, Lowreigh, Lynch, Madigan, Melroane, Moriarty, Murrough, Rathleagh, Reardan, Riordan, Roane, Ryland, Scully, Sheridan, Sorleagh, Torcail, Turlough, Vain, Waddock, Wain

KHADORAN NAMES (KHARD, KOSSITE, SKIROV, UMBREAN)

In Khador, surnames are reserved for the kayazy and men of status. Many Khadorans refer to each other by their first name and a last name taken from their father's first name with males adding *-evich* and *-ovich* and females adding *-ovna* and *-evna* to the last name. Therefore, Grigor, son of Alexei, would be Grigor Alexeivich. However, naming conventions are no longer

as standardized as they once were and many families regularly break with tradition. This shift in naming is most evident in the burgeoning middle-class, who often uses family names to create a perception of status that might not have previously existed.

Sample First Names (male): Aika, Aleks, Alexandr, Alexei, Aliosha, Ambroz, Andrei, Balsnoch, Barak, Bladko, Boris, Borja, Chasek, Costi, Culamir, Dahrif, Dalmat, Dmitri, Dobrinya, Dorek, Dragash, Drago, Falko, Fedko, Fedor, Fodor, Gasan, Ghita, Giza, Gorash, Goraz, Gorian, Grigor, Grigory, Iagan, Iakhno, Iakshen, Igor, Ilya, Ivan, Ivash, Ivdan, Jachemir, Jarosch, Jozef, Kachalo, Kigir, Kirbitei, Kohan, Kosara, Ladimir, Levanid, Loshka, Luka, Malash, Malko, Michal, Michka, Mikhail, Mikolo, Mishka, Negomir, Nekras, Nikolei, Olekse, Pachek, Petrov, Pytor, Radomir, Radu, Rajko, Ruskin, Sadko, Sergei, Servath, Solovei, Stoyan, Valerian, Vasily, Vasiuk, Vasko, Vladjimir, Vojin, Volkh, Yakov, Yaro, Yuri, Yurik

Sample First Names (female): Akina, Akilina, Aleksa, Anana, Anastasia, Anikita, Bazhina, Britt, Cesta, Cestina, Corinna, Dalika, Darzha, Elina, Eliska, Elka, Gridia, Gubina, Ihrin, Ilyana, Ivona, Kasia, Katerina, Katia, Klenka, Ksana, Laika, Lariana, Ludmila, Malana, Marfa, Marina, Marta, Mia, Mikhaila, Milena, Misha, Myrra, Nastasja, Natalya, Nikita, Ninete, Ondreiana, Riksa, Siri, Sivasha, Sofia, Sonja, Stefka, Tahni, Tara, Tatyana, Vjera, Yelena, Zelmira, Zori

Sample Surnames: Abrosim, Adka, Agrimko, Aleksy, Aleshko, Antonidka, Babora, Belavdon, Berzhin, Blizbor, Bolovan, Borga, Csabor, Dementskov, Dvora, Durga, Faltin, Grishka, Grychkin, Gubin, Istori, Karakov, Koposin, Krasnovo, Kutzov, Ladislav, Lichko, Lovot, Louka, Lozar, Makara, Makarin, Makarov, Mikitka, Mileska, Mrovka, Nagorka, Nazarko, Neshka, Orlov, Osokin, Ostyvik, Padorin, Petrok, Petru, Raboshich, Rachlavsky, Radazar, Rostov, Starov, Stravite, Szetka, Ushka, Tiudiaminov, Toshiana, Varnek, Venianminov, Vilimov, Vislovski, Zavor, Zeitsev, Zhina, Zhivo

LLAELESE NAMES (RYN)

The majority of first names in Llael are much the same as Cygnaran first names (above), though they often favor replacing the 'e' or 'i' with a more flourishing 'y.' Where Llaelese monikers are most distinct is in the surnames. Some families—usually those that are longstanding and steeped in tradition—still apply the

connecting *di* or *d'*, which is a locative for 'of' in Ryn, or *di la* for 'of the,' e.g., Elias di Gilfyn, Lorna d'Wythsten, and Taryn di la Rovissi. Some scholars conjecture that Rynnish names such as Bralazzi and Granzio have some connection to the former kingdom of Tordor. They may not be far off-base with such theories. It is said that during the last days of Tordor, many of the noble families journeyed inland to the eastern reaches of western Immoren and settled in what would later become Llael.

Sample Surnames: Albryn, Alyn, Anthys, Badrigio, Boudewyn, Bracsio, Bralazzi, Bray, Chalerio, Claeys, Culpyn, Denys, Dimiani, Donaes, Dormio, Du, Dunlyfe, Dyvacci, Dyvarc, Elyse, Faryll, Feryse, Fiscani, Florys, Gervaes, Ghelyt, Gilfyn, Glaeys, Gossyn, Govaes, Granzio, Gustyn, Gylbert, Gyrart, Henryn, Hengys, Lamsyn, Laureyns, Lowys, Lymos, Lynyse, Mancario, Martyn, Matys, Mirassi, Morosini, Moysarc, Niclaeys, Petrozzi, Polaro, Rimbaldi, Rovissi, Sanlyfe, Tadiri, Torsy, Trivassi, Vandyse, Viadro, Viscario, Weyne, Wulfe, Wythsten, Yrnyse

ORDIC NAMES (TORDORAN)

Sample First Names (male): Agnolo, Alvaro, Amador, Amario, Ambro, Andro, Avito, Bacar, Bartal, Barzal, Belchior, Bernal, Biagio, Caldini, Calefo, Damasco, Dego, Falchi, Faro, Fernam, Francar, Gaspar, Gazo, Gismondo, Gozca, Grigori, Jaspar, Laspar, Lavoro, Lionor, Lorio, Lupar, Lupo, Malo, Manario, Maro, Mateo, Montador, Nando, Nicolo, Olivo, Ormano, Padri, Pascal, Piero, Rafaldo, Ranal, Rufio, Salvi, Sighieri, Stagiari, Vasco, Zachar

Sample First Names (female): Alda, Aldiana, Anastasi, Andrea, Badessa, Biella, Branca, Carlutia, Consola, Creena, Danola, Dialecta, Eliana, Favia, Felice, Fia, Gabriele, Giana, Giona, Giovanna, Gratia, Imelda, Isabel, Lena, Lorian, Lorita, Malatesta, Margia, Matea, Mirena, Nicola, Oliveta, Orabella, Rena, Rosa, Sandra, Scarlata, Seland, Simona, Stiata, Tadea, Talia, Tareya, Valori, Verona

Sample Surnames: Acorsi, Actavio, Avreu, Balduccio, Bandesco, Bateu, Begni, Belcari, Benzo, Bezerra, Borgho, Brancacci, Carvalo, Casini, Castra, Corazo, Cravo, Degrata, Duranti, Evora, Fariseu, Florio, Gaspar, Gateu, Ginori, Goncal, Graza, Guaspar, Labigio, Lasca, Lioni, Mascal, Masi, Mateu, Mazini, Nerini, Orafi, Osoyro, Ovalho, Pagani, Pelario, Pescar,

Petri, Randasi, Regla, Rosado, Rubeu, Salo, Salvestro, Santoro, Scali, Scorgiani, Segalozo, Silva, Simira, Solvo, Stario, Stradeu, Tavora, Tedesci, Telloso, Tieri, Torcail, Trovato, Ubaldo, Ulavari, Valoro, Varyo, Vascal, Vascalho, Versalo, Viteu, Zacharo, Zaspas, Zucco

PROTECTORATE NAMES (IDRIAN)

Idrian surnames have been quite recently added to the name giving rituals. The conventional practice is to combine one's tribal name as a suffix to a short surname. The name giving ritual takes place upon a child's third year. Up until that time, a child has neither a first nor a last name. During the ritual, a child will be presented with a patronymic name. For example, if a boy's father hails from the Makha tribe, the boy may then be called Sahu Kehmtmakha, and if a girl's father is of Silmani blood, she may then be called Saleha Tarsilmani.

Currently, eleven tribes are recognized within the Protectorate of Menoth. These are the eleven that converted en masse in 565 A.R. to the Menite faith. Dozens of other tribes exist, but it is these eleven that comprise the majority of Idrians in the Protectorate. Below is a list of those tribes.

Sample First Names (male): Abidin, Adil, Adira, Affendi, Aiman, Akhet, Akhun, Amir, Amon, Amran, Anazim, Anuar, Arshad, Arzu, Azlan, Azrul, Badan, Bahari, Baharudin, Bakara, Bakva, Banu, Bashah, Dahari, Djavak, Djokola, Durga, Eman, Faizal, Fakharuddin, Farhan, Fashran, Fazrul, Ghani, Goha, Gosaf, Haakim, Hadi, Hafizul, Harun, Hasnan, Huslan, Ihsan, Imran, Ishak, Iskandar, Izal, Jaafar, Juhari, Kamarul, Khalid, Khvas, Kutsna, Lasha, Makhari, Marlizam, Moastaf, Mustafa, Muzaffar, Naazim, Nahak, Najmudin, Nazri, Proha, Razak, Retek, Rosdan, Saadim, Sahrizan, Sahu, Saltuk, Shaharuddin, Shamsul, Shariman, Shazrin, Siva, Sulaiman, Syahiran, Taarek, Taha, Tajuddin, Tarmizi, Umar, Vasan, Vasu, Volka, Yahaja, Yusuf, Zadar, Zahrin, Zahrul, Zakari, Zaru, Zedrin

Sample First Names (female): Adelina, Adisa, Ami, Amira, Anisah, Aryani, Asmida, Aysha, Azara, Azlina, Bala, Berka, Chiora, Dalina, Dasima, Dedika, Dendara, Ezadura, Fareha, Fariza, Fatimah, Gulisa, Hafizah, Hasha, Haslina, Imanina, Indra, Jamilah, Juvita, Katijah, Kheta, Kita, Laili, Lamara, Lamzira, Latifah, Lilja, Mahiran, Maisa, Mariani, Maya, Mazlin, Mutiara, Nadira, Nazariah, Nurjahan, Nurshafira,

Opra, Rahanah, Rahiza, Rana, Razmani, Reha, Rohani, Sahina, Saleha, Sanatha, Shafeera, Shalan, Shorena, Shuhada, Siti, Suriani, Tasara, Tiara, Tiesa, Uma, Usha, Voha, Yana, Yara, Yasmin, Yati, Yuzmin, Zahidah, Zahirah, Zakira, Zarina, Zuraina

Sample Surnames: Ad, An, Anh, At, Bal, Bahl, Bahn, Behn, Das, Dur, Et, Eyn, Had, Has, Ja, Kahn, Kat, Kehn, Keht, La, Lahn, Ma, Maz, Naj, Naz, Rehn, Roh, Sa, Sahn, Sek, Sekh, Set, Sil, Tar, Tas, Ull, Uz, Veht, Yah, Yas, Yeht, Zah, Zhah,

Tribal Names: Bukhari, Foha, Madrah, Makha, Nazira, Okar, Raza, Silmani, Sohar, Yohada, Zahari

DWARVEN NAMES

The dwarves of Rhul typically have short, simple first names, rarely longer than two syllables. With male names, at least one syllable will be hard. Their surnames fall into one of two categories. Some of these are descriptive, adopted by the individual (or one of their ancestors) to portray their style or record their fame. However, more traditional individuals adopt the name of their clan. Optionally, they use the conjunction 'of' to connect their first names and clan names; for example, Tholrick of Sigmur rather than Tholrick Sigmur.

Sample First Names (male): Admon, Arlack, Barl, Bartan, Bindar, Brogan, Bulin, Decklin, Dragar, Dunarl, Durg, Durke, Ecken, Freitag, Galtar, Gamack, Gerhard, Gidrick, Golrick, Gornock, Gruhn, Guvul, Havelock, Hedwig, Herne, Holdur, Jaldun, Jurg, Kalmon, Lossock, Redgar, Theldor, Tholrick, Thorne

Sample First Names (female): Anlost, Bredine, Brunev, Cathro, Celath, Crelyth, Crieda, Darlave, Dira, Garline, Gedine, Geduve, Girta, Gorina, Heleth, Hiln, Magrat, Marba, Mendine, Nollos, Sartine, Torlith, Uhlith, Ulave, Vetta

Sample Surnames: Belgre, Blackheel, Blackitt, Darrow, Dolgren, Domack, Dorgun, Durkin, Fortros, Gherke, Hardwick, Icehold, Lugro, Netweaver, Olghrd, Oreblood, Redhammer, Rothrock, Serric, Sigmur, Softshadow, Steadfast, Stoneground, Torgun, Urdro, Whitnack, Wroughthammer

ELVEN NAMES

Iosans and Nyss share the same root culture and language and thus there is a strong resemblance between the names found within each ethnicity. The

language of the Nyss is closer to the archaic form of Iosan; they typically use 'y' or 'ae' in place of 'i' in naming (so that Asir becomes Asyr, Breir becomes Breyr, Rissill becomes Ryssyll and so forth).

Sample First Names (male): Alcyr, Avross, Bres, Callael, Callis, Cinsyr, Cyvross, Erryll, Felcyr, Glyssor, Gossyr, Laconfir, Lani (Lanae in Nyss), Lissor, Neriwhen, Pelyth, Rillis, Sarlos, Shas, Thale, Tryiss, Tylth, Vyros, Vystral

Sample First Names (female): Aesha, Alyssa, Caelyth, Cytys, Dahlia, Edrea, Falcir, Feen, Gaelyr, Hellith, Lorimir, Lothwyn, Meryll, Miir, Renyll, Sacyl, Shael, Sillith, Tanyr, Tathir, Tenae, Velwhin, Veryth, Ystith

Sample Surnames: Alcyan, Asir, Breir, Ellowuyr, Ferryll, Graccys, Hallyr, Heryllith, Larisar, Lloryr, Luynmyr, Lyorys, Menellyth, Raefyll, Reyvrese, Ryssyll, Syvas, Vrir, Waelyn, Wyldiss, Wyllothy

GOBLIN NAMES

Rather than having a first name and a surname like most other races, goblins have sole but compounded names explaining how they fit into society. The first syllable or two is personal and distinctive; what a human might understand as being a first name, and their names are often truncated to the first syllable or two (sometimes three) after introductions have been made. Most gobbers tend to oblige the other races by allowing them to address them this way, but among others of their kind this is considered informal and only suitable for kin and close friends.

Following their "first name," or *iplikat* in Gobberish, the next one or two syllables are their mother's *iplikat*, followed by the father's *iplikat*, and then the remainder—which a goblin typically earns during adolescence—identifies such things as their skills, their place in goblin society, their caste and profession, or hopes for their future accomplishments. In bogrin society, names are sometimes extended by adding intimidating adjectives to describe their prowess or standing within their kriel, such as "the Fierce" or "Bowel Biter."

Many adjectives in Gobberish are double entendres, making it easy for left-handed compliments or accidental insults by using them in the wrong context. The most common means of insult is to distort the intended meaning of a name into a negative connotation, usually

by stressing the wrong syllable. Other races, humans especially, are guilty, often unknowingly, of such abuse. In fact, multiple meanings are exacerbated by regional variations: a bogger from the Scharde Islands, a swamp gobber in Cygnar, and a gobber from the Khadoran taiga all interpret the same name rather differently. For example, Endarenmoanoanheg could be interpreted as "Enda, daughter of Ren and Mo, skillful toolmaker" or "Enda, daughter of Ren and Mo, weak old crone."

As a side note, some goblin names seem to have been influenced by trollkin names, likely due to proximity, occasionally using Molgur-Trul descriptors.

Sample Full Names (male): Bertulakuggamulak "Bert", Bollomvorgobalt "Boll", Borkanhekkanakan "Bork", Gorkanhorkagganol "Gork", Gortalakanomok "Gort", Hoggarakanaggananen "Hog", Monatralokoranuman "Mon", Poggolagulobaltulon "Pog", Tikalagunahunaken "Tik", Tokalagunagganek "Tok", Vogaragekanokon "Vog", Zhagganazomok "Zhag"

Sample Full Names (female): Agghianothakanen "Aggie", Belendaranhekkameleg "Bel", Katrenadaramunrel "Kat", Marigekalanemun "Mari", Megrendaggananeg "Meg", Selegrendargamun "Sele", Terewikkadarheleg "Tere", Walurenmogrelag "Walu"

If a player wishes to build a goblin name from scratch, some helpful names and forty descriptors are listed below. Choose the appropriate gender's first name, or *iplikat*, for the character, followed by the mother's *iplikat*, then the father's, and then one or two descriptors. The sample descriptors below are used by both genders. In general, male names use 'k' instead of 'g' in their descriptors, while female names use the feminine form, which often uses 'g' rather than 'k'. If the last syllable of a goblin's name ends in a vowel, they usually add a consonant such as 'g', 'k', 'n', or 'm' simply to lend the name a sense of finality.

Sample Personal Names (male): Ad, Ant, Az, Boll, Bert, Bork, Dag, Dar, Gek, Gork, Gort, Gul, Gun, Hek, Hok, Kanh, Kug, Lan, Lok, Mo, Mog, Nat, Nun, Ork, Oz, Pok, Poon, Rak, Ranh, Tak, Thak, Tok, Tot, Tun, Tur, Un, Vog, Vorg, Zhag

Sample Personal Names (female): Agghi, Ala, Anh, Ano, Ara, Atra, Bel, Da, Dar, Enda, Gan, Gara, Geka, Gola, Gomm, Gren, Grend, Kat, Lom, Mari, Meg, Nan, Rala, Ren, Sele, Tere, Ugga, Ula, Vel, Walu, Wikka

Goblin Sample Descriptors Translation (w/ Double Entendre)

ag, ak	untouchable, noisy or annoying
agen, aken	tough, stubborn
aggan, akkan	bloodthirsty, gullible
ahun	always ready, lascivious or sadistic
alog, alok	wise or clever, meek
amun	skilled camouflager, unimportant
aneg, anek	ferocious, irrational and gluttonous
anen	stealthy, nervous or insecure
anheg, anhek	toolmaker, old and senile
ano	adept or nimble, weak
arag, arak	powerful, smells horrible
atol	good friend, leader in battle
dara	healthy or long-lived, conservative
egga, ekka	radiant, manic
eleg, elek	precise, pretty and delicate
emun	efficient, aggressive
gamun	quiet and withdrawn, maniacal
gana	exceptional, obese
gar	fish, provider
garda	bold, uncouth and vulgar
gekan	craftsman or artist, fickle
heleg, helek	heroic, domineering
holdt	cave or hole, fortress
kam	dexterous, cowardly
kan	sly, unreliable
ken	sharp blade, warrior
meleg, melek	restrained, maudlin and morbid
obalt	prankster, hardhearted
omog, omok	animal friend, good cook
ona	healer or brewer, eccentric
onan	strong, loner
oran	distinguished, strange
ralog, ralok	clever and creative, impractical
rel	observant, quiet and passive
uladar	innovative, cheater
ulag, ulak	intense, aloof
ulug, uluk	insatiable, unstoppable
uman	faithful and determined, fanatical
uren	dreamer, sickly
vi	shrewd, scavenger

OGRUN NAMES

Although most ogrun have two names, many mature ogrun have three. The second name indicates their family; some wandering ogrun have been known to drop this or even adopt a descriptive name in its place. Female names tend to contain softer vowel sounds than their male counterparts. When they swear to a korune, ogrun typically adopt their korune's name as an extra surname, using it as a mark of pride in their allegiance. This third name is normally only used as part of formal introductions or ceremonies.

Sample First Names (male): Borok, Bosh, Dunuk, Gantak, Gorgol, Gorlu, Kuluk, Kogul, Lagdor, Lorgrul, Monon, Natak, Oknot, Tokol, Tuluk, Zorok

Sample First Names (female): Bekken, Beleg, Dekri, Garka, Ilka, Jessen, Kelen, Kinik, Krishka, Rengan, Rilik, Tilka, Torin, Vilin

Sample Surnames: Ammok, Assag, Berok, Hammerhand, Hedlok, Halghat, Ironbiter, Ironside, Korsuk, Kulghat, Longspear, Nokter, Oakknee, Skullsplitter, Stonehand, Strongarm, Thagrosh, Thologhat, Turnok, Urgark, Warbiter

TROLLKIN NAMES

Trollkin take great pride in their lineage, but rather than extend their names as goblins do they memorize family trees. For matters of ceremony, trollkin introduce themselves by reciting this full lineage. In human society, trollkin may use the name of their kith or kriel as a surname; others have adopted descriptive names.

Sample First Names (male): Balasar, Bendek, Ganthak, Gargosh, Gerlak, Grindar, Holdar, Horluk, Jonhot, Jostan, Kolor, Korlar, Masdun, Stershan, Tassar, Termen

Sample First Names (female): Brolas, Harthreen, Jata, Jennan, Jussika, Lassan, Masalass, Mossan, Niolor, Nossan, Olos, Rossan, Sollisa, Sossamon, Vasalor, Vates, Vessos, Vialoss

Sample Surnames: Bloodborn, Bloodbreath, Boomhowler, Delleb, Dogalus, Doomspeaker, Firetongue, Goodhammer, Gormas, Hoagbarth, Kavkalash, Lorgash, Lugosh, Slaughterborn, Surfborn, Stonehide, Toborg, Tumbrog

TABLE 1-3: RANDOM STARTING AGES

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

TABLE 1-4: EFFECTS OF AGE

Race	Middle Age*	Old**	Venerable***	Maximum Age
Dwarf	60	90	120	+5d10
Elf (Iosan)	110	165	220	+d100
Elf (Nyss)	135	203	270	+8d20
Goblin	25	38	50	+3d10
Half-Elf	50	75	100	+4d10
Human	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

A BRIEF SURVEY OF LINGUISTICS

A wide variety of interesting languages have emerged from the lands of western Immoren. In addition to the living languages, scholars dispute the number of known dead languages—languages that are no longer spoken and are learned primarily by scholars or clergy for the study of ancient documents. While all scholars agree that Caspian, Dohl-Rhul, Khurzic, and Orgoth are dead

languages (see Table 1-5 for more details), some argue that Quor should also be added to this list. This has led to many heated debates since it is also well accepted among linguists that the languages spoken by bog trogs and gatomen are dialects of Quor. These linguists argue that if there are living dialects of the language, that the mother language is still alive as well.

TABLE 1-5: DEAD LANGUAGES

Language	Alphabet	Notes
Caspian	Caspian	Root of Cygnaran, widely used in religious and historical research
Dohl-Rhul	Rhulic & Rhul-Runic	Root of Rhulic
Khurizic*	Khadoran	Primarily used by Khadoran scholars and the Menite clergy
Orgoth	Orgoth	Presumably the living language of the Orgoth empire, only used by Orgoth researchers in western Immoren

* Formerly Khard (*LE&L:CP*)

As both the official language of Cygnar and the primary trade tongue used by merchants and travelers throughout the Iron Kingdoms, Cygnaran is by far the most widely spoken language in western Immoren. The languages of the other kingdoms—Khadoran, Llaelese, Ordic, Rhulic, and Shyr—are also quite prevalent, especially within their native provinces. As expected, a number of subfamily languages are interspersed amid the various language families, and the most popular of these are listed below their base language.

Dialect Difficulties: Dialects have a difficulty rating of +1 to +4. The rating has several purposes. First, it indicates the standard DC penalty to Listen checks for a listener unfamiliar with the dialect. This check must be made any time a listener is trying to understand something spoken using the dialect. Many times it is also difficult to read the writings of people who are used to speaking in a dialect. They might apply idiomatic expressions and corrupted spellings, and in such cases, the reader must make an Intelligence check (DC 10 + dialect DC modifier) to correctly interpret the writings. In the case of spellbooks and scrolls written in various dialects, the dialect DC modifier is added to the Spellcraft check to decipher the magical writing. Finally, the DC modifier indicates how long it takes to become familiar with the dialect. Acclimation takes one week of frequent exposure for every +1 of the dialect's difficulty rating. During acclimation the DC penalty decreases by one point per week. When the penalty is reduced to zero, the character has become familiar with the dialect.

OTHER LANGUAGES

In addition to the common language families of the human countries, Ios, and Rhul, a great many

other tongues are spoken throughout western Immoren. Some of these quite obscure dialects are listed below. Unless indicated otherwise, they all require one rank in Speak Language to learn to speak and write.

Dreggi: The horrid speech of the dregg (MN1, pp. 58–59) is composed mainly

of strange sucking and clicking noises made with the tongue in the back of the throat, occasionally punctuated by odd chortles and sibilant hisses. While it might be possible for a human to learn their speech (3 ranks in Speak Language), the horrors to be endured during this study would drive even the sanest student over the brink. It is currently unknown whether or not a written form of Dreggi exists.

Farrow: An odd derivative of Caspian, the farrow language is part pidgin Caspian, part porcine squeals and grunts. Surprisingly, the bestial farrow (MN1, pp. 68–69) have a simple written version of their language that uses the Caspian alphabet. This further reinforces the belief held by many scholars that farrow were once men who were warped by cruel magical experiments into the bestial creatures they are today.

Infernal (Nokiri): The Infernal language, known also as Nokiri, has been studied extensively by infernalists and exhaustively documented by members of the Infernal Archive. This language is believed to be unique to the members of the Nonokrion Order (MN1, pp. 102–113, 234–235), but it is possible that their tongue is merely a dialect of a wider Infernal language. Indeed, signs indicate that the written glyphs employed by the Nonokrion Order are not exclusive to that group. Nokiri is not an entirely difficult language to learn; however, its obscurity makes it necessary to have a decent collection of Infernal lore at hand to even begin studying it (the equivalent of a +1 Tome of Infernal Lore, see MN1, pp. 210–211 for details).

Quor: Dialects of this odd language are shared by both the bog trog (MN1, pp. 18–19) and the gartormen

TABLE 1-6: LIVING LANGUAGES

Language [Difficulty]	Notes	Alphabet
Aeric (obscure)	Language of the Nyss	Aeric
Cygnaran	The primary human trade language	Caspian
Five Cant [3]	Originated in Five Fingers; used by pirates and criminal types throughout the kingdoms	Caspian
Scharde Tongue [4]	Dialect of the Scharde Islands and Cryx	Caspian
Sulese [1]	Official language of the Protectorate of Menoth	Caspian
Swampie [3]	Dialect used by swampies and river folk of Cygnar	Caspian
Idrian	Spoken by many Idrian nomads	Idrian
Khadoran	Language of Khador	Khadoran
Khurzic [2]	A dialect spoken by some Khards and Umbreans and a few Kossites	Molgur
Urnyak [3]	Still spoken by many Skirov	Molgur
Llaelese	Language of Llael	Caspian
Molgur	Human barbarian tribes, goblins, ogrun, and trolls	Molgur
Gobberish [4]	Goblin tribes	Molgur
Molgur-Og [1]	Ogrun communities	Molgur
Molgur-Trul [2]	Trollkin communities	Molgur
Ordic	Humans of Ord	Caspian
High Tordoris [1]	Spoken by some High Tordorans	Caspian
Rhulic*	Dwarves of Rhul	Rhulic & Rhul-Runic
Miner Rhulic [1]	Dwarven miners in kingdoms outside of Rhul	Rhulic & Rhul-Runic
Shyr*	Elves of Ios	Shyric
Skorne (obscure)	Skorne of the Bloodstone Marches	Skorne
Telgesch (obscure)	Clerics and scholars of Tamar	Telgesch Glyphs
Tkra (obscure)	Lord Toruk and his top servitors in Cryx	Tkra

*Both Rhulic and Shyr are complex languages. Rhulic requires one rank in Speak Language for the spoken language and an additional rank for the written language. Shyr requires two ranks for the spoken language and one for the written form.

(See MN1, pp. 74–75). The dialects are similar enough that the two races can communicate. There is no written form of this language. Quor-Og [3] is the bog trog dialect, while Quor-Gar [2] is the gatorman dialect. Interestingly, it is obvious that both dialects are derived from the mother tongue Quor, but Quor appears to be a dead language.

Saelaan: This is the obscure language of fey and grymkin, primarily based on the odd utterances made by captured folk of such races. Aside from the knowledge of its existence, Saelaan is completely unknown to outsiders. A written form of this language, composed of near incomprehensible glyph-like symbols, does apparently exist, but most knowledge of this language is vague (requires the equivalent of a +3 Tome of Grymkin Lore to learn to speak Saelaan, see MN1, pp. 210–211 for details).

Satysi: The language of the Satys (see MN1, pp. 148–149) has a fluid, flowing sound. It is almost as pleasant to the ear as the Satys are to the eye, and it, like their beauty, belies their hard warrior spirits and brutal fighting efficiency. Satysi uses its own alphabet—also known as Satysi—though it shares some interesting commonalities with Caspian.

Tharn: An almost unrecognizable blending of Khurzic and Molgur, the Tharn language is guttural, full of hard consonants and seemingly only a few, sparsely used vowels. The Tharn (MN1, pp. 166–167) do not appear to have a written form of their language; instead they seem to have a strong oral tradition for maintaining tribal lore and family histories.

Thrallspeak: This harsh, grating language is almost impossible for a human to mimic (requires 4 ranks in Speak Language to master). Used by the more advanced thralls to issue orders to others, all thralls (MN1, pp. 170–175) seem to have an innate understanding of this language at their creation. There is no known written form of this language.

Zunus: This odd language was brought back from the continent of Zu by the renowned Captain Wexbourne (see pg. 17). Scholars in Caspia have been busily studying artifacts and attempting to learn the language through interaction with natives who occasionally visit Cygnar from across the seas. The written form of Zunus makes use of a large number of highly-ornate pictographs and requires a bit more time and effort to learn (a second rank in Speak Language is required to learn the written form of Zunus).

◀ STATE OF AFFAIRS ▶

The Corvis Treaties are no longer worth the parchment they are penned upon. In short, my noble fellows, peacetime is over. The Iron Kingdoms are balanced on the edge of a knife. They stand at the outer limits of a maelstrom that threatens to wash over them and leave everything in ruin. Cygnar must do whatever we can to stave off this onslaught. We must act now.

—Warmaster General Olson Turpin (male Midlunder Ftr10/Exp6), speaking before King Leto Raelthorne and the Royal Assembly, Malleus 6th, Solesh 604 A.R.

Western Immoren is generally perceived as the region west of the enormous barrens called the Bloodstone Marches. The nations of this part of the continent include the self-styled “Iron Kingdoms” of humanity—Cygnar, Khador, Ord, and Llael—along with the Protectorate of Menoth, once part of Cygnar, the blighted Scharde Islands, the elven kingdom of Ios, and the dwarven republic of Rhul. The Iron Kingdoms are those nations that had diplomats present at the signing of the Corvis Treaties in 202 A.R. and are commonly considered the ones who freed Immoren from long years of Orgoth oppression. These were the lands whose bulk was occupied by the Orgoth and whose ethnicities had been lorded over and often persecuted. At the signing of the treaties, the diplomats divided the realm into territories, each to be governed by their respective monarchs.

For some time after the Corvis Treaties, all was well. There was peace in the land as the different kingdoms focused on restoration. Buildings were rebuilt, roads were repaired, and the lands were re-settled by a people eager to establish themselves once more as lords of their domains. Governments were re-established, as each of the Iron Kingdoms was free to resume rule, and in general there was a return to monarchy. Kings were drawn out from the noble bloodlines, which was not a smoothgoing course of action in a nation such as Khador where great princes surfaced in the hundreds to contend for the rule of the Motherland. However, in time, everything was settled and each kingdom did its best to establish new and peaceful countries.

Peace, of course, is a fleeting thing.

Every nation suffers tension, both internally and externally. Utopian society is ideal, but nothing more. It is the nature of things to cleave to the path of discord, just as the lone wayfarer at dusk takes the rockier, more treacherous path, believing it a shortcut to his home. But, in truth, it is rife with unknown obstacles that will impede his every step, which in due time makes him wish for the longer way, but for the knowledge it is much too late to turn back.

—Warmaster General Olson Turpin, before the Royal Assembly



ONGOING OR IMPENDING CONFLICTS

In recent years, western Immoren has become increasingly engaged in a time of mounting conflict. Enmity has brewed for some time between particular nations and the regularity of skirmishes breaking out throughout the kingdoms is on the rise. These days, every nation keeps a close vigil on its borders, watching

and waiting for the next conflict, sending forth agents to root out enemy spies, bolstering their border fortresses with more garrisons, and mechanizing in any way possible, most especially in the arena of warfare. It is indeed a lucrative time for mercenaries and adventurers, especially those daring few with rare talents willing to place themselves at risk for king, for country, or for their

own gain—let's face it, the latter's what most mercenaries and adventurers risk life and limb for anyhow.

The common folk of western Immoren are in a state of apprehension. They realize the world is precariously balanced on the brink of war; some of them may have already lost loved ones to hostile encounters and the like. The presence of the military is on the rise and more young men are being urged to enlist, or are being conscripted into service, every day. Travel is becoming more difficult, the prices of goods are on the rise, taxes are mounting, races are becoming more isolated, pollution is increasing, and magic is a thing to be feared and regulated. Disparity between classes, even races, is becoming more evident than ever before, as luxuries are only available to a privileged few. Most of the time, the mood in western Immoren is desperate. War and oppression looms on the horizon. For players to fully experience the mood of the Iron Kingdoms, a DM should make an effort to describe common folk as

Neutral: No feelings one way or the other.

Tense: These forces do not prefer each other's company by any stretch and typically find their policies and practices objectionable.

Hostile: These forces oppose one another's policies and practices. Animosity is evident between them; blood has been shed on both sides and inevitably will be shed again.

Unknown: There is simply not enough known about the relationship between these forces. Both sides are at a loss as to how the other feels about its policies and practices.

CYGNAR

In the minds of those who matter, Cygnar is a golden realm. Its progress is lively, its people are spirited, and its dominion is divine. Such as it is, leaders of the world should expect Cygnar to have an endless stream of

TABLE 1-7: POLITICAL RELATIONSHIPS BETWEEN KINGDOMS/ORGANIZATIONS

	Cygnar	Khador	Protectorate	Llael	Ord	Ios	Rhul	Cryx	Skorne
Cygnar	N/A	Hostile	Hostile	Allies	Friendly+	Neutral	Friendly	Hostile	Hostile
Khador	Hostile	N/A	Tense	Tense+	Tense	Neutral	Tense	Hostile	Unknown
Protectorate	Hostile	Tense	N/A	Tense	Tense	Tense	Tense	Hostile	Unknown
Llael	Allies	Tense+	Tense	N/A	Neutral	Tense	Friendly	Hostile	Unknown
Ord	Friendly+	Tense	Tense	Neutral	N/A	Neutral	Neutral	Hostile	Unknown
Ios	Neutral	Neutral	Tense	Tense	Neutral	N/A	Neutral+	Hostile	Unknown
Rhul	Friendly	Tense	Tense	Friendly	Neutral	Neutral+	N/A	Hostile	Unknown
Cryx	Hostile	Hostile	Hostile	Hostile	Hostile	Hostile	Hostile	N/A	Unknown
Skorne	Hostile	Unknown	Unknown	Unknown	Unknown	Unknown	Unknown	Unknown	N/A

+ (acute enough to nearly move into the next more antagonistic status)

apprehensive, fearful, dejected, weary, hungry, or any mixture of these traits.

Allies: These forces have made official declarations to support one another. Treaties exist on paper formalizing their relationship, and one will come to the aid of the other if it is threatened by outside forces.

Friendly: Sympathetic and supportive to one another. However, this force may or may not involve itself in hostilities to lend aid to the other.

friends, and few enemies—in theory, of course. The truth of the matter is that whenever one attains life's summit, there are plenty of antagonists primed and ready to batter one down. Cygnar is far from the exception.

For generations, blood has been shed on both sides of what has been an ongoing tension between Cygnar and Khador. Very little affection for the other can be found in either country. Khador has long felt slighted by the "treacherous south" as they call it, convinced

they were duped at the signing of the Corvis Treaties centuries ago. Cygnarans with political interests, of course, call this rubbish. To them, it is merely another deplorable tactic by the Khadoran regime to justify their overt and aggressive expansionism, evidenced by the increase of heated border disputes in recent years, as well as the confiscation, interrogation, and uncalled-for persecution of Cygnaran traders by Khadoran troops.

Aside from northern aggression, Cygnarans in-the-know realize they're in a tight spot with their eastern neighbor, as well. In 484 A.R., the end of the Cygnaran Civil War made the Black River into a theological as well as geological divide. The Protectorate of Menoth's theocracy is based on the teachings of its god and, despite treaties that have stood for 120 years, those in charge adamantly feel that Cygnar remains their enemy. They blanket their true motivations as a matter of religion rather than politics, but Protectorate leaders are not acute in the art of subterfuge. Their violation of several treaty agreements—not least of which is the martialing of a full scale military force they classify as “church security”—are obvious to the Cygnaran Royal Assembly; yet, in the interest of a lasting peace, King Leto has maintained his stance at trying for a diplomatic resolution. Still, rumors of an orchestrated crusade are buzzing. Indeed, in some cases, recent deliberations have incited riots on both sides of the river in Caspia, especially due to the orations of a mysterious prophet called the Harbinger. It seems the zealots are literally bubbling over with eagerness to display their devotion to their deity.

Looming in the west, the nightmare island nation of Cryx continues to boldly harass the mainland, as it has for centuries, and Cygnar has been its target more than any other kingdom due to proximity more than partiality. Hordes of depraved pirates and undead thralls under the sway of Lord Toruk and his Lich Lords have tarnished the Jewel of the Iron Kingdoms with their misdeeds and violence. This has been a constant, and a change does not seem on the horizon.

Since the dawn of man's history, the Bloodstone Marches have been considered an impassable barrier. Most inhabitants of the west didn't believe there were any resources of note in that direction, their limited explorations finding little more than monstrous terrors

among those endless dunes and desolate lava fields. Recently, this attitude has been shaken in Cygnar by encounters with the Skorne, a mysterious and violent race that dwells somewhere beyond the eastern horizon, within or perhaps beyond the Marches.

The elves of Ios remain neutral, but there is something beneath the surface, something brewing, though the Crown does not know what to make of it. Rarely do the Iosans send diplomats to parley with the Cygnaran Royal Assembly, despite numerous requests to extend relations into new ground. In the main, the Iosans seem to want nothing to do with outsiders, and any elves that make forays into the outer kingdoms such as Cygnar are more close-mouthed exiles than ambassadors. Little progress has been made here in many years.

KHADOR

No one argues that Khador is a dominant nation and always has been. During the current Vanar dynasty, the political elite within Khador have become concerned by the growing assertiveness of the other nations around them. Through the employment of nationalist ideals by the Vanars, a social mobilization against “the south” has been in effect for the past sixty years.

Bound in their traditions, Khadorans are a conservative people who see the liberal indulgences of Cygnar and its puppet kingdoms of Llael and Ord as inherent weaknesses. The majority perceives Cygnar as a soft nation filled with soft people who mock the Motherland. Khadorans are not to be mocked. They are a superior people after all, with a common cultural history—that of the Khardic Empire. With a centralized monarchy that is stronger than ever before, Khador is primed and ready to display its superiority to the world at large. So, in the past year (604 A.R.), Khador and Cygnar have begun clashing throughout the borderlands and several hundred soldiers have fallen on both sides. It is just a matter of time before war is officially declared.

Aside from its designs to engulf the south lands, the monarchy of Khador is on less than glowing terms with Cryx. The dark island empire of the great Dragonfather, Lord Toruk, has plagued Khadoran coastal communities for generations. Despite stiff resistance, Cryxian raids are on the rise, and almost every Khadoran community within fifty miles of the

shore has fortified itself with watchtowers and stone walls or, at the very least, patrols and sturdy stockades.

This is also true of the lands to the east where, in the deep vales or upon the rocky mountainsides, hordes of monsters, ogrun, or dwarves can come raiding on any given day. Relations between Khador and Rhul are tense, as they have always been, even before the days of the Orgoth. Many Khadorans feel that the dwarves and their ogrun allies are still vexed by the many furious battles that took place at Hellspass centuries ago. Dwarves have long memories, it is said.

Khador and the Protectorate of Menoth had supported one another in the past due to their connection of religious conviction—a considerable number of Menites inhabit Khador—and an enmity for all things Cygnaran. Khador's minority Old Faith has gone so far in the past as to aid the Protectorate in violating their established treaties with Cygnar, secretly smuggling vast amounts of weaponry partway down the Black River and through the Bloodstone Marches. Some moves of late by the Vanars have changed things. Recent events taking place away from the common observer have led to irreconcilable differences between these two countries—to Khador, the Protectorate has outgrown their usefulness and, to the Protectorate, Khador has been deceitful and treacherous. It seems the rift between the leaders of these two countries has lately become as wide as the division between Cygnar and Cryx. Any common ground shared by the faiths of their peoples has been swallowed by a chasm and is most likely never to be walked upon again.

The current regime is just short of outright declaring an emphasis of nationalism over religion, and as it happens, the abolition of serfdom and the subsequent decline of feudalism with the rise of the kayazy class have the peasantry feeling more strained than ever. Many of them live in a state of squalor throughout the cities and townships, working their fingers to the bone; yet they are sold upon the notion of manifest destiny, believing the fate of their great nation is to reclaim the glory of its storied history. In spite of such harsh conditions, most Khadorans would rasp "For the Motherland!" with their dying breath if it came to it.

Llael

Llael subsists on political maneuvering, the ability to broker deals, and an influx of trade levies rather

than through strength of arms. Overshadowed by the military power of other nations, Llael was nearly obliterated by Khador in the Border Wars three centuries prior, which initiated a long tradition of intervention by Cygnar to curtail western aggression. Llael and Cygnar became formal allies in 313 A.R. and, to this day, the latter stations a small number of troops in Llael, regarding it as a crucial conduit to interests along the Black River.

Conflict along the Llaelese-Khadoran border had been quiet for generations, but in the past year, occasional raids have turned to overt aggression, primarily in the form of mercenary skirmishes on both sides of the border. War has not been formally declared, and the Khadoran capital claims these attacks are unsanctioned and led by eastern rebel groups (likely of Umbrean descent), but no one puts much stake into these statements. Cygnar has roughly a thousand soldiers spread out along the western Llaelese border, which the Llaelese Prime Minister seems content to rely upon; in fact, he has done little to increase recruiting or spending in Llael. This complacent attitude is criticized by many speakers within the Council of Nobles, who fear Cygnar may pull out and leave the kingdom to its own devices. Indeed, it is known that little love exists between King Leto and their Prime Minister. For now, however, Lord Glabryn has made little effort to officially bolster the kingdom's western defense.

Elsewhere, Llael is on friendly relations with the dwarves of Rhul, although the tariffs they place on river trade leave some dwarven merchants a bit sour. Although Rhul also enjoys unfettered trade with the south, it would never put itself in danger to defend Llael if it were attacked. Indeed, some dwarves surmise that Khador might actually tax them less.

Until recent decades, Llael had tenuous trade arrangements with Ios, serving as middlemen and brokers for the trickle of trade emerging from the elven realm. However, the eastern kingdom has closed itself off entirely and no longer answers polite queries or requests for emissaries. There has been no sign of threat thus far from the elves, yet most Llaelese are quite apprehensive by this silence from their eastern neighbor.

ORD

Ord has a proud military tradition, and its citizens are known to be capable on both land and sea. Still, they are forced to tolerate the constant threat of aggression from Khador. Their northern border is well fortified, and the city of Midfast has a legendary reputation for resisting siege, but this is of small comfort to those living between the two major modern powers, Cygnar and Khador. The army of Ord is tenacious and well supported, but they are greatly outnumbered, and the resources of their kingdom cannot compete with the north. Their navy is respected, but would avail them little were Khador to press them by land.

Despite such a threat, the kings of Ord have long been stubborn, and its castellans value their independence. They have refused to formally ally even with Cygnar, although the two kingdoms are on friendly terms. King Baird II, "the Baird," is confident in his ability to stand alone, and knows that, if required, Cygnar will come to his aid. In truth, the Ordic leaders hope to stay clear of any war between the two great powers, but some political realists tag those who think a goal of neutrality is viable as "delusionist fools."

Aside from political threats, one of Ord's adversaries on the sea lanes is a commercial one. Steam power and mechanika have made a profound impact on ocean navigation in recent years, and the Cygnaran-based Mercarian League has enticed all manner of explorers to risk death for riches and glory. Ord is in competition with the Mercarian League to establish new trade routes to the shores of Zu, believing that the southern continent is the key to recognition, resources, and power. The League, of course, feels much the same, and ships have engaged in fierce naval battles of late—incidents that are straining some relations between Ord and Cygnar.

Yet another obstacle to ocean dominance is the island of Cryx and its fleet of deadly vessels. Although Cygnar has more shoreline to defend and is a closer target, Cryxian raiders are just as troublesome to the coastal villages of Ord. Nonetheless, the relationship between Cryx and Ord is more complicated than it seems on the surface. Five Fingers remains the single key point of entry for smuggled Cryxian goods onto the mainland and is also their only "safe" port of call for other endeavors. Some people believe the Ordic Navy does not chase the Cryxians away from Five Fingers

on specific orders, and that furtive compromises have been made between the Ordic rulers and the dragon king, Lord Toruk.

PROTECTORATE OF MENOOTH

Garrick Voyle may be an overly ambitious fanatic, but he is no fool. He is well aware of the tenuous security of his kingdom and their unfortunate ties to Cygnar. The population of his lands is smaller even than Llael and occupies far meaner territory. Nonetheless, the Hierarch firmly believes he is guided by divine providence and that he is destined to retake the hearts and minds of the Iron Kingdoms for Menoth.

Khador was once a crucial part of the Hierarch's plan, but their clandestine methods of assistance in the arming of the Protectorate have recently ceased. Millions of Menites—the so-called Old Faith—inhabit Khador, yet it appears some sort of great upset has taken place. Recent decrees handed down by Queen Vanar herself have denied emissaries and aid to the Menites of the Protectorate, creating much tension between the two countries. All the Hierarch knows is that the Khadoran regime has all but severed any diplomatic ties, and rumor has it that Khadoran troops have put a stop to the various smuggling operations that have provided the Protectorate with arms, armor, and warjacks. This much displeases the Hierarch. It is only a matter of time before he makes his displeasure known.

Despite the stoppage of secret trade from the north, the Protectorate has been arming itself at a breakneck pace. These enormous changes in recent decades have given teeth and claws back to a kingdom left defenseless at the end of the Civil War. As their military strength grows, the Hierarch's forces have become increasingly brazen in defying Cygnaran law, lately withholding promised taxes, stationing armed guards atop the walls of Sul, and charging fanatics eager for blood to patrol the borderlands.

King Leto and his Royal Assembly realize the pressure is building and that his authority is being challenged. It is perhaps a weakness of his conscience, but he seems to desire a non-violent resolution through politics. Emissaries from Imer attend these discussions diligently and pretend to consider the offers put before them, but they are only stalling for time. It is vital to the Protectorate that King Leto does not attack

them before they are ready. The Hierarch was, in fact, quite disappointed to see Vinter Raelthorne and his Skorne invaders pushed back into the Marches, as he had hoped the invasion would work to his advantage.

The Protectorate has little contact or concern for the other kingdoms. They believe their time of reckoning will come in due course. There are some Menites in both Ord and Llael, but not enough to make much of a difference. Even so, should Cygnar fall, these kingdoms are next on the agenda to be brought into the fold. Cryx is more of a concern, and there have been occasional probing attacks by Lord Toruk on Protectorate shores. For the most part however, the Cygnaran Navy serves as an adequate buffer and keeps most of the nightmare hordes away. Still, there is no question the minions of Cryx are an abomination to Menoth, and they, too, will be dealt with in time.

CRYX

Cryx has no need of foreign policy or ambassadors, for there is nothing that any of the people of the mainland have to offer them other than fresh bodies and the spoils of war. Nonetheless, there are still living merchants, smugglers, and pirates in the cities of the empire, and they can be persuaded to seek profit instead of death and respect strength when it is shown. Tenuous arrangements have been made with a number of black markets in the mainland, particularly in certain port cities like Five Fingers and, under false colors, Cryxian vessels covertly land at other ports, as well. There is always business to be conducted in such places, but only with those willing to take their goods with no questions asked. Information is another commodity valued by Lord Toruk, and he requires living agents on the mainland to stay informed at all times.

Some mainlanders have become complacent about Cryx over the years, thinking them only a threat to those who travel the risky western seaboard. However, it is clear among certain circles that Lord Toruk desires to expand his empire, and will not rest until all within his grasp serve him. He is a patient and seemingly immortal entity and a few centuries more or less while he crafts his plans are meaningless. Lord Toruk knows that he is one of the few forces that could unite the human lands if he were to show his hand too soon. Therefore, he seeks to attack at a moment

of distraction, when pickings are ripe and reprisal unlikely. It may also be that he is wary of the lesser dragons of the mainland, said to be watching for him. Certainly it is no coincidence that Blighterghast has chosen to dwell in the southern Wyrnwall atop one of the highest peaks—a perfect vantage for observing the movements of his creator.

In the meantime, the western shores are an excellent proving ground, and the piracy of the shipping lanes continues to bring gold and flesh into the island empire's treasury. Toruk's fleet grows in size, and each recovered body reinforces the Cryxian army. Few mainlanders have any clue as to the fleet's actual size, scattered as it is among numerous hidden coves and island strongholds. Lord Toruk has prepared his Lich Lords well, and they are more than capable of executing his plans while Toruk guides them from afar. Eventually, the Dragonfather hopes to spread his blighted shadow across Cygnar and the mighty Wyrnwall, and from there, all of Immoren.

IOS

Ios is at war with no one, and has no intention of letting itself be pulled into any of the upcoming conflicts. It has problems enough of its own and has indeed closed its borders completely to all foreigners. The leaders in Shyrr have decided that too many clues of their weakness have already leaked into potentially hostile hands, and they resent the prying attention paid to them by their neighbors. Where they once maintained tenuous contact with Rhul, Cygnar, and Llael, they no longer tolerate outsiders. They recognize the oncoming storm of war and intend to ride it out as they have other conflicts, meanwhile focusing on internal matters.

Of great concern for the current rulership is the growth of religious schism within the kingdom, as more and more elves convert to the Seekers or Retribution sects. As the time of Scyrah's doom grows closer, the elves are increasingly agitated and looking for answers, or at least someone to blame for their problems. Paranoia is rampant, enemies are everywhere, and they have no friends. The zero hour draws near, and if they are to act against their doom, they must do so now.

The impending violence among the human powers is confirmation of their barbarity, concerned only with

grabbing as much territory as possible; hence, some elves have become active rather than insular. Those called Seekers have answered the need for action by leaving Ios in search of answers, while the militant Retribution, on the other hand, has a more radical intent; they eliminate human wizards through stealth and subterfuge. The conservatives in Ios worry that the actions of the Seekers and the Retribution will draw unwanted attention, turning human eyes and attention to the lands of Ios. The last thing they desire is war with the humans. Ios must be repaired from within, and only time will reveal answers to these problems. For now, Ios is a nation in crisis. Their borders are closed and guarded against those who seek to violate their lands (or reveal their weakness).

RHUL

In these uncertain times, it can be argued that the Rhulfolk in their mountain fortresses are the most safe and secure. It is true that there are no immediate enemies who threaten the kingdom of the dwarves, but this does not make them immune to conflict. The time of Rhulic isolation is long over, ever since they mingled their fate with humanity to help drive away the Orgoth invaders.

Although Rhul itself is not in danger, there are hundreds of thousands of dwarves who dwell in human lands, with families and clans in threatened regions. Of particular concern is the ongoing tension with Khador, as there are many dwarves dwelling there who sometimes face hostile attitudes and old prejudices. If war were to erupt between Cygnar and Khador, things would become worse, and it is possible that "Khadoran dwarves" might be targeted as collaborators and spies. Khador's queen resents the strong ties of friendship and lucrative trade between Rhul and Cygnar. There is also much history of bloodshed along the Rhul-Khador border.

Rhul is on friendly terms with Llael, but not enough that it would consider risking its security to help them. In the final analysis, they are liable to leave human fighting to humans and avoid getting drawn into the middle of it. However, should Khador assault their borders, they are prepared retaliate with great force. Otherwise, barring direct assault on their homeland, the dwarves concern themselves only with their threatened citizens in foreign lands. It is possible that the major outside conclaves could receive

military support from the Moot, but only to assist in defense; though surely some profit will be made by entrepreneurial dwarves, some of whom have become mercenaries for the highest bidder.

The Protectorate and Cryx are distant threats. The religious schism that motivates the Protectorate is difficult for Rhulfolk to understand. Cryx is known to be loathsome—like all rational peoples, Rhul stands against them when need be (which, in truth, is not often).

Ios is a larger concern, as the Stone Lords are troubled by the closing of Iosan borders. Historically, Rhul and Ios have maintained an amicable association, sharing regular (if terse) communication and even some lucrative trade—Rhul has offered Ios metals and good stone from its quarries and received fine timber in return. Now, there is nothing. The Brand of Odom's wizards have been stymied in any attempts to discern the political climate of Ios, but until the elves decide to open their doors again and parley, there is little to be done about it.

SKORNE

Little is known of this mysterious, and formerly unknown race. The Skorne, as they call themselves, are a formidable race of warriors. Their recent incursions into Cygnar were led by none other than the deposed Vinter Raelthorne the IV. As warriors, they not only proved themselves formidable, but also capable trainers of what could only be called monstrous servitors combining the attributes of mount and warbeast.

Whether or not the Skorne have further ambitions of conquest is also unknown. They disappeared into the east again, across the Bloodstone Marches to thier own forboding kingddom. If they return, they now know what to expect in terms of resistance, and it is more than likely that they will bring the full brunt of thier armies to destroy whatever resistance crosses thier path.

Should they ever cross the dangers of the Bloodstone Marches again, it most certainly will be for one purpose, conquest.

STRUGGLES AND STRIFE

Just as Warmaster General Turpin predicts, peacetime is over for the peoples of the Iron Kingdoms. As the various factions in western Immoren begin to maneuver themselves for an expansion of power, the unprepared will find themselves caught in the worst of positions. The aggressors in the coming battle will have the upper hand, at least initially.

While Cygnar is not prepared to make a move against Khador, the Motherland seems more than ready to make its own move. Intelligence gathered by Llaelese spies indicates Khador is readying itself for something. Because of the inconclusive nature of the intelligence, King Leto is hesitant to act on these observations despite his warmaster's urgings. Further, some advisors in Cygnar point out the obligation of the Crown to aid their Llaelese ally in preparing for any actions that Khador may take—in addition to the thousand soldiers stationed along Llael's borders—but it is Leto's devotion to diplomacy over hostility that holds his kingdom back from action. The idea of doing something that could be perceived by Queen Vanar XI

as an act of aggression doesn't frighten him—the two countries have indulged in border skirmishes time and again over the past few generations—but it is obvious that the efforts to work towards peace are far more important to King Leto than antagonizing Khador even further into a protracted border war.

Of greater concern to Leto is the evolution of Protectorate battle groups from ragtag bands of zealots into full blown armies fielding warjacks and alchemically enhanced weaponry. Even more disconcerting to Cygnar are the attacks of raiders from the blighted Scharde Isles. These attacks are orchestrated to disrupt trade routes, sink ships carrying important cargo, and kidnap nobility and militia for interrogation at the hands of Morrow knows what.

Still, the threats are undeniable and many in Cygnar, Llael, and Ord are growing increasingly nervous as the climate of tenuous peace grows into the first stormy blusterings of war. Should all of the potential aggressors move at once, Cygnar will be ill equipped to defend itself, as well as its allies and friendly neighbors.



Characters & Classes



...To anyone who has studied the history of our lands, it is evident that two major developments have shaped the face of western Immoren in the years since the Army of Thunder—firearms and mechanika. Not only have these developments been paramount in the technology and warfare of the modern era, they have irrevocably changed the Iron Kingdoms and presented new walks of life to some folk. With firearms becoming more prevalent each day, their impact is being felt everywhere. Indeed, some local militias and town watches have begun to issue pistols to their soldiery. After all, should not our protectors be as well armed as the thugs they contest?

The recent proliferation has led to more “professionals” about, as well. Swaggering pistoleers walk the streets of many a Cygnaran and Llaelese city; some are men and women of culture and breeding, but more often than not they’re little more than pistol-packing ruffians. As disparate as they are, so too are their reasons. Some linger along roadsides, committing acts of banditry, while others work as professional duelists, settling matters of honor for either cause or coin.

Likewise, riflemen have emerged in droves; from the renowned Cygnaran long gunners to dangerous assassins-for-hire; in recent times it’s not so unusual to see a long gun hanging over the

shoulder of a military man or self-styled adventurer in everyday society. But most surprising, however, are the gun mages, who brandish their firearms in conjunction with powerful magics. This unique blend of pistolry and sorcery has come under great scrutiny by the powers-that-be. Indeed, some cities are already taking steps to outlaw these rogues. Whatever the case may be, I expect that magic is no longer the sole province of wizards and mechaniks.

And just as firearms have had great impact in the past few generations so, too, has mechanika. This unique blend of magic and science has led to enormous breakthroughs in industrialization and mechanization. Arcane mechaniks and bodgers are usual presences in cities and on the fields of battle, and the former are the true architects behind the development of mechanikal technology. Through their study of the bonding between



magic and science, *mechanika* continues to make progress. I wonder if those first wizards and alchemists had any idea they were pioneering such an important field of study—one that would revolutionize not only the field of battle, but the very docks, factories, and even religions of their descendants.

Bodgers, on the other hand, are the workhorses of the *mechanikal* world. While they possess little of the knowledge and learning of the arcane *mechaniks*, they understand *mechanika* well enough. With a wrench and a few choice invectives, any bodger worth his salt can get a broken piece of *mechanika* up and running in the blink of an eye.

Though I must say the true personification of the modern era is the *warcaster*—a potent spellcaster capable of mentally controlling the monstrous, *mechanika* warriors called *warjacks*. The *warcaster* is a leader of men and metal giants among the armies of the kingdoms. Most consider them icons of our era, an era of wonders and horrors where clocksmiths and *mechaniks* create wondrous machines, and where burglars and second-story men use them as tools of the trade—infiltration with an elegance that I expect even agents of the Unseen Hand may well envy, if I might say so.

There are those, of course, who refuse to move into the modern era. Trollkin fell callers, throwbacks to the wild,

barbaric days of a past age, claim to descend directly from Bragg, some renowned trollkin hero of legend. These dangerous chanters have been known to lead assaults against the bastions of civilization, terrorizing communities and pulling down the walls and factories of men. Likewise, the blackclad druids of the Circle work to defeat the encroachment of civilization into the wilds, sometimes alongside trollkin, but more often operating alone.

Which reminds me of other operatives: here and there, elves have emerged from *Ios* into the world, hiring out their services as mage hunters, relishing any opportunity to pit their deadly skills against wizards and *warcasters* on the battlefield or anywhere. Yet, at the same time on those same fields, *Morrowan* battle chaplains seek to stem the tide of lost blood, all the while taking what measures they can to defend *Morrow's* children, even if it means the ultimate shedding of that blood.

Of course, I am digressing—a habit of mine. It appears the modern era is comprised of disparate forces indeed, and it's no great debate that although the folk of western *Immoren* come in all kinds of form and function, progress in this modern area has opened up new and exciting avenues to explore. I expect those with the proper aptitudes have a clearer path than ever before in this bold and exciting age...

—Gavyn Kyle (male Ryn Rog8/Spy9), traveler, diplomat, and suspected agent of the Unseen Hand

FOR MORE INFORMATION...

ALL OF THESE RACES AND MANY OTHER CREATURES ARE COVERED IN GREATER DETAIL IN THE *MONSTERNOMICON: VOLUME 1—DENIZENS OF THE IRON KINGDOMS* (ABBREVIATED AS MN1). THIS 240-PAGE TOME DISCUSSES MORE THAN 80 MONSTERS UNIQUE TO THE IRON KINGDOMS CAMPAIGN SETTING. IT ALSO DETAILS THREE PRESTIGE CLASSES—THE ADVENTURING SCHOLAR (ADV SCH), THE BONE GRINDER (BNGR), AND THE MONSTER HUNTER (MONHTR)—AND INTRODUCES THE ILLUSTRIOUS PROFESSOR VIKTOR PENDRAKE. MN1 ALSO PROVIDES DETAIL ON THE COSMOLOGY OF THE IRON KINGDOMS AND THE ROLE PLAYED BY THE INFERNALS. ALL IN ALL, THIS TOME IS A WORTHY ADDITION TO ANY COLLECTION OF IRON KINGDOMS LORE.

FURTHER DETAILS ON USING THESE RACES AS PLAYER CHARACTERS ARE PRESENTED IN *LOCK & LOAD: IRON KINGDOMS CHARACTER PRIMER* (L&L:CP), HOWEVER, ALL OF THE RACIAL ABILITIES AND MODIFIERS NECESSARY FOR CREATING CHARACTERS USING THE PRIMARY RACES OF THE IRON KINGDOMS (HUMAN ETHNIC GROUPS, DWARVES, ELVES [IOSAN AND NYSS], GOBLINS [GOBBERS AND BOGRIN], OGRUN, AND TROLLKIN) ARE SUMMARIZED IN CHAPTER ONE: WESTERN IMMOREN FOR YOUR CONVENIENCE.

War Bard



← HOW IRON KINGDOMS → CLASSES DIFFER

All of the standard classes presented in the PHB exist in the Iron Kingdoms, though there are some differences in their roles and social acceptability. These differences are detailed thoroughly in L&L:CP, but we'll discuss some of the major differences here for the sake of thoroughness and point out some of the changes that have been made in updating to the new rules edition. Revised skill lists and other information necessary for creating Iron Kingdoms characters using the standard PHB classes, and the updated Iron Kingdoms ranger are summarized below for your convenience.

ADVANCED CRAFT SKILLS

WITH THE ADVENT OF SCIENCE AND MECHANIZATION IN THE IRON KINGDOMS, A NUMBER OF HIGHLY-SPECIALIZED CRAFT SKILLS HAVE EMERGED. BECAUSE OF THE LIMITED AWARENESS OF THESE TECHNOLOGIES, NOT ALL CLASSES THAT HAVE THE GENERAL CRAFT SKILLS AS CLASS SKILLS WILL HAVE THESE SPECIALIZED CRAFT SKILLS AS CLASS SKILLS. IN FACT, THESE SKILLS ARE ONLY AVAILABLE AS CROSS-CLASS SKILLS TO THE MAJORITY OF CHARACTER CLASSES. SINCE THIS IS THE CASE, THESE SKILLS ARE LISTED INDIVIDUALLY IN THE CLASS SKILLS SECTION OF A CHARACTER CLASS DESCRIPTION TO MAKE IT CLEAR WHICH ADVANCED CRAFT SKILLS ARE ACTUALLY CLASS SKILLS FOR THAT CLASS.

THE ADVANCED CRAFT SKILLS IN THE IRON KINGDOMS ARE: CRAFT (CANNONEER), CRAFT (CLOCKWORK), CRAFT (DEMOLITIONS), CRAFT (MECHANIKA), CRAFT (SMALL ARMS) AND CRAFT (STEAM ENGINE). CRAFT (CANNONEER), CRAFT (DEMOLITIONS), AND CRAFT (SMALL ARMS) GENERALLY REQUIRE MILITARY TRAINING, THOUGH THE CRAFT (SMALL ARMS) SKILL IS BECOMING FAR MORE COMMON. CRAFT (MECHANIKA) AND CRAFT (STEAM ENGINE) REQUIRE TRAINING THROUGH AN ORGANIZATION LIKE THE STEAM & IRON WORKERS UNION, OR AN APPRENTICESHIP WITH AN ARCANE MECHANIK OR WIZARD.

BARBARIAN, 'BERSERKER'

There are few truly barbaric peoples left in the Iron Kingdoms. However, the term barbarian is generally used to refer to primitive peoples in general. The types of characters normally considered barbarians in the PHB are referred to as berserkers in the Iron Kingdoms.

Race: Human barbarians come primarily from the Bloodstone Marches, the Scharde Islands, and the mountains of Khador. Barbarians are more common among the ogrun and bogrin, and somewhat less so among the trollkin, gobbers, and Nyss. There are no

barbarians among the Iosan elves and almost none among the dwarves.

Class Restrictions: Barbarians cannot learn firearm and mechanika-related proficiencies or skills at character creation, but at 2nd level they are free to begin taking these abilities. Also, all advanced Craft skills are cross-class skills for barbarians.

BARD, 'WAR-BARD'

Bards as presented in the PHB do not exist in the Iron Kingdoms. Rather, these are folk gifted—or cursed—from birth with sorcery, and they tend to join the military to legitimize their abilities. Due to the suspicion of arcane magic and sorcerers in the Iron Kingdoms, many folk with the gift of sorcery pursue the life of a war-bard. War-bards differ from the standard bard class presented in the PHB as follows:

Race: Bards are rare beings in western Immoren, but these few individuals have an accepted tradition in the armies and mercenary companies of Cygnar chronicling the sagas of the companies and instilling their comrades with strength and courage; in fact, most every Cygnaran bard claims to have received some specialized training at the Strategic Academy. Otherwise and outside of Cygnar, human bards typically are apprenticed to others of their kind and can be found performing roles as chroniclers, storytellers, and chanters throughout the kingdoms—with the exception of the Protectorate, who accord such things to their priests. Bards are rare among the dwarves and elves, and are extremely rare amongst the other races.

Alignment: War-bards cannot be chaotic neutral or chaotic evil.

Class Skills: Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Craft (small arms, steam engine) (Int), Creature Lore (Int), Decipher Script (Int), Diplomacy (Cha), Gather Information (Cha), Handle Animal (Cha), Jump (Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Perform (Cha), Profession (Wis), Ride (Dex), 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.

CLERIC

Clerics within the Iron Kingdoms have access to a wide variety of spellcasting domains not available in the PHB. Additionally, it is fairly common for a cleric to serve a deity such as Thamar and have chosen one of her scions as a patron. Essentially this means that many clerics of Morrow and Thamar worship two divine beings, though Morrow and Thamar are always elevated to a status above the ascendants and scions. See Chapter Four: Cosmology & Religion for details on specific faiths and the ascendants and scions.

Healing Magic & Raising the Dead: Another major difference for clerics in the Iron Kingdoms is that healing magic is more difficult to cast and it is much more difficult to bring the dead back to life. In fact, raising the dead is frowned on by all of the major religions. See Chapter Five: Magic & Mechanika for IK-specific changes to divine spellcasting and new clerical domains.

Revised Clerical Domains: Several standard clerical domains, including Healing and the four elemental domains, contain spells that do not work in the Iron Kingdoms campaign setting. These domains have been revised in Chapter Five: Magic and Mechanika.

Spell Restrictions: The spells *miracle*, *resurrection*, and *true resurrection* are not available to clerics of western Immoren and *raise dead* is considered to be a 9th-level spell (instead of 5th). However, clerics of Dhunia are able to cast *reincarnate* as a 7th-level spell, though they are reluctant to do so.

Turning/Rebuking Undead: All clerics of Dhunia, the Great Fathers, Menoth, Morrow, and Scyrh can turn undead. All clerics of Lord Toruk and Thamar can rebuke undead. Clerics of Cyriss, the Devourer, and Nyssor are not granted the ability to turn or rebuke undead.

DRUID

Druids are mysterious figures who are feared by most civilized folk. They represent all that is dangerous about the wilderness and many believe that they bewitch children and kidnap them to gain unwitting recruits. Listed below are the changes to the druid class in the Iron Kingdoms:

Race: The vast majority of druids in the Iron Kingdoms are the human members of the Circle. There are some Iosan and Nyss druids, and a few exist amongst the other nonhuman races; however, there are no dwarven druids.



Cleric

Alignment: Neutral good, neutral, chaotic neutral or neutral evil.

Weapon and Armor Proficiencies: Druids are proficient in light armor, but not shields. They prefer to use weapons that can be improvised in the wild, along with those that serve a utilitarian purpose. Druids are proficient in the following weapons: club, dagger, greatclub, handaxe, quarterstaff, shortbow, all spears, and sling. They have no religious restrictions or prohibitions on any kind of armor or weapons.

Extended Lifespan: Druids gain a 10% increase in life expectancy for each spell level attained, this also applies to aging categories such as middle age, old, and venerable. This is in addition to the Timeless Body ability gained at 15th level.

Spell Restrictions: The spells *awaken* and *heal* are not available to druids in the Iron Kingdoms, and *reincarnate* is a 7th-level druid spell.

Superstitious Dread: When dealing with strangers, the druid receives a -4 penalty on any social skill checks (Diplomacy, Gather Information, Sense Motive) except for Intimidate and Bluff, where they receive a +2 circumstance bonus.

FIGHTER

Fighters are pervasive in the Iron Kingdoms. They are the mainstay warriors, forming the backbone of the kingdom's armies and counting many bravos and bandits among their numbers, as well.

Military Benefit: Fighters with a background in the military may, with DM's approval, purchase initial armor at a 25% discount from the prices listed in the PHB.

Additional Class Skills: Craft (cannoneer), Craft (demolitions), and Craft (small arms).

MONK

Monks are rare in the Iron Kingdoms, but they do exist and belong to one of two religious orders. The Order of Keeping is a Morrowan order devoted to safeguarding sacred relics of the faith and provides bodyguards for high-ranking church officials. The Order of the Fist exists within the Temple of Menoth. Also known as the Fist of Menoth, these monks serve as a secret Temple police force, able to move amongst the populace without the need for obvious weapons. Each monastic order has its own particular set of class skills



Ogrun Fighter

and armor and weapon proficiencies detailed below. Additionally, some clarifications on two of the monk special abilities are presented.

Abundant Step (Su): This ability works exactly as mentioned in the PHB. While the ability is exactly like the *dimension door* spell, the monk does not cast the spell *dimension door*. Therefore, there is no chance of drawing Infernal attention while using this ability (see Chapter Five: Magic & Mechanika, pg. 264).

Empty Body (Su): Since there is no ethereal plane touching Caen, this ability functions somewhat differently. Instead, the monk can become incorporeal for 1 round per monk level per day. This ability functions identically to the *ghost walk* spell (Chapter Five: Magic & Mechanika).

ORDER OF KEEPING

Alignment: Lawful good, with a small lawful neutral minority.

Class Skills: Balance (Dex), Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Jump (Str), Knowledge (history) (Int), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), and Tumble (Dex).

Armor and Weapon Proficiencies: Order of Keeping monks are proficient in the light crossbow, heavy crossbow, dagger, halberd, Katrena's hook, light mace, longsword, quarterstaff, and short sword. A monk using a Katrena's hook, light mace, or short sword can use his unarmed base attack and more favorable number of attacks, but uses his weapon's damage and critical multiplier. Monks are not proficient in the use of any armor or shields.

ORDER OF THE FIST

Race: Human only.

Alignment: Lawful neutral, with a small minority of both lawful good and lawful evil monks.

Class Skills: Balance (Dex), Concentration (Con), Craft (Int), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (religion) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), and Tumble (Dex).

Armor and Weapon Proficiencies: Order of the Fist monks are proficient in the club, dagger, handaxe, light

chain, Menoth's sting, quarterstaff, sickle, and sling. A monk using a club, light chain, or sickle, can use his unarmed base attack and more favorable number of attacks, but uses the weapons damage and critical multiplier. Monks are not proficient in the use of any armor or shields.

PALADIN

Holy warriors are common to the faiths of Menoth and Morrow and some even serve the dwarven Church of the Great Fathers and the elven pantheon as well. However, given the nature of Dhunia, the primary goddess of the gobbers, ogrun, and trollkin, paladins among these races are almost exceptionally rare.

Additional Class Skills: Craft (cannoneer), Craft (demolitions), Craft (small arms), and Spot.

Dwarven Paladins: Dwarven paladins do not have the same mounted traditions as their human or elven



counterparts. Therefore they do not gain the Ride skill as a class skill, but gain Knowledge (law) and Search as class skills instead. Additionally, they do not gain the special mount ability. Instead, dwarven paladins gain additional uses of smite evil per day at an advanced rate. As normal, they gain their second use per day of smite evil at 5th level. Then, this bonus continues to increase by an additional use per day every three levels thereafter, instead of every five levels. Additionally, dwarven paladins gain a bonus feat at 5th, 10th and 15th levels. These bonus feats can be selected from the following list: Endurance (Diehard), Extra Turning, Improved Critical, Improved Shield Bash, Improved Turning, Iron Will, Liturgy of Judgment, Power Attack (Cleave, Great Cleave, Improved Bull Rush, Improved Sunder), Rite of Assessment, Toughness, Vigilance and Voice of the Law, Weapon Focus.

RANGER, SCOUT

More aptly thought of as scouts within the Iron Kingdoms, rangers serve as advance scouts and long-range patrols for the militaries of the kingdoms. Because most rangers in the Iron Kingdoms have no affiliation with druids whatsoever, they do not have access to spells as standard rangers do. Here are the changes to the standard ranger presented in the

revised PHB. The ranger's hit dice and skill points per level remain unchanged.

CLASS SKILLS

The ranger's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Craft (cannoneer, demolitions, small arms) (Int), Creature Lore (Int), Handle Animal (Cha), Hide (Dex), Jump (Str), Knowledge (geography) (Int), Knowledge (nature), Knowledge (tactics) (Int), Listen (Wis), Move Silently

TABLE 2-1: THE IRON KINGDOMS RANGER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	1st favored enemy, Track, wild empathy
2nd	+2	+3	+3	+0	1st favored terrain
3rd	+3	+3	+3	+1	Alertness
4th	+4	+4	+4	+1	Bonus feat
5th	+5	+4	+4	+1	2nd favored enemy
6th	+6/+1	+5	+5	+2	Endurance
7th	+7/+2	+5	+5	+2	Woodland stride
8th	+8/+3	+6	+6	+2	Evasion
9th	+9/+4	+6	+6	+3	Bonus feat, 2nd favored terrain
10th	+10/+5	+7	+7	+3	3rd favored enemy
11th	+11/+6/+1	+7	+7	+3	Swift tracker
12th	+12/+7/+2	+8	+8	+4	
13th	+13/+8/+3	+8	+8	+4	Camouflage
14th	+14/+9/+4	+9	+9	+4	Bonus feat
15th	+15/+10/+5	+9	+9	+5	4th favored enemy
16th	+16/+11/+6/+1	+10	+10	+5	
17th	+17/+12/+7/+2	+10	+10	+5	3rd favored terrain
18th	+18/+13/+8/+3	+11	+11	+6	Hide in plain sight
19th	+19/+14/+9/+4	+11	+11	+6	Bonus feat
20th	+20/+15/+10/+5	+12	+12	+6	5th favored enemy

(Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex).

CLASS FEATURES

All of the following are class features of the IK ranger.

Weapons and Armor Proficiencies: IK rangers are proficient with all simple and martial weapons, light armor, medium armor and shields.

Spells: Unlike the ranger class presented in the PHB, the IK ranger gains no spells whatsoever.

Combat Style: Unlike the ranger in the PHB, the IK ranger does not gain the combat style class abilities (Combat style, Improved combat style, Combat style mastery). Instead, the IK ranger gains bonus feats at 4th, 8th, 12th, 16th, and 20th levels. See Bonus Feats below for more details.

Animal Companion: The IK ranger does not gain an animal companion, unlike the standard ranger from the PHB.

Favored Enemy (Ex): The favored enemy class ability remains as in the PHB except that IK rangers may choose their own race as a favored enemy, even if they are not evil.

Track: IK rangers gain Track as a bonus feat at 1st level.

Wild Empathy (Ex): The IK ranger gains the wild empathy ability as per the PHB.

Favored Terrain: At 2nd level, IK rangers choose a type of terrain from the list below as a favored terrain, representing specialized training and familiarity in that environment. The ranger gains a +2 competency bonus to Hide, Move Silently, Spot, and Survival checks in his favored terrain and this ability also reduces movement penalties (see PHB) in the favored terrain to the next highest fraction. At 9th and 17th levels, rangers select a new favored terrain. In addition, at each such interval the bonus in any one favored terrain (including the one just selected, if so desired) increases by 2. Available favored terrains are: arctic, desert, forest, hills, jungle, mountains, plains, scrub, and swamp.

Alertness: IK rangers gain Alertness as a bonus feat at 3rd level.

Bonus Feats: Beginning at 4th level and every 5 levels thereafter, rangers gain a single bonus feat of choice from the following list: Animal Affinity, Athletic,

Blind-Fight, Combat Expertise (Improved Disarm, Improved Trip), Combat Reflexes, Dodge (Mobility, Spring Attack), Diehard, Exotic Weapon Proficiency, Great Fortitude, Improved Initiative, Mounted Combat (Mounted Archery), Point Blank Shot (Far Shot, Improved Precise Shot, Manyshot, Precise Shot, Rapid Shot, Shot on the Run), Quick Draw, Run, Self-Sufficient, Stealthy, Toughness, Two-Weapon Fighting (Greater Two-Weapon Fighting, Improved Two-Weapon Fighting, Two-Weapon Defense), Weapon Finesse and Weapon Focus. All prerequisites must still be met.

Endurance: IK rangers gain Endurance as a bonus feat at 6th level.

Nyss Sorceress



Woodland Stride (Ex): IK rangers gain the woodland stride ability as per the PHB.

Evasion (Ex): IK rangers gain the woodland stride ability as per the PHB, except that IK rangers gain this ability at 8th level.

Swift Tracker (Ex): IK rangers gain the woodland stride ability as per the PHB, except that IK rangers gain this ability at 11th level.

Camouflage (Ex): IK rangers gain the woodland stride ability as per the PHB.

Hide in Plain Sight (Ex): IK rangers gain the woodland stride ability as per the PHB, except that IK rangers do not gain this ability until 18th level.



Wizard

ROGUE

In adventuring circles, rogues are a common sight within all of the kingdoms except for the Protectorate, where penalties for theft, including petty larceny tend to be a bit extreme. It should be noted that Rhul has stiff laws against thievery, as well.

Additional Class Skill: Craft (small arms).

SORCERER

Due to the heavy religious persecution of sorcerers and witches, primarily by the Temple of Menoth, sorcery is still viewed with suspicion in many places in the Iron Kingdoms. Such innate talent with magic is seen as unnatural and many who discover they've been born with this talent join the military to become war-bards to have a more reputable outlet for their talents.

Race: Sorcerers are born in all races in western Immoren except for the ogrun. Ogrun sorcerers are completely unheard of, and goblin sorcerers are exceedingly rare.

Additional Class Skills: Diplomacy and Hide.

Familiars: While there are no inherent restrictions on familiars, their use is less prevalent than in times past due to superstitions involved with such creatures.

Spell Restrictions: In the Iron Kingdoms the following spells are not available to sorcerers: *magic weapon*, *greater magic weapon*, *limited wish* and *wish*. See Chapter Five: Magic and Mechanika for more details on magic specific to the Iron Kingdoms.

WIZARD

Wizards are uncommon in the kingdoms, and those few that exist have had to work hard to gain and maintain social acceptance. Although magic has become a more widely accepted part of life since the end of the Orgoth Occupation, many folk are still as leery of wizards as they are of sorcerers. Many wizards join guilds, especially military ones, as much for support in their arcane research as to gain a somewhat more respectable standing in society. Additionally, wizards in the Iron Kingdoms rarely summon familiars prior to 5th level.

and if they belong to a wizard order, they must request permission from their order to do so.

Race: There are no known wizards amongst the ogrun race, and they are virtually unknown among trollkin, goblins, and Nyss, as well. While these races have no specific prohibition against joining the class, they require mentors from another race. Humans are the most likely to accept apprentices of other races, especially considering the Iosans and dwarves of Rhul are so tight-lipped about their arcane arts.

Additional Class Skill: Craft (mechanika) and Creature Lore (Int).

Spell Restrictions: The following spells are not available: *limited wish*, *wish*, and all spells related to planar travel such as *plane shift* and the first effect of *gate*. See Chapter Five: Magic and Mechanika for more details on magic specific to the Iron Kingdoms.

← NEW CLASSES →

The following classes are exclusive to the Iron Kingdoms. That's not to say you can't bring these into a non-Iron Kingdoms campaign environment with some modifications here and there, but you'll find that we've specifically designed these classes for the environs of the Iron Kingdoms.

The four new classes presented in this chapter are as follows:

Arcane Mechanik: Gifted individuals who are both spellwielders and mechaniks.

Bodger: With a couple of choice words and a few whacks with a wrench, the bodger can get even the most stubborn piece of mechanika up and running.

Fell Caller: These mighty trollkin chanters enter battle using their powerful vocalizations to devastating effect.

Gun Mage: A potent spellcaster in his own right, the gun mage is capable of channeling magic through his pistol.

Class Name Abbreviations: The names of the classes are abbreviated as follows: Amk, arcane mechanik; Bdg, bodger; Flc, fell caller; Gmg, gun mage.

← CLASS ENTRIES →

The following, up to the section on Prestige Classes, describes new classes for the Iron Kingdoms campaign setting in alphabetical order. Each section begins with a quote from a member of the class or an individual who has been especially impressed with members of the class. This flavor text is intended to help convey the feel of the setting and to help players and DMs to more deeply immerse themselves in the setting. More detailed descriptions of the role of the character class follow in the "Description" and "...In the Iron Kingdoms" sections. All of these quotes and the text of the "...In the Iron Kingdoms" sections are Privateer Press **Product Identity** and considered closed content.

DESCRIPTION

The general description section is designated as **Open Game Content**. It details the basic nature of the class in generic game terms. This section serves to explain the general role and outlook of members of the class and also provides useful background information for incorporating the class into any campaign setting.

IN THE IRON KINGDOMS

The "...In the Iron Kingdoms" section expands on what was mentioned in the "Description" and goes into more specific detail about how the class fits into the Iron Kingdoms campaign setting. All of the details in this section should be considered closed content and the product identity of Privateer Press.

GAME RULE INFORMATION

This section provides all of the game rule information necessary for playing a character of one of these new classes in an Iron Kingdoms campaign or in any other d20 campaign setting. In designing the remainder of the character class entries, we have made every effort to make these entries entirely **Open Game Content**. However, any names or locations mentioned in this section are considered closed content and the product identity of Privateer Press.

Alignment: Any alignment restrictions to classes are noted in this section.

Hit Die: This is the die type used to determine the character's hit points per level in the appropriate class.

HD Type	Class
d6	Arcane mechanic, gun mage
d8	Bodger, fell caller

CLASS SKILLS

This section summarizes the class skills for each character class. All skills not listed in this section are considered to be cross-class skills for the character class as per the rules in the PHB. This section also denotes the number of skill points the character class begins with at 1st level and the skill points earned at each level after 1st level.

While most Craft skills fall into a general category, some must be mentioned individually to be considered class skills. See the "Advanced Craft Skills" callout for more details (pg. 80).

CLASS TABLE

Each class entry includes a table for character progression from 1st to 20th level. These tables summarize the base attack bonus and saving throw progression for the class, in addition to providing information on class special abilities and features, and spell availability for spellcasting classes.

CLASS FEATURES

The class features section details special abilities that make each of the classes unique. Where abilities are duplicated from other character classes in the PHB, the entries simply reference that book. Otherwise, the class features are fully explained in this section.

◀◀ **ARCANE MECHANIK** ▶▶

It'd been a right bully evening; a double hand of clean second-story jobs and me sack was nearly full of sparkly stuff, and then I comes 'cross this spot where the bloody top floor is latched up tight as a drum. I says, "Gabe, ol' boy, anyone what puts that much effort

into keepin' a bloke out has got to 'ave somethin' youse'll be wantin' in there." I pops down ta the alley behind it and finds a back door with a bugger of a lock on it, but me trusty c'lockpicker gets it open in a jiff.

Slow and careful-like, I goes in...it's like steppin' into a bloody scrapyard. Imagine a steamjack crashin' into a wizard's library an' exploding and then toss in a dozen gobbers to play with the remains for a week an' that's close to what this hole looked like. Every inch covered in...mechaniky bits 'n stuff.

So I starts to having a looksie around when I spot a rat crawlin' in the scrap; leastways, that's what it seemed like. It comes closer, and I hear a sound coming from it. I've tinkered up enough wind-ups and tick-tocks ta recognize it, and this is one of the cleanest-sounding tickety-tocks I've heard in me life. Then the rat looks at me. Them was no animal's eyes, I tell ya. They was real fire, sure's I'm sittin' here. That little fire-eyed tick-tock rat looks straight at me fer a second, and then all hell breaks loose.

Torches light up all over the room all of a sudden, and bells start to ringin' from Morrow knows where. I bolt for the door, but that's when I realize my legs feel like lead. I wuz as slow as molasses—and anyone can tell ye that ain't normal fer ol' Gabe here. Then, as quick as it started, the clamor stops and I notice a shadow

at the other end of the room. It belongs to a burly man, built like a blacksmith but with a wizard's glare, standing between me and my escape route.

"The watch is comin' so you sit tight," he says.

"I don't think so, mate," says I, and I whip out me dagger and start towards him.

Suddenly, this third arm appears from beneath his greatcoat and I see it's attached to some kind o' harness. This metal arm levels a great wicked pistol at me nog, and the jammy git just stands there all quiet-like with the hint of a smile on his bloody face. Behind me I hear the little tick-tock rat whirring away.

A few seconds later comes the watch whistle, and before ye can say 'Vinter's yer uncle,' I found meself clapped in irons. Bummer for ol' Gabe, I tell ye...

—Gabriel Tanner (male Midlunder Rog6/Ssm2), padfoot, cutpurse, and burglar, regarding his unfortunate run-in with an arcane mechanik

DESCRIPTION

Arcane mechaniks dabble in two arts, building bridges between the worlds of machine and magic. They have the mechanical skills to build any contraption imaginable, and they have the arcane power to give those creations new life and unimaginable abilities: the synthesis of these two forms is what is commonly referred to as mechanika.

Most arcane mechaniks start off as simple mechanics and industrial technicians, dealing with mundane technologies before their aptitudes become evident and they gravitate toward the arcane. They are almost exclusively trained by a mentor or a handful of arcane mechaniks in some pocket union. Their art requires a

great deal of discipline, learning, and shop work. Many of the higher arcane secrets and discoveries of this trade are sacrosanct and closely guarded by the class.

Arcane mechaniks are known for their ingenuity, wit, and powerful inventions. The most successful arcane mechaniks make a decent living distributing their wondrous wares or by allying with a kingdom and making their mark for it on the battlefield; whatever their aspiration, opportunities are near limitless for these bright and imaginative beings.

Adventures: Like many of the rare individuals who explore ancient ruins or delve in forgotten tombs, arcane mechaniks adventure to obtain wealth and knowledge. Ulterior motives exist for them, however, such as the discovery of rare magics, or the field testing of a new invention. They certainly adventure less than other classes, as much of their time is spent in the shop; indeed, there are arcane mechaniks who don't adventure at all. However, adventuring can be a very lucrative trade, and creating mechanika is an expensive hobby—especially for the more daring and inventive mechanik who might have trouble finding preliminary funding for his projects. The field is also the place where the true worth of a mechanical creation can be weighed, and few mechaniks would pass up the chance to test their creations firsthand.

Alignment: Arcane mechaniks aren't beholden to any particular alignment, though they tend to lean more toward law than chaos.

ARCANE MECHANIKS IN THE IRON KINGDOMS

Arcane mechaniks in the Iron Kingdoms are highly valued and afforded much respect as the creators of mechanika—the blend of magic and technology common throughout the Iron Kingdoms. They provide the various kingdoms with the industrial and military technology required for a nation to flourish in the modern era. Arcane mechaniks are found throughout the kingdoms, performing many diverse roles—anything from a field mechanik on the battlefield to a 'jack repairman at your local steamworks.

Most arcane mechaniks receive their initial training apprenticing for an established arcane mechanik or for an organization that employs others of their

kind; the Steam & Iron Workers Union is the leading example in Cygnar of such an organization, but there are several lesser and more local equivalents springing up here and there. Mechanics interested in learning the highest secrets of arcane mechanika must seek out a master in the field—it is known that the Order of the Golden Crucible in Llael boasts of many a savant within their ranks. Less common, though still possible, is for an arcane mechanik to receive training by the military, such as the Strategic Academy in Cygnar, where a well-paid splinter faction of arcane mechanics develop and test a myriad of groundbreaking implements for the Crown.



Arcane
Mechanik

Arcane mechanics are certainly most prevalent among humans. Dwarves and gobbers have a natural knack for mechanical things and thus perform well as arcane mechanics; unfortunately finding training is a difficult matter for gobbers, making gobbler arcane mechanics a rare sight, and trollkin and ogrun arcane mechanics are virtually unheard of.

Arcane mechanics tend to get along fairly well with most classes. As creators at heart, they have an innate drive to analyze and provide for the needs of others, which makes them fairly accommodating in general. In a group they gravitate naturally to a support role, though their inventions are often known to take the lead.

GAME RULE INFORMATION

Abilities: Intelligence is the most important ability to an arcane mechanik, as it has a direct effect on his Craft abilities, as well as his spell abilities. High Dexterity is important to arcane mechanics due to the delicate tasks they are constantly performing.

Alignment: Any.

Hit Die: d6.

CLASS SKILLS

The arcane mechanik's class skills and the key ability for each are Appraise (Int), Climb (Str), Concentration (Con), Craft (Int), Craft (clockwork, mechanika, small arms, steam engine) (Int), Disable Device (Int), Jack Handling (Wis), Knowledge (arcana, mechanika, any science or technical) (Int), Profession (mechanik) (Wis), Search (Int), Spellcraft (Int), and Use Rope (Dex).

Skill Points at 1st Level: $(6 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $6 + \text{Int modifier}$.

CLASS FEATURES

All of the following are the arcane mechanik's class features.

Weapon and Armor Proficiency: Arcane mechanics are proficient with dagger, club, halfspear, handaxe, heavy mace, heavy pick, light hammer, short sword, warhammer, light crossbow, and heavy crossbow. They are proficient with light and medium armor, and shields. An arcane mechanik is susceptible to arcane spell failure while casting in armor if the spell has a somatic component.

2-2: THE ARCANE MECHANIK

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day						
						0	1	2	3	4	5	6
1	+0	+0	+0	+2	Scribe Scroll, summon familiar	2	—	—	—	—	—	—
2	+1	+0	+0	+3	Mechanika familiarity	3	0	—	—	—	—	—
3	+1	+1	+1	+3	Craft Wondrous Item	3	1	—	—	—	—	—
4	+2	+1	+1	+4	Charge accumulator	3	2	0	—	—	—	—
5	+2	+1	+1	+4		3	3	1	—	—	—	—
6	+3	+2	+2	+5	Create mechanikal familiar	3	3	2	—	—	—	—
7	+3	+2	+2	+5		3	3	2	0	—	—	—
8	+4	+2	+2	+6	Bonus feat	3	3	3	1	—	—	—
9	+4	+3	+3	+6		3	3	3	2	—	—	—
10	+5	+3	+3	+7		3	3	3	2	0	—	—
11	+5	+3	+3	+7		3	3	3	3	1	—	—
12	+6/+1	+4	+4	+8	Bonus feat	3	3	3	3	2	—	—
13	+6/+1	+4	+4	+8		3	3	3	3	2	0	—
14	+7/+2	+4	+4	+9		4	3	3	3	3	1	—
15	+7/+2	+5	+5	+9		4	4	3	3	3	2	—
16	+8/+3	+5	+5	+10	Mechanikal innovation	4	4	4	3	3	2	0
17	+8/+3	+5	+5	+10		4	4	4	4	3	3	1
18	+9/+4	+6	+6	+11		4	4	4	4	4	3	2
19	+9/+4	+6	+6	+11		4	4	4	4	4	4	3
20	+10/+5	+6	+6	+12	Mechanikal innovation	4	4	4	4	4	4	4

Familiar: Although there is a social stigma associated with familiars (L&L:CP, pg. 38), many arcane mechanics keep them in order to have an extra set of “hands” around the shop. Most who witness an intelligent, little rat fetching tools on command for its master think it nothing more than a well-trained pet. There have also been increasing rumors of arcane mechanics creating small, mechanikal familiars. These wonders in many ways represent an ultimate creation for mechanics in general—a creation that helps the mechanik in his craft.

Scribe Scroll: An integral part of the creation of working mechanika, the ability to scribe spells

onto scrolls is one of the first skills taught to arcane mechanics. At 1st level, an arcane mechanik gains Scribe Scroll as a bonus feat.

Spells: Arcane mechanics cast arcane spells just like wizards. An arcane mechanik must prepare spells ahead of time, getting full rest and spending no less than an hour studying his spellbook. While studying, he decides which spells to prepare for the day. To learn, prepare, or cast a spell an arcane mechanik must have an Intelligence score of 10 + the spell's level. An arcane mechanik's bonus spells are based on Intelligence. The Difficulty Class for a saving throw against an arcane

mechanik's spells is 10 + the spell level + the arcane mechanik's Intelligence modifier.

Like wizards, arcane mechaniks may know any number of spells, though they tend to focus on learning those that directly aid in their mechanical studies. An arcane mechanik chooses spells from the sorcerer/wizard spell list, though he can never learn spells greater than 6th level. In addition, like other spellcasters, the arcane mechanik is limited in the number of spells of each spell level that he can cast in a day. His base daily allotment of spells per level is given in Table 2-2: The Arcane Mechanik.

In all other ways, arcane mechaniks learn and prepare spells following the same guidelines as wizards.

Mechanika Familiarity: By 2nd level, the arcane mechanik has become so familiar with the workings of mechanical devices that he does not need to make Craft (mechanika) checks to use a mechanical device. Furthermore, he gains a +5 bonus to all Craft (mechanika) skill checks to use foreign mechanika, replace accumulators and rune plates, and to repair damaged mechanika.

Craft Wondrous Item: At 3rd level, the arcane mechanik gains Craft Wondrous Item as a bonus feat. Now the arcane mechanik has mastered the basics of mechanika creation and can begin constructing mechanika.

Charge Accumulator: Any bloke can charge an accumulator by plugging it into the charging socket on an arcane turbine, but by 4th level the arcane mechanik has such a deep understanding of the scientific and arcane principles governing the workings of accumulators that he can channel his own arcane spell energy to recharge accumulators. By hooking himself and the drained accumulator into an arcane condenser, the arcane mechanik infuses the accumulator with energy. For every two spell levels the arcane mechanik sends through the condenser, the accumulator gains one charge. See the "Recharging in the Field" callout for more details on this process. Arcane mechaniks of less than 4th level can use arcane condensers, but use the standard rules for arcane spellcasters.

RECHARGING IN THE FIELD

RUNNING OUT OF CHARGED ACCUMULATORS IS A VERY REAL DANGER FOR ADVENTURERS. AFTER ALL, YOU CAN ONLY CARRY—AND AFFORD—SO MANY. RECHARGING AN ACCUMULATOR WHILE AWAY FROM CIVILIZATION

REQUIRES THE USE OF AN ANCIENT DEVICE KNOWN AS AN *ARCANE CONDENSER*. THIS DEVICE WAS THE MEANS ORIGINALLY DEvised BY SEBASTIEN KERWIN FOR CHARGING ACCUMULATORS—BEFORE THE ADVENT OF THE ARCANE TURBINE—AND IS CONSIDERED ONE OF THE FUNDAMENTAL INVENTIONS LEADING TO THE DEVELOPMENT ARC NODE TECHNOLOGY.

AN ARCANE CONDENSER IS A HEMISPHERICAL DEVICE ABOUT 6-8 INCHES IN DIAMETER. MOST CONDENSERS ARE FOUND IN MECHANIK'S WORKSHOPS, SITTING SAFELY ON A TABLE OR WORKBENCH. TWO METALLIC, RUNE-ENGRAVED ARMS REACH UPWARDS FROM THE TOP OF THE DEVICE ENDING IN COPPER CLAMPS DESIGNED TO LATCH ON TO THE ENDS OF AN ACCUMULATOR. THE CONTACT POINTS ARE EASILY ADJUSTED TO ACCOMMODATE VARYING SIZES OF ACCUMULATORS. AFTER AN EMPTY ACCUMULATOR IS PLACED INTO THE CONTACTS, THE MECHANIK PLACES HIS HANDS ON TWO LARGE CONTACT POINTS ON THE ROUNDED SIDES OF THE CONDENSER, AND THEN PROCEEDS TO CHANNEL RAW MAGICAL ENERGY INTO THE CONDENSER.

THIS PROCEDURE IS ENTIRELY SAFE FOR AN ARCANE MECHANIK, UNLESS THE CONDENSER OR ACCUMULATOR IS DAMAGED DURING THE CHARGING PROCESS. HOWEVER, WHILE OTHER ARCANE SPELLCASTERS CAN USE AN ARCANE CONDENSER, IT IS DANGEROUS AND DIFFICULT FOR THEM. FOR THESE SPELLCASTERS, SPELL LEVELS RECHARGE AN ACCUMULATOR ON A 3-TO-1 BASIS (3 SPELL LEVELS PER CHARGE). ONLY A SINGLE SPELL CAN BE CHanneled THROUGH THE CONDENSER PER ROUND, SO THE TIME REQUIRED TO RECHARGE AN ACCUMULATOR DEPENDS ALMOST ENTIRELY ON THE SPELLS THE CASTER IS WILLING TO SACRIFICE.

ONCE A SPELLCASTER HAS BEGUN THE FLOW OF RAW SPELL ENERGY INTO THE CONDENSER IT CAN BE DIFFICULT TO STOP. THE CASTER MUST MAKE A WILL SAVE (DC 18) TO STOP THE TRANSFER OF SPELL ENERGY. IF HE FAILS, HE IS UNABLE TO REMOVE HIS HANDS FROM THE CONTACTS AND THE CONDENSER CONTINUES TO DRAIN SPELLS FROM HIM, DRAINING HIS HIGHEST LEVEL SPELLS FIRST UNTIL THE ACCUMULATOR IS OVERLOADED AND EXPLODES. EACH ROUND, THE SPELLCASTER IS ALLOWED ANOTHER SAVING THROW UNTIL EITHER HE SUCCEEDS OR THE ACCUMULATOR IS DESTROYED. AN OVERLOADED ACCUMULATOR EXPLODES JUST AS IF IT HAD BEEN RUPTURED (SEE CHAPTER FIVE: MAGIC & MECHANIKA, PP. 325 - 326). FURTHERMORE, THE CONDENSER WILL BE DESTROYED IN THE PROCESS AND THE SPELLCASTER WILL SUFFER A MAGICAL BACKLASH THROUGH IT THAT INFLECTS 1d6 POINTS OF TEMPORARY INTELLIGENCE AND WISDOM DAMAGE. ARCANE MECHANIKS ARE NOT SUBJECT TO THESE PROBLEMS OF CONTROLLING AN ARCANE CONDENSER.

OVERLOAD STATUS: LIGHT ACCUMULATOR 6 CHARGES, STANDARD ACCUMULATOR 12 CHARGES, HEAVY ACCUMULATOR 24 CHARGES.

ARCANE CONDENSER: COST 3,000 GP, WEIGHT 8 LBS.

Create Mechanikal Familiar: Master arcane mechaniks are well-versed in the construction of all of the components necessary for building and assembling mechanika, and they have been trained in the planning and construction of steamjacks. However, before he is considered a master and allowed to accept contracts for steamjack construction, the mechanik must complete a final test of his skills. Commonly, this test involves the construction of a small-scale, working steamjack replica. However, many arcane mechaniks see this as an

opportunity to test their design and construction skills. These mechaniks set out to build fully functioning mechanical constructs that will serve them as familiars. It should be noted that mechanical familiars meet with only slightly less suspicion than animal familiars in the Iron Kingdoms.

An arcane mechanik who does not already have a familiar may opt to build a mechanical familiar at this time, or at any time in the future, he may do so using the following guidelines. However, he can only have one familiar (living or mechanical) at any time. The mechanical familiar may take the shape of any standard animal familiar (PHB). Construction of a mechanical familiar costs 2,500 gp and 100 XP and requires three weeks time and three successful Craft (mechanika) skill checks (DC 20). The first check is to develop the required schematics, the second is to construct the necessary components, and the third check is for assembling the familiar. If any one of these checks is failed, the mechanik must spend one additional week and an additional 250 gp to replace damaged materials to continue with the construction. Mechanical familiars are generally powered by clockwork mechanisms that require winding 1/day. However, some arcane mechaniks design their mechanical familiars to draw power from an accumulator with a trickle socket. These familiars run for one week on a light accumulator, the only size they can be fitted with. The cost for an accumulator powered familiar increases by 350 gp, 250 gp for a light accumulator and 100 gp for the accumulator socket.

A mechanical familiar has all of the normal abilities of a standard familiar under familiar basics (PHB) with the following exceptions: the familiar's creature type changes to construct, the familiar does not have any good save bonuses (base save bonuses Fortitude +0, Reflex +0, Will +0), the familiar has standard construct traits, all mechanical familiars are size tiny. Mechanical familiars have all of the standard familiar abilities (PHB).

Bonus Feats: The arcane mechanik gains bonus feats at 8th and 12th level. Bonus feats are selected from the following list: any Item Creation feat, any Metamagic Feat, Mechanical Secrets, Mechanical Specialty, Skill Focus, or Union Steamo. Any prerequisites of these feats must be met.

Mechanical Innovation: At 16th and 20th levels, the arcane mechanik has mastered his art enough

to make a major breakthrough. He fashions a new creation of such a scale that it warrant its own feat. The arcane mechanik learns this new science on his own, but others who wish to learn it must spend a feat to do so (a new feat is christened in the invention's name). A good example of this would be cortex creation. This is a complicated mechanical device that requires special training to master its manufacture. See the mechanical creation procedures (see Chapter Five: Magic & Mechanika) for details on mechanical item construction; the player should work with the DM to determine the Craft (mechanika) DC as well as other specifics such as special materials, test procedures, and other factors that would contribute to such a creation.

Liber Mechanika: An arcane mechanik keeps his spells in a "liber mechanika"—a book in which he records his mechanical theories, formulae, diagrams, notes, and experimental procedures. The mechanik cannot prepare any spell not recorded in a liber mechanika, though he can prepare spells from other liber just as a wizard preparing spells from another's spellbook. At the start of the game the arcane mechanik has five 0-level spells; he gains an additional spell for each point of Intelligence modifier. Each time the arcane mechanik gains a level, he gains two new spells of any level or levels that he can cast. The arcane mechanik may also add spells found elsewhere, such as in other liber mechanika; this is handled just the same as a wizard copying a spell from another spellbook.

Additionally, an arcane mechanik can attempt to learn new spells from wizard's spellbook and wizards can attempt to learn spells from liber mechanika, however, this is slightly more difficult than normal requiring a Spellcraft check (DC 20 + spell's level).

◀ BODGER ▶

Bodgers, eh? Now there's one of the most mixed lot of folk yeh'll find across the whole of Immoren. Not a one alike if yeh ask me. It surely is a bit confusing when yeh get to talking about mechaniks and bodgers and what not, but ol' Fletcher'll set yeh straight.

See, first there's yer mechanik. Nice simple bloke 'e is, just a plain ol' body who likes tinkering around with steam engines and 'jack frames and what-not. They're good at puttin' things together and takin' 'em apart and fixin' 'em. No magic to it, and none needed, they've just all got good heads for mechstuff.

Then, there's yer arcane mechanik, right scary blokes if'n yeh ask ol' Fletcher. They're the ones what binds together magic and steam tech ta make mechanika. Not just the motive force, the mechaniks can handle that, they're the ones what make the 'jacks think and do what they tell 'em to. Most of 'em are right good mechaniks too, it's just that they dabble as much in magic as they do in the mechanical stuff.

Then there's yer bodger. They don't exactly fall betwixt the two, they're more a bit mechanik, a bit scrap man, and a bit somethin' more. While yer mechanik, and by extension the arcane one too, have both got quite a bit of book learnin' or head thumpin' from apprenticin' to help 'em learn all that stuff, yer bodger has a real knack fer it. Oh, I'm sure plenty of 'em apprentice and all and I'll bet it helps 'em plenty, but quite a few of 'em have ne'er set foot in a mechanik's shop, let alone a union guild hall. No, bodgers'll just take to it and have a real sense fer how things're supposed to work. And they're every bit as comfortable

fixin' and tossin' things together from spare parts and scrap as they are working on nice shiny new bits and parts in a steamworks. Some'll up an' join one of the unions and take employ in a steamworks, an' others'll just wander, fixin' odd bits fer folk and riflin' about in junk heaps always lookin' fer some nice bit 'o scrap.

And let me tell you, a bodger's a right handy fella ta have out in the field or in the midst of a real set-to. Yer mechaniks next to worthless in battlefield conditions when a 'jack breaks down, he's gonna need time, precious time yeh don't have to get the 'jack back up and humpin'. But yer bodger, he's up and bangin' away at that 'jack like there's no tomorrow and he's damn right 'cuz there might not be if'n he doesn't get that 'jack back in business. Cursin' and stompin' and smackin' here and there with his wrench, more often than not that bodger'll get that 'jack back up'n runnin' in no time 't'all. Damn handy fellas and a right foulmouthed lot most of 'em are, too.

—Fletch "Fletcher" Riddiger (male Morridane Ftr4), retired Shields of Durant mercenary

DESCRIPTION

Bodgers are experts at the quick fix, and specialize in tearing down and rebuilding mechanika. They can also make excellent trap breakers and problem solvers for parties delving into ruins. Although most don't have the learning or credentials of arcane mechaniks, bodgers can provide many of the same functions and often will for little more than a room to sleep in and a hot meal. Most are driven to constantly tinker with

some new—or in many cases old—bit of mechanika, always trying to improve on the design or simply get it in working order again.

Many times a bodger will have many bits of mechanika with him, all in various stages of disrepair and many spend quite a bit of their time maintaining those machines. Most have the skill to completely repair the stuff, if they were only willing to dedicate the time and funds to do so, but for many bodgers it's simply easier to continue cobbling odd bits into makeshift parts and fixing what they can day-after-day. While many bodgers try to find work in steamworks, others couldn't imagine being tied to one place and told what they have to work on day-in and day-out.

Bodgers tend to be trusted in the more civilized nations, but their work is often of questionable quality unless in the employ of a reputable, union-licensed shop. However, in a bind a bodger is a good friend to have. Their talent at quickly getting things back up and running keeps them in demand. Always inquisitive, bodgers are fascinated by machines and how they work and love getting their hands dirty tinkering with gears and clock timings or meddling with pistons and steam works. When faced with a difficult mechanical problem, a bodger is usually the first to rise to the challenge.

Adventurers: Many bodgers take to the adventuring life in search of fortune, survival, and spare parts. Some bodgers become adventurers to avoid the boredom and oppression of working in a Union-approved steamworks. Others take to the life to find other bodgers and see mechstuff they'd never see otherwise—and perhaps for the opportunity to sign up with an outlaw junker outfit. Most bodgers try to find a way to discover more mechanika, scrounge new and useful parts, create new contraptions, and thwart traps and other devices.

Alignment: Bodgers tend to be free spirits and tend towards a chaotic bent. Many have trouble with maintaining the same job day-after-day, especially for shop owners who don't allow some freedom

to tinker and experiment. Independent bodgers—and those considered “adventurers” are generally independents—tend to be wanderers looking for new challenges and mechanika to work on and around.

BODGERS IN THE IRON KINGDOMS

While bodgers working in steamworks are accepted throughout the kingdoms, “junkers” are seen as rogues wandering the land in caravans. They are rarely welcome in any community, though their cheap skills and the junk that they scavenge sometimes are. Wandering bodgers are unwelcome in many of the more settled parts of Khador, where they are sometimes run off. Llael has adopted a policy of requiring licenses for mechaniks to work inside its borders; Llaelese mechaniks, and the bodgers working with them, have little trouble attaining these permits, but a number of clever taxes make these documents prohibitively expensive for wandering bodgers—or junker—outfits. Cygnar is considered tolerant of bodgers, though the degree of this tolerance varies from place-to-place—the Steam & Iron Workers Union branches in Cygnar



have all but declared war on independent bodgers. The open road aside, Ord is about the only place that roving bodger types easily call home. They are usually tolerated here, and a bodger's skills are always valuable to the Ordic black market. Indeed, the Junker's Market in Five Fingers is an infamous bazaar of scavenged junk from across the lands.

Bodgers willing to join the unions are treated almost as well—if not “as well as”—mechaniks. However, merchant and industrial interests treat these independents much differently; many places of commerce aren't too interested in working with independent bodgers, and those that do usually need cheap labor and a quick fix as stopgap measures. That's where bodgers come in, as they certainly have the ability to fix things fast—something that might take a mechanik a day or three, takes a bodger half as much time—but, of course, fixing the work the bodger did, after it breaks down again, frequently takes even longer. Thus, hiring a bodger for quick, cheap repairs is often the last resort of the poor or the desperate.

The Steam & Iron Workers Union has a policy of not working for establishments that hire independent bodgers. The Union sees them as direct competition, and “a right bloody nuisance.” Repairing a bodged bit of mechstuff can drive a good steamo mad with frustration, and independent bodgers have been known

to drastically undercut Union rates to catch a bit of fast coin. Because of this, the Union fervently tries to push these crews and independents out of “their communities” whenever possible, usually resorting to various ordinances and binding contracts. However, neither side is above taking hostile action if necessary; open fighting has erupted between the outfits and Union tradesmen in places such as Steelwater Flats, Caspia, Fharin, and Corvis, and it seems like this is only getting worse with time. Obviously, a growing enmity exists between the Union and various bodger outfits.

TABLE 2-3: THE BODGER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+2	+0	Bodging, jackwrench
2	+1	+3	+3	+0	Evasion, tinkering
3	+2	+3	+3	+1	Demolish +1d6
4	+3	+4	+4	+1	
5	+3	+4	+4	+1	Give it a good kick, tinkering
6	+4	+5	+5	+2	Demolish +2d6
7	+5	+5	+5	+2	
8	+6/+1	+6	+6	+2	Toss a hammer at it
9	+6/+1	+6	+6	+3	Demolish +3d6
10	+7/+2	+7	+7	+3	Tinkering
11	+8/+3	+7	+7	+3	Master mechanik
12	+9/+4	+8	+8	+4	Demolish +4d6
13	+9/+4	+8	+8	+4	
14	+10/+5	+9	+9	+4	Master mechanik
15	+11/+6/+1	+9	+9	+5	Demolish +5d6
16	+12/+7/+2	+10	+10	+5	
17	+12/+7/+2	+10	+10	+5	Master mechanik
18	+13/+8/+3	+11	+11	+6	Demolish +6d6
19	+14/+9/+4	+11	+11	+6	
20	+15/+10/+5	+12	+12	+6	Master mechanik

GAME RULE INFORMATION

Bodgers have the following game statistics.

Abilities: Intelligence is crucial, since a smart bodger is a skilled bodger. Constitution is also very important as life is harsh and demanding, and a bodger needs to be hardy. Charisma can be a deal breaker or maker when it comes to negotiating prices and finding work.

Alignment: Any.

Hit Die: d8.

CLASS SKILLS

The bodger's class skills and the key ability for each are Appraise (Int), Climb (Str), Craft (Int), Craft (clockwork, mechanika, small arms, steam engine) (Int), Disable Device (Int), Jump (Str), Knowledge (local) (Int), Knowledge (mechanika and any science or technical) (Int), Open Lock (Dex), Profession (mechanik) (Int), Search (Int), Spot (Int), and Use Rope (Dex).

Skill Points at 1st Level: $(6 + \text{Int modifier}) \times 4$

Skill Points at Each Additional Level: $6 + \text{Int modifier}$

CLASS FEATURES

All of the following are the bodger's class features.

Weapon and Armor Proficiency: Bodgers don't train with weapons as a practice, but they're usually scrappers nonetheless and can fight when it comes to it. Bodgers are proficient with all simple weapons and light armor, but not shields.

Bodging: Bodgers have a nearly preternatural gift for making useful gizmos from spare parts and patching up mechanika. When repairing mechanika, a bodger may add one-half of his bodger class levels as a competence bonus to his Craft (tools), Craft (mechanika), and Craft (steam engine) skill checks. This type of quick-fix or construction of slapdash machinery is known as bodging. While bodging never permanently creates or fixes anything, it is a relatively quick and inexpensive way to temporarily solve a problem or get a piece of machinery up and working.

Bodging and Craft (tools): It's nice to have the right tool for the job, but that's just not always possible. When that's the case, bodgers improvise, and they excel at it when it comes to tools, and mechanical and mechanikal devices.

However, while bodged tools are useful, they have extremely limited lifespans and an annoying tendency to fall apart after their immediate usefulness is done. Tools or equipment that augment skill checks hold together for 10 minutes of continuous use, or for four successive skill checks (or attacks if the "tool" happens to be a weapon). For example, a bodged together periscope could be used to observe the goings on in a second-story room for 10 minutes, or it could be used on four separate occasions to briefly glance into an upper story window (observing for one minute each time).

Because of its slapdash nature and haphazard construction, bodged equipment imposes a -2 penalty on any checks or rolls made while using the piece of equipment. A makeshift crossbow bodged together from scrap parts would impose a -2 penalty on attack and damage rolls. Likewise, a device bodged together to allow the character to eavesdrop on a conversation happening in the next booth or on the other side of a thick wall would allow the user to make a Listen check ignoring the obstruction, but the check would suffer a -2 penalty for the imperfect nature of the equipment.

Scrounging parts for makeshift tools or weapons requires a number of rounds equal to the Craft (tools) DC to bodge the item together (see the "Bodging Tools" callout). Once the bodger has spent the appropriate amount of time scrounging, he makes a Search check (DC 15). If the check is successful, he has the necessary parts and can begin construction, otherwise he must repeat the process until the Search check succeeds or he gives up.

Assembly of a bodged tool or weapon takes an additional number of rounds equal to the Craft (tools) DC. Once the device is assembled, the bodger makes his Craft (tools) check to determine his success. If the check is unsuccessful, the bodger can attempt to rebuild the contraption (same time as the original building process) and make a second Craft (tools) check. If he isn't successful on the second attempt, he obviously doesn't have the proper components and must scrounge for better parts.

The Craft (tools) DC required depends on the complexity and size of the device to be created, because it also takes into account the amount and variety of materials the bodger must locate.

BODGING TOOLS

CRAFT (TOOLS)	DC MODIFIER (BASE DC 10)
+2	PER SIZE CATEGORY LARGER THAN TINY (TOOLS)
+2	ONE-HANDED OR SMALLER WEAPONS
+4	TWO-HANDED OR RANGED WEAPONS
+6	ANY WEAPON TOO LARGE TO BE USED BY A CREATURE OF MEDIUM SIZE
+10	SIMPLE TOOL OR WEAPON (STUCK-DOOR OPENER OR CROSSBOW)
+15	COMPLEX TOOL OR WEAPON (PERISCOPE OR MAKESHIFT FIREARM)
+20	OUTLANDISH TOOL OR WEAPON (SELF-PROPELLED VEHICLE OR ALCHEMIST'S FIRE PROJECTOR)

ADDITIONAL COMPONENTS FOR A MULTI-PURPOSE DEVICE ADD TO THE CRAFT DC.

Bodging and repairing mechanika & steam engines. Damaged equipment has a nasty tendency to break down and there isn't always time for thorough repairs, especially when you're steaming down a swampy bayou and the restless natives are in pursuit. Bodging repair work is a quick and inexpensive way to get a piece of machinery up and running when you don't have the time, cash resources, or wherewithal to do it right. Typically, the cost of normal repairs is 1/5 of the cost to craft an item using the appropriate Craft skill, but bodged repairs are based on 1/10 the cost in raw materials and can be finished twice as quickly as normal repairs. If scrounged parts are used, further reduce the cost in raw materials as described below to determine the cumulative score (Craft check roll x DC) needed to complete the repairs. However, bodged repairs require one hour's worth of maintenance on a daily basis to keep the device working. If the machinery is extremely complicated—like the pneumatics for a steamjack or a piece of arcane mechanika—the required maintenance time increases to a number of hours equal to 1/5 of the repair DC.

Maintenance can occur in increments, and a bodger simply needs to make sure he spends the necessary time maintaining his machinery during the day. If maintenance doesn't occur, then the machine breaks down. Getting it working again requires a successful repair check, or a bit of jackwrenching.

A successful repair check without using bodging completely repairs the machine and removes the

need for maintenance. Bodging also tends to further complicate the original problem. When attempting to repair a bit of machinery that has been bodged, the base DC for the Craft (mechanika) or Craft (steam engine) check increases by +5 (+10 if the machinery is complicated).

Scrounging. A bodger who had the right parts on hand would probably attempt to make real repairs, unless he was seriously pressed for time. So if he's bodging repairs, a bodger most likely needs to find spare or makeshift parts to finish their repairs. Many bodgers carry or cart plenty of spare parts with them, but this isn't always enough. Luckily, bodgers have a real knack for scrounging up parts for building or repairing mechanika. The bodger can reduce the cost of repairing, bodging, or building an item through scrounging. This only works in urban areas where junkyards, scrap heaps, and refuse piles are available, although the DM might allow occasional exceptions (like in the environs around a temple of Cyriss). Searching typically requires 1d4 hours and a successful Search check (DC 15). If the Search check is successful, the bodger has found enough spare or makeshift parts to reduce the cost of construction or repairs by 25%. If the Search check succeeds by 5 or more, the bodger has hit on a veritable gold mine of useful parts, if only he can sort through the dross. With a successful Appraise check (DC 12), the bodger can reduce the cost of construction or repair by 35%. However, while some scrap is more useful than other scrap, it's still scrap. In other words, these makeshift parts, while functional, can't be sold for profit.

Jackwrench (Ex): Machines can be stubborn, and sometimes they need a bit of coaxing to get working. Jackwrenching is an old term for striking at a 'jack with a wrench or piece of pipe to get a part sitting right, or to move a stuck gear or piston. The bodger can, by kicking, striking, and swearing at machinery, make it function for 1d4 rounds. In combat, jackwrenching is a full-round action. A piece of mechanika can only be jackwrenched 1d3 times. Afterwards it will require a successful repair in order to function again. Of course, if the machinery breaks down again after the repairs are completed, the bodger can convince it to work again with sufficient cursing and bashing.

Jackwrenching can also be used to enhance a Use Magic Device or Use Mechanical Device check.

If a bodger chooses to jackwrench a magical or mechanical device, such as a wand or rod, he gains a +10 circumstance bonus to the relevant skill check. However, this can cause lasting damage to the device and cannot be used to aid in deciphering a written spell or to cast a spell from a scroll. Each time a magic or mechanical device is jackwrenched in this manner, there is a 20% chance that the device discharges as desired and then ceases to function completely. If charges are expended from an item, there is an additional +5% chance per charge that the device is broken in the process of jackwrenching. For example, if a bodger were to jackwrench a *staff of healing* to activate its *remove blindness/deafness* power, there would be a 30% chance (20% + 10% for the 2 charges expended) that the staff would be ruined in the process, though the spell would still discharge successfully.

Tinkering (Ex): When it comes to tearing apart salvage, bodgers are highly adept. A bodger using a sturdy blunt or piercing weapon (like a standard bodger's wrench) can tear apart functioning machinery with great efficiency.

By 2nd level, bodgers become so used to tinkering with sprockets and springs that they come to understand the finer points of trap mechanisms. From this point on, the bodger can use the Disable Device skill to disarm standard and mechanical traps, but not purely magical ones. Mechanical traps generally have DCs of 25 or higher.

At 5th level, a bodger may add half his class level to Search checks to find mechanical/mechanical traps, at 10th he may add half his class level to his Disable Device checks to disarm such traps.

A bodger who beats a trap's DC by 10 or more with a Disable Device check can study a trap to learn its design, figure out how it works, and remove it without activating it, or bypass it (with his party) without disarming it.

Evasion (Ex): Working near precarious piles of spare parts and searching through unstable scrap heaps has given the bodger exceptional reflexes when it comes to avoiding incoming danger. Beginning at 2nd level, when exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, the bodger takes no damage on a successful saving throw, but still takes full damage on a failed save. Evasion can only be used if the bodger is wearing light armor or no armor at all.

Demolish (Ex): At 3rd level, a bodger has come to understand the key workings of mechanical devices and constructs so well that he can strike constructs or creatures largely comprised of mechanical parts for an additional +1d6 points of damage as long as he is using a sturdy blunt or piercing weapon. This increases by +1d6 every three levels after 3rd (6th, 9th, 12th, 15th, and 18th). The bodger can do the same amount of damage to regular machinery as well, but must still account for the hardness of a machine's construction.

Give it a Good Kick (Ex): With the addition of a few curses and some "magic" words to the bodger's repertoire, and a knack for hitting just the right spot to get a stubborn piece of mechstuff working, the bodger's jackwrenching ability has improved. At 5th level, the jackwrenching ability forces a machine to operate for 2d4 rounds plus one per three class levels.

This ability can also be used to squeeze a little more power from an "empty" charged magic or mechanical device. The DM should secretly roll 1d3 to determine how many additional charges the bodger can "squeeze" out of the item. Once this has been done, the bodger must make a successful Use Magic Device or Use Mechanical Device activation check, though he does get to include his +10 circumstance bonus from the jackwrench class ability. Each successful check allows the bodger to squeeze one more charge from the device. However, once the 1d3 additional charges are used up, or the bodger misses a skill check, the device completely ceases to function.

Toss a Hammer at It (Ex): At 8th level, the bodger becomes so adept at booting his machinery into submission that he can do it from a distance. Once per day the bodger can use the jackwrench ability as a ranged attack within 30 feet.

Master Mechanik: Upon reaching 11th level, the bodger becomes extremely proficient at what he does. At 11th, 14th, 17th, and 20th levels, the bodger can choose one of the abilities listed below:

Improved Evasion: As per the rogue special ability (PHB).

Master Bodger: The bodger has gotten so good at keeping an eye out for spare parts that he can always decrease the cost of repairs or construction by 25%. Additionally, he only needs to devote half-an-hour to normal maintenance and an hour to maintenance on complex machines per day.

Precise Timing: The mechanical timing of a construct or automaton becomes incredibly predictable to someone intimate with how machines act and move. The bodger is now so familiar with this timing that he can never be caught flat-footed by a construct or mechanical adversary, and gains a +4 dodge bonus against them as well.

Skill Mastery: As per the rogue special ability (PHB).

Wrench Tosser (Ex): The bodger has gotten particularly good at jackwrenching his machinery from a distance. He can use the Toss a Hammer at It ability an additional time per day. This special ability can be taken more than once to increase the number of ranged jackwrenching attempts a bodger can make per day.

Feat: A bodger may choose a feat in place of a Master Mechanik ability.

MECHANIK'S WRENCH

A MECHANIK'S WRENCH IS A PARTICULARLY USEFUL TOOL FOR A BODGER. A WRENCH, OR VERY SIMILAR TOOL, IS REQUIRED FOR PROPER USE OF A MAJORITY OF THE BODGER'S CLASS ABILITIES. THIS HEAVY WRENCH HAS AN ADJUSTABLE WIDTH WRENCH AT ONE END AND A WEDGE-SHAPED LEVER AT THE OTHER, USEFUL AS A PRY BAR OR AN EXTREMELY LARGE SCREWDRIVER OF THE SORT NEEDED FOR WORKING ON MANY PIECES OF MECHANIKA. WHILE THE WRENCH IS CONSIDERED A PRECISION INSTRUMENT BY SOME, MANY MECHANIKS AND BODGERS ALSO RECOGNIZE ITS UTILITARIAN NATURE WHEN THINGS GET A BIT ROUGH. THE FOLLOWING STATS CAN BE USED WHEN EMPLOYING A MECHANIK'S WRENCH IN MELEE COMBAT.

MECHANIK'S WRENCH: PROFICIENCY: SIMPLE; SIZE: ONE-HANDED MELEE WEAPON; COST: 20 GP; DAMAGE: 1d6/1d4; CRITICAL: x2; RANGE INCREMENT: —; WEIGHT: 5 LB.; TYPE: BLUDGEONING OR PIERCING; SPECIAL: DOUBLE WEAPON.

← FELL CALLER →

I used to fear the howling of wolves. Many a night I spent scouting for the Khadoran Free Mercenaries, plotting our way through the Blackroots and the distant Rimeshaws, even the dreaded Scarsfell. Aye, up there, the wolves are seldom far from sight, and never out of earshot. Sometimes their shrill cry is the only thing that connects you to the

rest of the world...lets you know that you're still alive.

In Malgur Forest, it all changed for me. The moment the wood came into view I heard the first cry—a signal from a trollkin fell caller. The kreil of the Malgur are, by and large, a passive lot—or at least, they leave the neighboring Skirov alone—but there'd been reports of trouble. We were hired to sort it all out. I don't know what got into those bloody trollkin, but we clashed with them a dozen times before the Malgur was finally quiet. There's folks that say a trollkin's made of nothin' but fire and blood and bone, and that might well be true.

I met with half-a-dozen fell callers on those bloody raids. Ah, they were terrors...unlike anything these old eyes have ever seen. Their booming calls shook the morale out of the hardest of us, at the same time working the trollkin into a raging frenzy. Cold sweat froze on our backs and necks, and suddenly shields burst apart, blood ran from men's eyes, and even the earth itself trembled, such was the power of those mighty voices.

I don't know how we put a stop to it, that trollkin uprising, but aye, somehow we did. But, when just a lone, haggard scout comes wandering back...well, how much of a victory can one really call it? Heh. Now, when I hear the howl of the wolf, I'm comforted. After all, it's merely a wolf...

—Vlasin Kostok (male Kossite Rgr5/Rfl2),
former scout for the Khadoran Free Mercenaries

DESCRIPTION

The fell caller combines terrifying shout attacks with respectable combat ability. They are fearless warriors, full of passion, charisma, and, oftentimes, rage. Fell callers are born with their gift, and most find it difficult not to follow the calling. With his incredible voice, a fell caller strikes fear into his opponents, bolsters the courage of his comrades, confuses his enemies, lets out destructive sonic blasts, and even makes the ground itself tremble. All such calls are vocal effects and are essentially shouted; indeed, the most notable attribute of nearly any fell caller is his deep, booming voice.

Outside of that, they run the gamut, though neutral is more common than good or evil.

FELL CALLERS IN THE IRON KINGDOMS

All fell callers in the Iron Kingdoms are trollkin. They are the descendants of the ancient trollkin hero Bragg, the first of all fell callers. His exploits are many and legendary, and he is a central figure in many trollkin songs and tales. Though trollkin are sometimes known as a stolid breed, Bragg embodied the fiery temper and garrulous fervor that lurks in trollkin blood.

Adventurers:

The life of an adventurer comes naturally to the fell caller. They revel in anything that gets their blood going, and are seldom found anywhere but at the center of a fight. Their abilities make them valuable additions to any party, and the variety of their calls gives them a good mix of supportive and offensive capabilities.

Alignment: Their fiery blood and impetuous nature prevents fell callers from choosing a lawful alignment.

Fell callers are born in all trollkin bloodlines; legend has it that in his travels Bragg “spread his gift” to trollkin women across the land. Normally such inter-bloodline mixing is frowned upon—considered a vile taboo even—but Bragg made himself an exception to the rule. Though fell callers may occasionally be admonished for their tainted blood, they are usually given nothing but respect for their amazing abilities. Fell callers share whatever visual distinctions are



common to their bloodline, but all have stark white eyes and most have red stripes or blotches on their faces as well. Fell callers boast the most amazing voices of a race already well-known for its vocal abilities.

The exact role played by a fell caller varies from region to region, but most find themselves serving as military experts. Their role is easily comparable to the war-bards found in the human militaries. Most fell callers will leave their kreil and wander the realms for at least a short while; in fact, doing so is expected of them. While adventuring, they might end up in any role or situation, though more often than not, combat is a fell caller's primary vocation.

TABLE 2-4: THE FELL CALLER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Fell Calls per Day
1	+0	+2	+0	+0	Fell calls	2
2	+1	+3	+0	+0		4
3	+2	+3	+1	+1		6
4	+3	+4	+1	+1	Bonus feat	8
5	+3	+4	+1	+1		10
6	+4	+5	+2	+2		12
7	+5	+5	+2	+2		14
8	+6/+1	+6	+2	+2	Bonus feat	16
9	+6/+1	+6	+3	+3		18
10	+7/+2	+7	+3	+3		20
11	+8/+3	+7	+3	+3		22
12	+9/+4	+8	+4	+4	Bonus feat	24
13	+9/+4	+8	+4	+4		26
14	+10/+5	+9	+4	+4		28
15	+11/+6/+1	+9	+5	+5		30
16	+12/+7/+2	+10	+5	+5	Bonus feat	32
17	+12/+7/+2	+10	+5	+5		34
18	+13/+8/+3	+11	+6	+6		36
19	+14/+9/+4	+11	+6	+6		38
20	+15/+10/+5	+12	+6	+6	Bonus feat	40

The rare trollkin fell caller born with Bragg's Gift, as it is known, but who doesn't pursue it as a career, may still use the *fell call* ability once per day (see below); a character created as such must give up one feat slot to retain this ability.

GAME RULE INFORMATION

Race: Trollkin only.

Abilities: Charisma is important to a fell caller, as it determines the success of his Perform checks. Because they are warriors, Strength and Constitution are important to a fell caller as well. Also, a high Dexterity score is helpful, as many fell callers prefer to wear light armor.

Alignment: Any non lawful.

Hit Die: d8.

CLASS SKILLS

The fell caller's class skills (and the key ability for each) are Climb (Str), Concentration (Con), Craft (Int), Intimidate (Cha), Jump (Str), Listen (Wis), Perform (Cha), Ride (Dex), Spot (Wis), Survival (Wis), and Swim (Str).

Skill Points at 1st Level: (4 + Int modifier) x 4.

Skill Points at Each Additional Level: 4 + Int modifier.

CLASS FEATURES

Weapon and Armor Proficiency: Fell callers are proficient with all simple and martial weapons, as well as light armor, medium armor, and shields.

Feats: Fell callers gain a bonus feat every four levels, which may be chosen from the list of bonus feats for fighters, with the exceptions of Greater Weapon Focus, Weapon Specialization, and Greater Weapon Specialization.

Fell Calls Per Day: A fell caller may make 2 calls per level per day. For example, a 5th-level fell caller has 10 call slots available per day, while a 12th-level fell caller has 24 call slots available per day. Note that some calls use up more than one slot.

Fell Calls (Sp): Fell callers may use the musical abilities of the bard class, though they are made as fell calls, not songs. In addition they gain the following:

Fell Call: A fell caller with at least 3 ranks in Perform and 1 rank in Intimidate may perform this call, which afflicts enemies who hear it with great dread, undermining their confidence. To be affected, the enemies must hear the calling for a full round. The effect lasts as long as the trollkin howls and for 5 rounds after. Affected enemies receive a -2 morale penalty to saving throws against charm and fear effects, and a -1 morale penalty to attack and damage rolls. *Fell call* is a supernatural, mind-affecting ability.

Signal Call: A fell caller with at least 3 ranks in Perform may perform a powerful *signal call*. It has no special effects other than that it can be heard for a great distance, extending in a radius for 1 mile per two levels of the fell caller; thus a 6th-level fell caller's *signal call* would extend for 3 miles. This call is typically used for military signaling. Complex intonations, such as words, may not be made with this call. This is an extraordinary ability that lasts as long as the fell caller continues to call.

Stay Death: A fell caller with at least 4 ranks in Perform may let loose this croon, which stays his allies from death's clutches. All allies within earshot while this call is being made do not become disabled at 0 hp. They may continue fighting to -10 hp unhindered, though upon reaching -10 hp they die as normal. Subjects caught between 0 and -10 when the call ends suffer the normal effects. This is a supernatural ability that lasts as long as the fell caller continues to croon.

Stunning Blast: A fell caller with at least 6 ranks in Perform may stun opponents with this sharp call. The call extends in a cone 5 ft. per level in length, and all caught in it suffer 1d6 nonlethal damage per level of the fell caller. This immediate effect call is a supernatural sonic attack.

Targets may make a Fortitude save (DC 10 + 1/2 fell caller's level + fell caller's Cha mod) for half damage.

Fell Howl: A fell caller with at least 8 ranks in Perform and 8 ranks in Intimidate may belt out this dreaded call, striking fear into his opponents. All opponents within 30 ft. must make a Will save (DC 10 + 1/2 fell caller's level + fell caller's Cha mod) or become frightened for 3d6 rounds. Creatures and opponents with more HD than the fell caller are not affected. For more information, see the frightful presence ability, as described in the MM. This immediate effect call is an extraordinary ability.

Sonic Blast: A fell caller of at least 7th level and with at least 8 ranks in Perform and 5 ranks in Intimidate can release a destructive vocal blast that damages objects and opponents. This ability is otherwise identical to the spell *shout*, except that the damage increases by 1d6 for every level of the fell caller beyond 7th to a maximum of 10d6. This immediate effect call is a supernatural sonic attack.

Confusion Call: A fell caller of at least 7th level and with at least 9 ranks in Perform may sound a strange call that confuses enemies. The effects are identical to the spell *confusion*, except that the radius is 5 ft. per two levels, and only opponents are affected. This is a supernatural, mind-affecting ability that lasts as long as the fell caller continues to croon.

Chorus Call: At 9th level, the fell caller becomes so talented at his craft that he may sustain two calls at once. He may either sustain two continuous calls, or he may sustain one continuous call, punctuated by immediate effect calls (such as *sonic blast*). He may not perform two immediate effect calls simultaneously. The cost for using a chorus call is one additional daily slot; this cost is paid any time a second call is activated, be it continuous or instant.

Doom's Quaking Call: A fell caller of at least 10th level and with at least 12 ranks in Perform may let forth a booming, subsonic bellow that shatters physical objects. The blast is released in a cone 5 ft. long per level. All objects with a hardness equal to or less than half of the fell caller's level are affected; for example, a 10th level fell caller could shatter objects with 5 hardness or less. Objects with hit points exceeding three times the fell caller's level are also immune. Attended items may make a Fortitude save as usual (DC 10 + 1/2 fell caller's level + fell caller's Charisma modifier). Magical

items are not affected. This immediate effect call is a supernatural sonic attack.

Greater Fell Call: A fell caller of at least 12th level and with at least 15 ranks in Perform and 12 ranks in Intimidate releases an even more potent fell call. It is identical to the lesser *fell call*, except that the penalties are -6 and -3 respectively. Using this ability takes up two daily call slots. This is a supernatural, mind-affecting ability.

Greater Chorus Call: At 15th level, the fell caller may sustain three calls at once. He may either sustain three continuous calls, or he may sustain two continuous calls, punctuated by immediate effect calls (such as *sonic blast*). He may not perform two or three immediate effect calls simultaneously. The cost for using a triple chorus call is two additional daily slots; one additional slot is paid when the second call is activated and the second additional slot cost is paid any time a third call is activated, be it continuous or instant.

When a fell caller uses one of his immediate effect calls (*stunning blast*, *fell howl*, *sonic blast* or *doom's quaking call*) he decides the effective level of the call (up to his fell caller class level). After performing the call he takes nonlethal damage equal to the effective level of the call, a successful Fortitude save (DC 10 + effective call level) halves the damage.

← GUN MAGE →

The Fraternal Order? Hah! Don't get me started. Those wankers think they know everything what there is ta know about magic. Well, let me tell ya, me mucker, there's a thing or three those ponces don't know...only they're not smart enough ta see it. Always faffin' about with musty old tomes, they just don't get it. Magic is here and now. It's not about the past, it's about action and change, but some of 'em just can't see past the spectacles on the ends o' their noses. Ya don't need books, ya don't need

highfalutin' sigils and passwords and handshakes and all that cack. Magic's everywhere, ya just need ta feel it, shape it, and make it do what ya want.

When I was a wee lad, me pappy showed me 'is pistol. It warn't nothin' fancy, but it was 'is and 'e was proud of it. And then 'e let me touch it, and it sent chills through me. I didn't know what it was about that pistol, but I knew that someday I had to have one. I snuck glances at it whenever I could, and snuck in and touched it when 'e warn't around. The day 'e finally let me shoot it...well, it was like somebody'd done lifted a veil from over me eyes and I was seeing fer the first time. It did somethin' ta me and I knew, I just knew, how ta make that pistol do...more.

When 'e let me fire another shot, I just sorta pushed when I pulled on the trigger. Not like with me arms or fingers, but with me...soul. And flames, like nothin' I'd ever seen before shot outta that pistol. Well, a course 'e'd never let me touch it again, but I 'ad to 'ave it. So I lit out the next night, stole it right from under 'is nose and I ain't never looked back again. Me poor ole pappy, 'e just didn't understand it any better then those mucky-mucks of the Fraternal Order. A pistol and soul, that's what it takes to make magic.

—Roderick Bannon (male Thurian Gmg5),
gun mage, Five Fingers

DESCRIPTION

Gun mages are wild cards, their magic comes in fits-and-starts, and few truly understand the strange bond they form with their pistols. Like sorcerers, gun mages seem to be born with this talent, but it is one that requires intense training and practice. Due to their strong desire to wield pistols and their hours of training with them, their magic is more limited than that of the sorcerer or wizard. However, they are far better combatants, though their emphasis on the pistol has limited their knowledge of other weapons.

Almost all of them have been exposed to pistols during their childhood and have formed a strange predilection for the costly weapons.

Instinctively, they begin to scratch mystic runes into the pistol grip and along the metal frame and barrel, mystically reinforcing the pistol for use with their arcane talent. Through hours of intense mental focus and training, they form a strange kinship with the pistol, developing their own unique, arcane magic that incorporates this firearm.

The process by which the gun mage channels magical energy through the pistol becomes obvious to this gifted individual, and gun mages have a hard time understanding why others find this idea and practice so completely foreign. As the young gun mage grows and develops, through constant practice he learns the limitations of simple steel and comes to understand how to reinforce the metal to withstand potent arcane energies. Through this training and dedication, the pistol becomes an extension of the man.

Many gun mages are loners, misunderstood or feared for the strange powers that they manifest. And this tendency, coupled with the free-spirited nature of many gun mages, leads them into trouble more often than not. Some become little more than hired guns or brigands, but others continue to push and develop their talents. And if they are lucky they find their way, or find someone to take them, to one of the new military orders that have begun to recruit and train these individuals.

Gun mages are most at home amongst other free-spirited folk. Scholars and bookish sorts tend

to be too stuffy for the gun mage's liking, and they regularly find themselves at odds with more lawfully minded

persons, such as clerics of

lawful deities, paladins,

and monks. Wizards, in

particular, tend to look condescendingly on

gun mages. They

have been heard

to say that the gun

mage's reliance on

a physical weapon

is a crutch and

that they are

simply crippled

sorcerers, forever

in need of a

physical focus in

order to manifest

their powers. Gun

mages, in turn, have

been heard to say that

their arcane fellows are

simply jealous of their

abilities and their intuitive

knack for magic.

Adventurers: Many gun mages adventure to test their skill and abilities, for only through constant training and trial-and-error can one expand his skills and develop the mental focus necessary for this demanding form of wizardry. They also adventure for profit. Many of them long to feel the cold, weighty reassurance of the grip of a magelock pistol, for the odd steel of these weapons is well-suited to their form of magic and are able to withstand greater arcane forces than common steel.



Alignment: Gun mages tend to be free spirits. Their magic is a talent, a passion. It is not the bookish training common to the wizard orders, or even the intuitive art of the sorcerer. It requires focus and intense training, but also a quickness of mind and sureness of purpose that only comes from complete confidence in one's ability. They tend to be less rigidly ordered and far more chaotic than their arcane brethren.

GUN MAGES IN THE IRON KINGDOMS

Gun mages are a fairly new breed in western Immoren. They are folk gifted—or cursed—with the

power of sorcery and a strange affinity for pistols. Thus far, gun mages have primarily been seen in Cygnar and Llael, and the folk of these countries seem to take most easily to this strange art, but it's only a matter of time before Khadoran gun mages are seen strutting along the streets of Korsk.

It is most likely that they have sprung up in Cygnar and Llael due to the preference of many of the people of these nations for pistols. In particular, known gun mages tend to be of Rynnish, Thurian, and Umbrean stock. These wild young men and women generally seek to make their own way in the world, without relying on others.

TABLE 2-5: THE GUN MAGE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day						
						0	1	2	3	4	5	6
1	+0	+0	+2	+0	Arcane focus, bond with magelock pistol	2	—	—	—	—	—	—
2	+1	+0	+3	+0	Reinforcing runes	3	0	—	—	—	—	—
3	+2	+1	+3	+1	Cast rune bullet	3	1	—	—	—	—	—
4	+3	+1	+4	+1		4	2	0	—	—	—	—
5	+3	+1	+4	+1	Bonus feat	4	3	1	—	—	—	—
6	+4	+2	+5	+2		4	3	2	—	—	—	—
7	+5	+2	+5	+2		5	4	2	0	—	—	—
8	+6/+1	+2	+6	+2		5	4	3	1	—	—	—
9	+6/+1	+3	+6	+3		5	5	3	2	—	—	—
10	+7/+2	+3	+7	+3	Bonus feat	6	5	4	2	0	—	—
11	+8/+3	+3	+7	+3		6	5	4	3	1	—	—
12	+9/+4	+4	+8	+4		6	5	4	3	2	—	—
13	+9/+4	+4	+8	+4		6	6	5	4	2	0	—
14	+10/+5	+4	+9	+4		6	6	5	4	3	1	—
15	+11/+6/+1	+5	+9	+5	Bonus feat	6	6	5	4	3	2	—
16	+12/+7/+2	+5	+10	+5		6	6	6	5	4	2	0
17	+12/+7/+2	+5	+10	+5		6	6	6	5	4	3	1
18	+13/+8/+3	+6	+11	+6		6	6	6	5	5	3	2
19	+14/+9/+4	+6	+11	+6		6	6	6	6	5	4	3
20	+15/+10/+5	+6	+12	+6	Bonus feat	6	6	6	6	5	4	4

While dwarven and elven gun mages very likely exist, none have been recognized as such within the human kingdoms. Of the other races, only gobbers are likely to show any inclination for this odd form of sorcery.

GAME RULE INFORMATION

Abilities: Charisma determines how powerful a spell a gun mage can cast, how many spells the gun mage can cast per day, and how hard those spells are to resist. To cast a spell, a gun mage must have a Charisma score of $10 + \text{spell's level}$. A gun mage gets bonus spells based on Charisma. The Difficulty Class of a saving throw against a gun mage's spell is $10 + \text{the spell's level} + \text{the gun mage's Charisma modifier}$. Intelligence is important for several of the gun mage's class skills (see below). Dexterity determines the gun mage's ability with his pistol.

Alignment: Any.

Hit Die: d6.

CLASS SKILLS

The gun mage's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Craft (small arms) (Int), Intimidate (Cha), Jump (Str), Knowledge (arcana) (Int), Listen (Wis), Spellcraft (Int), Spot (Wis), and Swim (Str).

Skill Points at 1st Level: $(2 + \text{Int modifier}) \times 4$.

Skill Points at Each Additional Level: $2 + \text{Int modifier}$.

CLASS FEATURES

All the following are class features of the gun mage.

Weapon and Armor Proficiency: A gun mage is proficient with all simple weapons. Additionally, a gun mage is proficient with all pistols. Gun mages are proficient with light armor, but not with any shields.

Arcane Focus: A gun mage is capable of channeling arcane magic through a pistol. With a functioning pistol, the gun mage always has the arcane focus necessary to cast his spells. He can also make due without inexpensive material components, though any component worth 100 gp or more must be supplied by the gun mage.

Additionally, any ray spells cast by the gun mage can be focused through the barrel of his pistol, allowing

him to use his pistol ranged attack bonus (and any ensuing bonuses from Weapon Focus or other feats) to determine the ranged touch attack bonuses for resolving the ray spell. However, the gun mage cannot cast a spell and fire his pistol at the same time.

Unfortunately, normal pistols are not built to withstand the arcane forces channeled by a gun mage. For every two spell levels cast through the pistol, it loses one point of hardness, rounding up for odd level spells. When the pistol's hardness reaches 0 it is destroyed, consumed by the arcane forces channeled through it. A common pistol has a hardness of 10 and 5 hit points.

TABLE 2-6: GUN MAGE SPELLS KNOWN

Level	Spells Known						
	0	1	2	3	4	5	6
1	4	—	—	—	—	—	—
2	5	2*	—	—	—	—	—
3	6	3	—	—	—	—	—
4	6	3	2*	—	—	—	—
5	6	4	3	—	—	—	—
6	6	4	3	—	—	—	—
7	6	4	4	2*	—	—	—
8	6	4	4	3	—	—	—
9	6	4	4	3	—	—	—
10	6	4	4	4	2*	—	—
11	6	4	4	4	3	—	—
12	6	4	4	4	3	—	—
13	6	4	4	4	4	2*	—
14	6	4	4	4	4	3	—
15	6	4	4	4	4	3	—
16	6	5	4	4	4	4	2*
17	6	5	5	4	4	4	3
18	6	5	5	5	4	4	3
19	6	5	5	5	5	4	4
20	6	5	5	5	5	5	4

*Provided the gun mage has a high enough Charisma score to have a bonus spell of this level.

This damage only applies to spells directly channeled into the pistol (ray spells and spells linked to rune bullets). Magelock pistols are immune to this damage.

Bond with Magelock Pistol: A gun mage is capable of bonding with the strange metal used to create magelock pistols. Doing so takes a full day and uses up alchemical materials costing 100 gp. The bonded weapon becomes an extension of the gun mage, and while many gun mages carry a second, third or even fourth pistol, not all of them can bond to multiple magelock pistols. A gun mage can only bond to a number of magelock pistols equal to his Charisma ability modifier.

Spells: Gun mages cast arcane spells like sorcerers, but they have their own spell list (provided below). Gun mages are limited in the number of spells they can cast per day and can learn, according to Table 2-5: The Gun Mage and Table 2-6: Gun Mage Spells Known, respectively. The gun mage casts these spells without needing to prepare them beforehand or keep a spellbook. The gun mage's pistol can substitute as an arcane spell focus for any spell requiring a focus. Gun mages receive bonus spells per day for high Charisma, and to cast a spell a gun mage must have a Charisma score at least equal to 10 + the level of the spell. The Difficulty Class for a saving throw against a gun mage's spell is 10 + the spell's level + the gun mage's Charisma modifier.

The gun mage's selection of spells is extremely limited. A gun mage begins play knowing four 0-level spells of the player's choice. At most new gun mage levels, he gains one or more new spells as indicated on Table 2-6: Gun Mage Spells Known. (Unlike spells per day, the number of spells a gun mage knows is not affected by his Charisma score; the numbers on Table 2-6 are fixed.)

Reinforcing Runes: As a gun mage's power begins to grow, he learns arcane secrets for reinforcing his pistols to withstand some of the punishment of channeling magical energies, increasing the hardness or hit points of the pistol. For every 50 gp in materials and one day spent carefully carving runes into a pistol, the gun mage can increase the pistol's hardness by 1 point to a maximum hardness of 15. For every 100 gp and one day's time, the pistol's hit points can be increased by 1 point to a maximum of 16. These reinforcing runes stack with the bonuses to a bonded magelock pistol.

Cast Rune Bullet: At 3rd level, the gun mage learns how to craft special bullets that channel spell energy. When firing a rune-cast bullet, the gun mage can, as a free action, channel a spell into the bullet. If the bullet hits its target, it does an additional +1d6 force damage per level of the spell channeled into the bullet. Cantrips only add +1d3 damage.

In addition, upon reaching 6th level, the gun mage's rune-cast bullets are treated as having a +1 enhancement bonus when spell levels are channeled into the bullet. This bonus increases by +1 for every 6 levels in the gun mage class; +2 at 12th level, +3 at 18th level.

A gun mage may not channel a spell into a bullet that is delivering either a ranged touch attack or a touch attack spell. See The Gun Mage's Bonded Magelock Pistol for more details.

Casting rune bullets is a very intensive process, requiring molten and powdered metals and meticulous spell work. Casting rune bullets requires a properly equipped gunner's kit and an appropriate skill check (see the Firearms-related Skills callout, pg. 146). The material cost, in addition to the standard pistol charge cost, is 1 gp for each rune-cast bullet, which are regularly lead with gold shavings or dust—indispensable for its conductive properties. Once the lead is liquefied, the gold is sprinkled into the molten metal and, as the rounds cool, manifests as flecks. Thereupon the caster etches his signature mark—a runic glyph—with gold shavings onto the bullet. This mark acts as the receiving point for the gun mage's spells, and the flecks carry the spell throughout the bullet.

Gun mages normally are able to cast and etch 5 bullets per hour, but the work is exacting and requires focus. Every hour after the first, a gun mage must make a Concentration check (DC 12). If the check fails, the gun mage is fatigued and must wait a full day before attempting to cast more bullets. Magnifying glasses and superior etching tools can lower this DC at the DM's discretion.

Etching the very precise runes is meticulous, especially difficult on the eyes even under the best lighting. A bleary eyed gun mage takes a temporary penalty of -1 to all ranged attacks per hour spent casting rune bullets. These points are recovered at a rate of 1 point every 2 hours provided the gun mage is no longer etching runes.

Bonus Feat: At 5th level and every five levels thereafter, a gun mage gains a bonus feat. These must be chosen from the following list: any Metamagic feat, Combat Casting, Combat Loading (Improved Combat Loading), Dodge (Mobility), Improved Initiative, Point Blank Shot (Far Shot, Improved Precise Shot, Precise Shot, Rapid Shot, Shot on the Run), Quick Draw, Skill Focus (Craft [small arms]), Spell Focus (Greater Spell Focus), Spell Penetration (Greater Spell Penetration), Weapon Focus (pistol).

THE GUN MAGE'S BONDED MAGELOCK PISTOL

While the gun mage is capable of many spectacular feats with any firearm, he is most impressive when he holds a bonded magelock pistol in his hand. This is a very special sort of firearm. Every budding gun mage seeks to possess at least one of these weapons. The magelock is of dwarven make, created from rare metals in a casting process refined by elite Rhulic craftsmen and have properties attuned to, for lack of a better term among the dwarves, "the haphazard sorceries of manfolk." Gun mages who have polished their magical abilities are adept at weaving spells into and through these weapons for an assortment of fantastic effects, and once a gun mage has bonded with a magelock, it is as if the weapon becomes a physical extension of its master.

As the master's levels in the gun mage class increase, the magelock pistol also increases in power. However, levels of sorcerer, wizard, warcaster, or any other spellcasting class do not stack for purposes of determining the master's level unless the class specifically states that it does stack for determining levels for a bonded magelock pistol.

If the bonded pistol is destroyed, the master must attempt a Fortitude saving throw (DC 15). If the saving throw fails, the master loses 200 experience points per class level. A successful saving throw reduces the loss to half of that amount. However, a master's experience point total can never go below zero as the result of the destruction of a bonded pistol.

MAGELOCK FIREARMS

PRODUCED FOR THE MILITARIES OF THE IRON KINGDOMS BY ELITE RHULIC GUNSMITHS, MOST MAGELOCKS ARE MILITARY PISTOLS, THOUGH A NUMBER OF SMALL PISTOLS AND EVEN A FEW RIFLES ARE KNOWN TO EXIST. DUE TO THEIR COST, MAGELOCK WEAPONS ARE ONLY ISSUED TO SKILLED GUN MAGES WHO HAVE JOINED ELITE MILITARY UNITS SUCH AS THE CYGNARAN MILITANT ORDER OF THE ARCANE TEMPEST AND THE LLAELESE LOYAL ORDER OF THE AMETHYST ROSE.

HOWEVER, SOME MAGELOCK SHIPMENTS HAVE RUN AFOUL OF BRIGANDS, WHILE OTHERS HAVE MADE THEIR WAY INTO THE BLACK MARKETS. IT IS A RARE FIND IF ONE IS LUCKY ENOUGH TO COME ACROSS A MAGELOCK ON THE BLACK MARKET. RECENT RUMOR HAS IT THAT AN AUCTION HOUSE IN THE PORT CITY OF FIVE FINGERS HAS ONE OR TWO IN STOCK, ALONG WITH A CACHE OF OTHER FINE FIREARMS. ONE WOULD EXPECT BIDDING FOR A SMALL MAGELOCK PISTOL TO BEGIN AT AROUND 650 GP, WHILE THE BIDDING FOR A MILITARY MAGELOCK PISTOL WILL EASILY BEGIN AT 800 GP OR MORE. COMPETITION FOR THESE HIGHLY-PRIZED PISTOLS TENDS TO BE FIERCE—EXPECT TO PAY HANDSOMELY AND BE SURE TO WATCH YOUR BACK IF YOU MANAGE TO COLLECT YOUR MERCHANDISE AT ALL.

Hardness: As a gun mage increases in level, his bonded magelock pistol becomes more durable. A standard magelock pistol begins with a hardness of 10; this increases by +1 for every two levels of the pistol's master.

Hit Points: A standard magelock pistol has 8 hit points. As its bonded master increases in level, the pistol's hit points increase by +2 for every two levels of the pistol's master.

Alertness: The touch of cold, magelock steel serves to sharpen its master's senses. While touching the bonded magelock pistol, its master is treated as having the Alertness feat.

Spell Link: Due to the magic channeling and absorbing properties of the metals used to craft

TABLE 2-7: BONDED MAGELOCK PISTOL SPECIAL ABILITIES

Gun Mage Level	Hardness	Hit Points	Special
1-2	+1	+2	Alertness, spell link
3-4	+2	+4	Ranged touch
5-6	+3	+6	Touch
7-8	+4	+8	Sighting link
9-10	+5	+10	Call pistol
11-12	+6	+12	
13-14	+7	+14	Scry
15-16	+8	+16	
17-18	+9	+18	
19-20	+10	+20	

magelock pistols, any personal spell cast by the master will also affect the pistol. The pistol must be within 5 feet at the time. If the spell has a duration other than instantaneous, the spell stops affecting the pistol if it is moved farther than 5 feet away from its master. The spell's effect will not be restored even if its master retrieves the pistol before the spell's duration would have ended. The master and magelock pistol can share spells even if the spells do not normally affect items. For example, Roderick casts *mirror image* on himself, creating four images. As long as his pistol remains within 5 feet of Roderick it has four images as well, making it more difficult for his opponents to target both Roderick and his precious magelock pistol.

Ranged Touch: If the master is 3rd level or higher, the magelock pistol can be used to deliver ranged touch spells. Using this ability requires that a rune-cast bullet is already loaded in the gun mage's magelock pistol. When the master casts a ranged touch spell, the rune-cast bullet in the chamber is designated as the "toucher." (The master must be holding the pistol at the time of casting.) The ranged touch spell can then be delivered as a ranged touch attack. If the attack would also succeed as a normal ranged melee attack, pistol damage is also applied to the attack. As normal with touch spells, the rune-cast bullet is able to hold the charge until the gun mage fires the pistol, but if he casts another spell before discharging the spell on the rune-cast bullet, the touch spell dissipates. The ranged touch attack is made with the gun mage's pistol attack bonus (and any ensuing bonuses from Weapon Focus or other feats). Casting a touch spell into a rune-cast bullet and firing the magelock are never combined as a single action. The spell still requires its normal casting time and firing the pistol requires a separate standard action.

Touch: If the master is 5th level or higher, the magelock pistol can be used to deliver touch spells at range. This is handled exactly as the Ranged Touch ability.

Sighting Link: Due to the magical nature of the magelock metal and the bond that has been forged between the pistol and its master, as a free action with a successful Concentration check (DC 15), the master of 7th level or higher can see as if looking out from his pistol's sights (or the end of the barrel if it has no sights), instead of using his own eyes. This enables the master to aim the pistol without looking, allowing for some spectacular trick shots.

Call Pistol: At 9th level, the master gains the ability to summon his magelock pistol to his hand. When separated from his pistol, with a successful Concentration check (DC 18) the master can cause his pistol to fly into his hand so long as it is not gripped by another and can be seen by its master. This ability is a move action, though a gun mage with the Quick Draw feat can call, as a free action, as many bonded pistols as he has hands.

Gun Scry: If the master is 13th level or higher, the master may scry on his pistol (as if casting the spell *scrying*) once per day. This is a spell-like ability requiring no material components or focus that allows the gun mage to see his bonded pistol and its surroundings if they are ever separated.

GUN MAGE SPELL LIST

Gun mages choose their spells from the following list. Spells listed in **boldface** are new spells for the Iron Kingdoms presented in Chapter Five: Magic & Mechanika (pp. 352).

0 level—*arcane mark, dancing lights, daze, detect magic, flare, ghost sound, know direction, light, mage hand, mending, message, open/close, prestidigitation, ray of frost, read magic, resistance, touch of fatigue.*

1st level—***arcane bullet**, alarm, burning hands, cause fear, charm person, chill touch, color spray, disguise self, endure elements, expeditious retreat, feather fall, grease, hold portal, hypnotism, lesser confusion, jump, mage armor, magic missile, magic weapon, magic aura, obscuring mist, protection from chaos/evil/good/law, ray of enfeeblement, shield, shocking grasp, sleep, true strike, ventriloquism.*

2nd level—*alter self, arcane lock, bear's endurance, blindness/deafness, blur, cat's grace, command undead, continual flame, darkness, darkvision, daze monster, detect thoughts, eagle's splendor, false life, flaming sphere, fog cloud, glitterdust, gust of wind, hypnotic pattern, invisibility, knock, levitate, locate object, mirror image, misdirection, obscure object, protection from arrows, pyrotechnics, resist energy, scare, scorching ray, see invisibility, shatter, silence, sound burst, spider climb, touch of idiocy, undetectable alignment, web, whispering wind.*

3rd level—*blink, crushing despair, daylight, deep slumber, dispel magic, displacement, explosive runes, fireball, good hope, greater magic weapon, haste, heroism, hold person, invisibility sphere, lightning bolt, magic circle against chaos/*

evil/good/ law, nondetection, phantom steed, protection from energy, rage, ray of exhaustion, shrink item, sleet storm, slow, stinking cloud, suggestion, vampiric touch, water breathing, wind wall.

4th level—animate dead, bestow curse, charm monster, confusion, contagion, dimension door, enervation, fear, fire shield, fire trap, greater invisibility, ice storm, illusory wall, lesser geas, lesser globe of invulnerability, locate creature, minor globe of invulnerability, modify memory, remove curse, resilient sphere, shout, solid fog, stoneskin, wall of fire, wall of ice, wraith.

5th level—break enchantment, cloudkill, cone of cold, dominate person, feeblemind, hold monster, interposing hand, mage's faithful hound, mage's private sanctum, magic jar, mind fog, permanency, seeming, sending, stone shape, symbol of pain, symbol of sleep, telekinesis, telepathic bond, teleport, wall of force, wall of stone, waves of fatigue, zone of silence.

6th level—acid fog, antimagic field, chain lightning, circle of death, contingency, create undead, death bullet, disintegrate, eyebite, flesh to stone, forceful hand, freezing sphere, geas/quest, globe of invulnerability, greater dispel magic, greater heroism, greater shout, guards and wards, mass suggestion, mislead, polar ray, repulsion, stone to flesh, symbol of fear, symbol of persuasion, transformation, wall of iron.

← PRESTIGE CLASSES →

The following classes are prestige classes (PrCs). They are intended for players to further plunge their characters into the Iron Kingdoms campaign setting. Seven new prestige classes are presented in this chapter:

Battle chaplain: These extremely devoted warrior priests provide frontline support for Morrow's faithful.

Blackclad: Commanding the very stones to do their bidding, blackclads are masters of the elemental forces and leaders of the Circle.

Mage Hunter: With the help of their mage killing weaponry, these elven warriors hunt down human wizards to maintain the balance and protect certain Iosan interests.

Pistoleer: Skilled shooters ever quick-on-the-draw, pistoleers are finesse specialists with all types of small arms and are, hence, exceptionally dangerous.

Rifleman: Expert marksmen, riflemen often receive training and expensive, well-crafted rifles through military service.

Second-story Man: These smooth individuals make their way through elite society, carefully choosing targets for their daring heists.

Warcaster: Directing the great warjacks through sheer force of will, warcasters command the most devastating soldiers within the armies of the Iron Kingdoms.

Prestige Class Name Abbreviations: The names of the classes are abbreviated as follows: Bcp, battle chaplain; Blc, blackclad; MgHtr, mage hunter; Ptr, pistoleer; Rfl, rifleman; Ssm, second-story man; Wrc, warcaster.

PRESTIGE CLASSES FROM OTHER SOURCES

As was mentioned in the beginning of this chapter, three other Iron Kingdoms specific prestige classes are presented in MNI—the Adventuring Scholar (AdvSch), the Bone Grinder (BnGr), and the Monster Hunter (MonHtr). Also, the Intelligence Liaison (Spy) is archived on the official Iron Kingdoms web site (www.IronKingdoms.com). A great number of other prestige classes have been published in d20 sourcebooks, and certainly many of them could find a place in an Iron Kingdoms campaign. However, this section would not be complete without some discussion of the prestige classes presented in the DMG. Many of these “core” prestige classes do not fit the feel and flavor of the Iron Kingdoms, as they tend towards high fantasy and do not lend themselves well to a grittier, somewhat darker setting. Likewise, several of those prestige classes specialize in planar knowledge that simply is not available in the Iron Kingdoms.

The following prestige classes, while perhaps not perfect for the Iron Kingdoms, are a good fit. Archmages are most often found among the arcane orders, especially the Fraternal Order of Wizards and the Greylords Covenant. Blackguards can be found among the ranks of Lord Toruk's followers, as members of the Fallen (former champions seduced by Tamar's dark promises), and others who have been tempted or led astray by the careful machinations of Infernals. Duelists are common in both Cygnar and Llael, and Iosan duelists are also quite common. Stout dwarven defenders guard the great cities of Rhul. Few

hierophants are known in western Immoren, though it is believed that some of Morrow's greater servants have become hierophants. Finally, loremasters can be found in any of the kingdoms of western Immoren.

The rest do not fit well within the Iron Kingdoms. The arcane archer, arcane trickster, dragon disciple, eldritch knight, mystic theurge, and red wizard are all too fantastical or too much within the norm of the fantasy genre for the Iron Kingdoms. And, of course, the horizon walker, shadowdancer, and thaumaturgist all deal too much with other planes of existence that are unknown of, and quite possibly do not exist in the IK setting. Lastly, while assassins do exist and are in demand in the kingdoms of western Immoren, most rely on stealth and skill—rather than magic—in their work.

← PRESTIGE CLASS ENTRIES →

The following section describes prestige classes specifically designed for the Iron Kingdoms Campaign setting, in alphabetical order. Each prestige class begins with a quote from a member of the class or an individual who has been especially impressed with these characters. This flavor text is intended to help convey the feel of the setting and to help players and DMs to more deeply immerse themselves in the setting. More detailed descriptions of the role of the prestige class follow in the "Description" and "...In the Iron Kingdoms" sections. All of these quotes and the text of the "...In the Iron Kingdoms" sections are Privateer Press product identity and considered closed content.

DESCRIPTION

This general description section details the basic nature of the prestige class in generic game terms. This section serves to explain the general role and outlook of members of the prestige class and also provides useful background information for incorporating them into any campaign setting. The "Description" section is considered **Open Game Content**.

Hit Die: This is the die used to determine the character's hit points per level in the appropriate class.

HD Type	Prestige Class
d6	Mage hunter, pistoleer, second-story man, warcaster
d8	Blackclad, rifleman
d10	Battle chaplain

IN THE IRON KINGDOMS

The "...In the Iron Kingdoms" section expands on what was mentioned in the "Description" and goes into more specific detail about how the prestige class fits into the Iron Kingdoms campaign setting. All of the details in this section are the **Product Identity** of Privateer Press and considered closed content.

NOTABLE FIGURES

Here we provide brief details on some characters that are members of the prestige class being described. Basic class and level information is followed by a brief description and background of the character. All of the details in these sections are the **Product Identity** of Privateer Press and considered closed content.

REQUIREMENTS

This section details the requirements that must be met for entry into the prestige class.

CLASS SKILLS

This section summarizes the class skills for each prestige class. All skills not listed in this section are considered to be cross-class skills for the character class as per the rules in the PHB. This section also denotes the number of skill points earned at each level of the prestige class.

CLASS TABLE

Each prestige class entry includes a table for character progression. These tables summarize the base attack bonus and saving throw progression for the class, in addition to providing information on special abilities and features, and spell availability for spellcasting classes.

CLASS FEATURES

The class features section details special abilities that make each of the prestige classes unique.

◀ BATTLE CHAPLAIN ▶

When I first saw him step down from his horse, I thought it was Morrow himself come before me, the setting sun behind him like some holy aura. I remember kneeling in confusion and bowing my head, then Father Logan pulled me to my feet and smiled. He looked exactly like every painting I've seen of Morrow, and even today I catch myself staring at him when he doesn't know I'm looking. It still unnerves me, and I've served him for ten years now.

You'll not find a better battle chaplain from Midfast to Caspia than Father Logan. He's the equal of five ordinary priests, and our company has the lowest record for fatalities of any unit in the Northern Watch. Gentle to those under his care, yet fearsome in battle, it is with enormous pride that I serve him. Morrow put me here for a purpose, and I won't leave the good father's side until I go into the ground, you can rest assured.

—Rinaldo Vetter (male Tordoran Ftr5), Sergeant of the Northern Watch, Midfast

DESCRIPTION

Generally, battle chaplains are clerics or paladins who have felt a calling to spread the word of their god not just through daily good deeds and sermon, but also on the field of battle. Most folk admire the battle chaplains for their dedication to the principles set forth by their god, and their willingness to risk their lives in taking the word to the front lines. They are an inspiration to the faithful and serve to teach the

soldiery about the virtues of their divine patron. Battle chaplains heal and mend the hearts and bodies of their charges before, during, and after battle. And in the unfortunate, but often unavoidable event that a member of his unit is killed, the battle chaplain provides last rites to the fallen, sending their spirit on to the afterlife with a final blessing.

The church utilizes these specialized servants by assigning them to missions befitting their abilities, most often serving in armies on extended campaign. At times, battle chaplains also serve as missionaries in dangerous regions where the local faithful are in need of support.

Battle chaplains usually wear clerical vestments appropriate to their station, and if former paladins will still bear the symbol of that affiliation as well. As a rule, battle chaplains almost always will be found in heavy armor, in order not only to better protect themselves from the arrows and blades of the heathen enemy, but also to better identify with the soldiers with whom they serve.

Hit Die: d10

Note: Paladins may freely multiclass as battle chaplains.

BATTLE CHAPLAINS IN THE IRON KINGDOMS

Battle chaplains can be found and are generally well-respected in all facets of society that accept the Morrowan religion. To many folk battle chaplains are seen as the more legitimate branch of the Church of Morrow—in that they are not the ones sitting safely within the Sancteum doling out judgments to the faithful but in the trenches, either braving the world at large or serving stalwartly alongside the defenders of the nation.

Battle chaplains are a welcome and accepted part of the Church of Morrow, the Exordeum having authorized the path of the battle chaplain many long centuries ago. By the language of their original charter, an aspiring battle chaplain must conduct an interview with a vicar to be initiated. Battle chaplains in general are uncomfortable with titles and administrative duties, so it is rare for them to rise above the rank of Prelate.

NOTABLE FIGURES

Bastian Kinnet (male Thurian Clr6/Bcp4): Well into his forties, Bastian Kinnet is a grizzled veteran of many battles. Having taken to the path of Morrow early in life, Bastian quickly realized that he could do more for his fellow man on the field of battle than he could preaching from the pulpit. On the battlefield, he made an immediate impact on the lives and souls of those he served (whereas he was never sure that anyone ever listened to his sermonizing). Even while serving in military companies, Kinnet has chosen to lead more by example than through words, always insisting on tending to the fallen of the opposing force once he had done as much as possible for his own comrades. Currently, Kinnet serves alongside the men and women of the Daggermoor Rovers mercenary company.

Ilyana Patrusk (female Umbrean Clr5/Ftr4/Bcp2): Early on, Ilyana aspired to be a paladin of Morrow, spreading the holy word, leading Church troops, and

crusading in his name. However, while she had great ambitions, she did not have the focus necessary to pursue the rigid code of the paladin. This has not stopped Ilyana from fulfilling her aspirations. An accomplished tactician, skilled warrior, and respected healer, Ilyana uses all of her skills to help protect the men and women manning the walls of Ravensgard.

REQUIREMENTS

To qualify to become a battle chaplain, a character must fulfill all the following criteria.

Alignment: Any good.

Religion: Morrow.

Skills: Knowledge (religion) 8 ranks, and 5 ranks in Handle Animal, Heal, Ride, or Sense Motive.

Spells: Must be able to cast divine spells.

Special: Must have performed a noteworthy deed in the name of Morrow, and have been interviewed by a cleric of Morrow of at least vicar rank.



Battle Chaplain

CLASS SKILLS

The battle chaplain's class skills (and the key ability for each skill) are Concentration (Con), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

Weapon and Armor Proficiencies: Battle chaplains gain no additional proficiency with weapons, armor, or shields.

Combat Expertise (Improved Disarm, Improved Feint, Improved Trip, Whirlwind Attack), **Extra Turning**, **Improved Counterspell**, **Improved Shield Bash**, **Improved Turning**, **Mounted Combat** (Mounted Archery, Trample, Ride-By Attack, Spirited Charge), **Power Attack** (Cleave, Improved Bull Rush, Sunder, Great Cleave), **Skill Focus** (Heal), **Two-Weapon Fighting** (Improved Two-Weapon Fighting), **Weapon Focus**.

Morrow's Blessing (Su): At 2nd level, Morrow's holy energies allow the battle chaplain to cast healing spells at +1 caster level, this stacks with the bonus from the Heal domain. Morrow's blessing also allows the caster to exceed the normal maximum bonus allowed and also

TABLE 2-8: THE BATTLE CHAPLAIN

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+1	+2	+0	+0	Rally the faithful +2	+1 level of existing class
2nd	+2	+3	+0	+0	Bonus feat, Morrow's blessing	—
3rd	+3	+3	+1	+1	Rally the faithful +4	+1 level of existing class
4th	+4	+4	+1	+1	Bonus feat, <i>mass cure light wounds</i>	—
5th	+5	+4	+1	+1	Morrow's sight, rally the faithful +6	+1 level of existing class

Spells per Day: At 1st, 3rd, and 5th level, the battle chaplain gains new spells per day as if he had gained a level in a divine spellcasting class he belonged to before entering this prestige class. He does not gain any other benefits of a member of that class except for increased spellcasting level. If the character had more than one divine spellcasting class before becoming a battle chaplain, he must decide which class he adds the new level to in order to determine spells per day.

Rally the Faithful (Su): With a resounding battle cry to Morrow, the battle chaplain can rally any Morrowan allies joined in battle with him as a standard action. Any Morrowan allies within 60 feet suffering from mind-affecting spells or fear effects are allowed an immediate save with a +2 morale bonus. This bonus increases to +4 at 3rd level and +6 at 5th level. This ability can be used a number of times per day equal to 1 + his Charisma modifier.

Bonus Feat: The battle chaplain may select a bonus feat from the following list: Combat Casting,

lets them heal twice the normally allotted number of hit points before rolling on Table 5-1: Pain of Healing (see Chapter Five: Magic & Mechanika, pp. 276 - 279).

For example, a 6th-level cleric/4th-level battle chaplain is able to cast *cure light wounds* and heal 1d8+9 points of damage, ignoring the +5 maximum caster level bonus. Additionally, the battle chaplain (assuming a +4 Wisdom modifier) can heal 224 points of damage before suffering any ill effects from casting healing magic instead of the normal 112 for an 8th-level cleric ([10 + Wisdom modifier] x caster level).

Mass Cure Light Wounds (Sp): Once per day, the battle chaplain may cast *mass cure light wounds*.

Morrow's Sight (Sp): By the time the battle chaplain reaches 5th level, he has become so attuned to the energies of Morrow that he can cast *detect evil* as a free action, as per the spell of the same name. He also receives a brief warning twinge if any evil-aligned being within 30 feet performs a hostile action against him. This is insufficient to completely avoid the hostile

action but he is not caught flat-footed and also gains a +1 divine bonus to AC and all saving throws when so attacked. This only applies to attacks and spells cast by evil creatures and functions even if the battle chaplain cannot see his attacker.

◄◄ BLACKCLAD ►►

Root and rock, wood and stone, they are the very sinews and bones of Caen. They hold our world together and provide solid footing for all of us to walk upon. And there is much that we can learn from both. When the awesome forces of nature are unleashed upon the world, creatures flee and seek shelter, but the trees and the rocks simply endure—each in its own way.

The great trees only survive if they remain supple. Their great strength is no match for torrential rains, gale force winds, and lightning strikes. If they relied on physical strength alone, they would quickly be smashed to splinters. Instead, they bend and sway with the winds. Moving with the forces of nature rather than fighting and striving against them.

But stone, stone simply endures. Its strength and stability maintain it through fierce forces, yet it falls prey to the sinister forces of the winds and waters that slowly break it down over long ages. So, while we must be strong, we must also remain supple and open to change. If we openly fight against change, like the tree we will be blasted into bits. But if we

remain too laden by our ideas and our beliefs, like the rock, change will wear at us and slowly break us down.

So, we must be prepared for change. It is part of the natural order and to deny it would be futile and fruitless. The even greater lesson is that, in nature, there exists a great agent of entropy. And while we embrace change as part of life, we also embrace the living world that surrounds us and know and understand its powers. These destructive forces can, and must, be harnessed to hold the predations of the civilized world at bay.

We who know and appreciate this fact are the true blackclads; those that the foolish city dwellers speak of in hushed whispers. We are one with the stone, one with the earth, and we can command it to our bidding.

We are the makers of woldwardens, the stone guardians of the Circle, and with these great creations we protect the wild places from intrusion and enforce the will of the Circle. We are protectors of the wild and members of the Circle, tapping into the forces of nature—wind, fire, lightning—and commanding the very stones themselves.

We are one with the storm, one with the wild. And we will not stand idle while others seek to tame nature's fury. We will stand at the edges of civilization, in the wilderness, ready to remind those who dare forget the true strength and

destructive fury that nature must reign superior. If mankind is allowed to chain its yoke upon the forces of nature, it would bring about the fall of everything. So we must champion nature and ensure the dominance of the natural order above all things.

—Bradigus Thorle (male Morridane Drd10/
Blc5), Potent of the Circle

DESCRIPTION

Despite our best efforts to paint it as idyllic and peaceful, nature is anything but. Indeed, most civilized folk have no idea what nature is really like, since they rarely come into contact with it. Certainly, it can be beautiful and awe-inspiring, yet it can also be—and often is—ugly and terrifying. Nature is, after all, raw chaos, roiling beneath the surface of the ordered everyday world in which we live. While it does not frequently show its true face in the cities and towns of the world, some unskilled fools venture into the howling wilderness and quickly discover just how ignorant they are.

The blackclads not only revere nature as the embodiment of chaos, they revel in the primordial wildness, taking pleasure in the destructive storm, the savage beast, and the bitter chill of winter's icy grip. They stand in awe of nature's random ability to obliterate the petty works of mortal beings and seek to lose themselves in its raw power. For the blackclad, there is no master more worthy of service than nature, for it alone can bring low even the mightiest of kingdoms. Perhaps unsurprisingly, these druids are widely feared and even hated—something that truly pleases the more dark-natured among them.

Hit Die: d8.

BLACKCLADS IN THE IRON KINGDOMS

The blackclads are elite members of the Circle, the human druids of the Iron Kingdoms. Their numbers are few and they are rarely encountered in the kingdoms

except as travelers or insurgents, although the latter is becoming more common in recent years, as the most fanatical members of the Circle see the kingdoms and their surging industries as an affront to their beliefs.

Blackclads are most common in the northern Marches under the shadows of Mount Shyleth Breen, and within the deeps of the Glimmerwood, and also in Scarleforth, where they frequently exert considerable influence over the barbarian tribes dwelling there. Among those rough folk, they sometimes rise to positions of influence, which is a cause for concern in Cygnar, which looks to the Marches with trepidation these days for numerous reasons.

Blackclad



LINE - BLACKCLAD

MW - 05 - 2009

At the same time, most blackclads are not zealots in the traditional sense. They reject morality as a mortal construct that runs counter to the glorious chaos that nature embodies. Provided one accepts and understands this fact and acts accordingly, there may be grounds for accommodation with them and the Circle to which they belong.

The blackclads are also the individuals within the Circle responsible for the creation and control of most woldwardens. While they are not the only individuals capable of creating these mystical guardians, they serve the Circle by enforcing restrictions it has placed upon their creation. If necessary, they are capable of wresting control of a woldwarden from its creator, either to enforce the will of the Circle or to serve their own needs and purposes.

NOTABLE FIGURE

Potent Bradigus Thorle (male Morridane Drd10/Blc5): Bradigus is the most influential member of the Circle in the Scarleforth regions, holding the rank of potent. He counsels his brood to be wary of the inhabitants of the Iron Kingdoms, especially Cygnar, whom he believes will one day turn their attentions eastward to close the gap between themselves and Ios. Bradigus is neither a madman nor a fool. He understands that there may be no avoiding a conflict with the civilized nations. That is why he urges the Circle and those aligned with it to prepare for this event.

REQUIREMENTS

To qualify to become a blackclad, a character must fulfill the following criteria.

Alignment: Chaotic neutral.

Skills: Craft (stoneworking) 5 ranks, Craft (woodworking) 5 ranks, Intimidate 8 ranks, Knowledge (nature) 8 ranks.

Feat: Endurance, Great Fortitude, Iron Will.

Spells: Must be able to cast 4th-level divine spells.

Special: Must have the Trackless Step ability.

CLASS SKILLS

The blackclad's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Intimidate (Cha), Jump (Str), Knowledge

(nature) (Int), Listen (Wis), Spellcraft (Int), Spot (Wis), Survival (Wis), and Swim (Str).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

Weapon and Armor Proficiency: A blackclad gains no additional proficiency with weapons, armor, or shields.

Spells per Day: Beginning at 1st level, the blackclad gains the ability to cast a small number of high level divine spells per day. He gains spells per day according to Table 2-9 and must choose these spells from the blackclad spell list, below. The character's caster level is equal to her blackclad level plus his levels in one other divine spellcasting class. To cast a spell, the blackclad must have a Wisdom score equal to 10 + the spell's level. Bonus spells are based on Wisdom, and saving throws have a DC of 10 + spell level + the blackclad's Wisdom bonus. Blackclads prepare and cast their spells as druids.

Unhindered Step (Ex): A creature of the wilds, the blackclad gains the uncanny ability to traverse any terrain regardless of obstructions, surface conditions, or visibility (see "Movement, Hampered" in the PHB).

Stone Mastery (Su): Stone mastery consists of two elements. First, the blackclad can speak with stones, as per the *stone tell* spell, once per day per blackclad level. Second, the blackclad can step into any stone, his size or larger, and emerge from another traveling up to 20 ft. per blackclad level per day, as per *dimension door*. This amount can be spilt up such that the blackclad can step between any number of stones, but any transfer, no matter how small, counts as a 10-foot increment.

Craft Magical Guardian (Ex): At 2nd level, the blackclad receives the Craft Construct feat (see the MM for details) for free, even if he doesn't meet all of the prerequisites. Also, all members of the Circle are given access to the knowledge necessary to craft woldwardens (see Chapter Five: Magic & Mechanika, pg. 273). Other druids must find another source for this information.

Elemental Staff (Su): Starting at 3rd level, the blackclad can channel elemental forces through his iron-shod quarterstaff. Each day when the blackclad meditates for spells, he chooses an elemental type (fire, ice, or electricity). For the next 24 hours, until he meditates again, his quarterstaff acts as a weapon

TABLE 2-9: THE BLACKCLAD

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	4th	Spells per Day		7th
							5th	6th	
1st	+0	+2	+0	+2	Unhindered step, stone mastery	2	1	—	—
2nd	+1	+3	+0	+3	Craft construct	2	2	—	—
3rd	+2	+3	+1	+3	Elemental staff	3	2	1	—
4th	+3	+4	+1	+4	Lesser warden sensitivity, stone stride	3	3	2	—
5th	+3	+4	+1	+4	Elemental strike	3	3	2	1
6th	+4	+5	+2	+5	Greater warden sensitivity	4	3	3	2

imbued with that type of elemental energy (flaming, frost, or shock) doing an addition +1d6 points of bonus elemental damage on a successful hit.

Lesser Warden Sensitivity (Su): Blackclads have such an intimate understanding of the forces involved in creating and controlling woldwardens that they can manipulate woldwardens from a distance and can control wardens created by others. They are able to communicate telepathically with any woldwarden within sight and can issue direct orders to those wardens. If the woldwarden is under the control of another, they must make a contested Wisdom check to wrench control from the warden's creator or current controller.

Stone Stride (Sp): At 4th level, the blackclad gains the ability to step into one stone and step out of another. This spell-like ability functions as per the spell *stone stride*. The blackclad may use this ability once per level of blackclad per day.

Elemental Strike (Sp): Beginning at 5th level, the blackclad can channel the raw fury of the elements, hurling sprays of elemental destruction at her opponents. The blackclad has a reserve of 1d8 points of elemental energy per character level per day. As a standard action, he can unleash some or all of this energy, to a maximum of 10d8 at a time, in a 30-foot cone spraying from his outstretched hands. Anything within the cone's area suffers damage, Reflex save DC 16 + blackclad's Charisma modifier for half. The blackclad can split this pool of elemental energy into as many attacks as he desires. Each time the blackclad uses

this ability, he must decide what form the burst takes: electricity, fire, ice, or shards of stone.

Greater Warden Sensitivity (Ex): Blackclads become so in tune with the forces animating woldwardens that they can sense and communicate telepathically with any woldwardens within 1 mile. They can command any warden within their telepathic range, and can attempt to wrest control of the warden as per the Lesser Warden Sensitivity ability. However, they receive a +4 competence bonus to the contested Charisma check.

BLACKCLAD SPELL LIST

Blackclads choose their spells from the following list. Spells listed in **boldface** are new spells for the Iron Kingdoms presented in Chapter Five: Magic & Mechanika (pp. 352).

4th level—*bombardment*, *borne on the winds*, *control water*, *flame strike*, *glyph of warding*, ***graniteskin***, *ice storm*, *lesser geas*, *lightning bolt*, *modify memory*, *solid fog*, *spike stones*, ***summon stone guardian I***.

5th level—*awaken*, *call lightning storm*, *commune with nature*, *control winds*, *fire shield*, *spell resistance*, *stoneskin*, ***stone stride***, ***summon stone guardian II***.

6th level—***bind guardian***, *chain lightning*, *cone of cold*, *control weather*, ***earth wave***, *greater glyph of warding*, *move earth*, ***summon stone guardian III***.

7th level—*destruction*, *fire storm*, *greater scrying*, ***summon stone guardian IV***.

◀ MAGE HUNTER ▶

I was just a boy and I had never seen elves before.

At first, to me, they looked like men in masks, decked in black, and moving like the wind. Our coach had stopped, since the road had washed over, and the coachman and my young master were standing in the dusky drizzle peering back from where we'd come, discussing our options. I was making my way to a bush to empty my bladder of too much hot cider (my master always made me ride up top with the coachman and it had been a cold, miserable day).

Then, they were upon us. Like I said, they looked like masked men, but one confronted me and I saw what they truly were—elves in black. Their masks were simply faces, emotionless and sallow and beautiful, as if rendered from fine porcelain.

"Boy, stay put," softly, the one said to me in a thick accent, the point of a curved blade touching my cheek. I nodded and did as I was told and the elf sped away, toward the unfortunates.

I witnessed it all. Three of them converged on my young master and our coachman—both of whom I had always believed to be men who could handle themselves. The coachman got off a shot with his pistol and I believe he hit one

before they took off his head. My former master unleashed a spell, but it simply fizzled and died and they fell upon him, blades darting in and out.

When it was over, the one elf returned to look down at me, while the other two went through my master's belongings in the coach and took his spellbook.

"Forget whatever he taught you, boy. But remember always what you've seen here today. Do you understand?"

I nodded.

"Do not pursue the path of magic! We have you marked. We will know if you do so. Find another trade, boy...or your master's fate will someday be your own."

And with that, they were gone.

—Lafe Marlowe (male Ryn Exp3), bookshop owner in Merywyn

DESCRIPTION

The manipulation of magical forces by the elves is an ancient art, predating the birth of humans by thousands of years. Elves have a natural connection to magic, and their understanding of the arcane surpasses anything dreamt of by the younger races. Human wizardry and sorcery is infantile by comparison, and many elves see the abuse of magic by humans as a direct threat to the fabric of magic and to the elves themselves. Humans tend to be rash, taking their place in the world for granted, shirking even the smallest of responsibilities that comes with their very existence. In the eyes of elves, nearly all humans coast along without ever taking into account that their actions have repercussions, and sometimes devastating ones due to their haphazard abuse of magic and its potent mysteries.

Many elves believe the human problem requires intervention. Others feel that they need to give careful consideration to any involvement in the workings



of human spellcasters. A conservative minority feel that it is not their place at all to meddle in human affairs. However, those elves who believe their rulers and councils do not act swiftly enough express that if something is not done soon, the entire race will suffer from the ignorance of humans and their unprincipled use of powers they neither control nor comprehend. Amongst the latter are the mage hunters; assassins of unsurpassed skill, trained in the hunting and slaying of human mages. These deadly killers embody the natural wood skills and magical might of their people and are deadly indeed. Their magic perfectly complements and offsets their natural skills, creating a devastating blend of stealth, patience, and lethal accuracy.

Hit Die: d6

MAGE HUNTERS IN THE IRON KINGDOMS

The Retribution of Scyrah seeks out special individuals for elite training as mage hunters. They typically recruit scouts and warriors dissatisfied with the current regime's approach in dealing with the "human threat" to their sole remaining goddess, Scyrah. They believe that every spell cast and every mechanical atrocity created by humans robs Scyrah of life. The

Retribution offers intense, specialized training and access to unique equipment to combat the humans' arrogance and ambition, their greed and lust for power. As well, the Retribution gives a mage hunter a chance to make a difference, to help save their goddess and the future of the Iosan people.

Part of the Retribution's goal is concerned with stamping out the humans' access to magic through the theft of magical tomes and the disruption of key experiments, but these missions are only a part of a mage hunter's life's work.

Their most important role is serving as judge and executioner of human wizards and sorcerers. It falls to them to mete out justice in

Mage Hunter

order to stave off Scyrah's impending doom, and the doom of all the elves.

Infiltration is one method. The Retribution as a whole is a mystery to humans and, as such, they have been known to send out mage hunter agents posing as mercenaries seeking employment in the clashes between the human nations. In this way a mage hunter studies his employer's wizards and warcasters in the field, using this as an opportunity to gather information about their strengths and weaknesses. It is up to the individual whether or not he should act against those he has studied; sometimes, once the mage hunter is satisfied he has learned all he needs, he will hunt down and exterminate the very wizards he has just worked alongside.

The Retribution is far from condoned, however, by the Iosan regime. Within their society, membership in the Retribution is considered a direct threat to the security of Ios. The majority of elves believe that the Retribution only provokes human aggression. The Iosan leaders feel it is only a matter of time before the humans discover that elves are behind the assassinations, and they fear the humans will not know the distinction between the Retribution and the rest of Ios. Hence, active participants of the Retribution, and mage hunters specifically, are considered lawbreakers as much within Ios as outside of it.

NOTABLE FIGURES

Eiryss (female Iosan Rgr4/Rog4/MgHtr9): Eiryss is one of the most notorious and skilled mage hunters working for the Retribution of Scyrah. She has worked continuously to hone her skills at stalking and killing human sorcerers and wizards. She especially enjoys the irony of appearing to work for one side in the paltry battles between the human kingdoms, while gaining nearly as much intelligence on the warcasters and wizards working for her employer. She takes great joy in returning later to kill them as quietly and skillfully as she eliminated their rival spellcasters. Eiryss is extremely skilled with the elven longsword, but she prefers to hunt her prey using her crossbow and deadly accurate bolts.

Fes Elyssar (male Iosan Rgr9/MgHtr5): Fes began his training with the Dawnguard and was happy to serve his people until he began to hear more and more of the stories claiming that human wizardry was responsible for the impending doom of Scyrah. Unsatisfied with the position of the governing body of Ios, Fes learned that

others—members of the Retribution—were taking the battle to the human lands. When Fes was contacted by the Retribution, he was eager to join them as a scout. Since joining the Retribution, his hatred of human wizards and his belief that they are responsible for Scyrah's fate has grown, and he has dedicated his life to hunting them down in order to do his part in aiding Scyrah and her people.

REQUIREMENTS

To qualify to become a mage hunter, a character must fulfill all the following criteria.

Race: Iosan Elf.

Base Attack Bonus: +5.

Skills: Hide 10 ranks, Move Silently 10 ranks, Spellcraft 4 ranks, Survival 4 ranks.

Feats: Dodge, Lightning Reflexes, Mobility.

Special: Evasion class ability, sponsorship by a member of the Retribution of Scyrah.

CLASS SKILLS

The mage hunter's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Listen (Int), Move Silently (Dex), *Spellcraft (Int), Spot (Wis), Survival (Wis), and Tumble (Dex).

*Mage hunters with 5 or more ranks in Spellcraft receive a +2 synergy bonus to Survival checks made to track spellcasting opponents.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the mage hunter prestige class.

Weapon and Armor Proficiency: Mage hunters do not gain any proficiency with weapons or armor.

Spell Resistance (Ex): Mage hunters have an innate spell resistance to magic, including spells and spell-like effects. Spells that normally ignore spell resistance also ignore the mage hunter's spell resistance. The mage hunter's spell resistance rating equals 10 + his Charisma modifier + class level.

Camouflage (Ex): Mage hunters are trained to take the best possible advantage of their surroundings while

TABLE 2-10: THE MAGE HUNTER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Camouflage, mechanika intolerance, pathfinder
2nd	+1	+0	+3	+3	Arcane foe +2, improved evasion
3rd	+2	+1	+3	+3	Nondetection, witch hound
4th	+3	+1	+4	+4	Sneak attack +1d6, uncanny dodge
5th	+3	+1	+4	+4	Arcane foe +4, spell tracking
6th	+4	+2	+5	+5	Spell resistance
7th	+5	+2	+5	+5	Sneak attack +2d6, wizard strike
8th	+6	+2	+6	+6	Arcane foe +6
9th	+6	+3	+6	+6	Slippery mind
10th	+7	+3	+7	+7	Sneak attack +3d6

stalking their prey. A mage hunter hiding in natural surroundings gains an additional +4 circumstance bonus to Hide checks. If spotted, the mage hunter gains a +10% increase to the concealment currently available. Because of his increased understanding and ability to make use of concealment, the mage hunter is concealed even if his space is only partially within an effect that grants concealment.

For example, Fes Elyssar is stalking a journeyman warcaster through the light foliage at the edge of a wood. Even though Fes' Hide check is exceptional, the journeyman spots him. While the foliage is only light, providing one-quarter concealment for the journeyman and a 10% miss chance for Faevin's attacks, Faevin gains one-half concealment as the journeyman attempts to take aim with his pistol (20% miss chance).

Mechanika Intolerance: Mage hunters are taught to despise everything about human magic and mechanika. As such, mage hunters will never use any mechanika and will only tolerate its presence for short periods of time. They entirely avoid steamjacks of any kind, and only approach them when it is absolutely necessary to strike at their enemies. Mage hunters suffer a -2 intolerance penalty to Bluff, Diplomacy, Gather Information, and Sense Motive checks when dealing with human spellcasters, humans bearing any sort of mechanika, or when within 30' of a steamjack of any kind.

Pathfinder (Ex): Mage hunters are sure-footed and ever ready for the chase. As a result, they are never subject to movement penalties from obstructions or surface conditions. See Movement in the PHB.

Arcane Foe (Ex): Due to their extensive training, mage hunters are especially good at predicting the tactics used by wizards. When battling arcane spellcasters, mage hunters gain a +2 insight bonus to attack rolls and a +2 dodge bonus to armor class. These bonuses increase to +4 at 5th level, and +6 at 8th level.

Improved Evasion (Ex): Beginning at 2nd level, the mage hunter can avoid magical and unusual attacks with great agility. Any time that the mage hunter successfully makes a saving throw against an attack that normally deals half damage on a successful saving throw, he takes no damage at all. What's more, he takes only half damage even if he fails his saving throw. The mage hunter can only use improved evasion if he is wearing light armor or no armor at all.

Nondetection (Ex): At 4th level, mage hunters gain a resistance to divination spells as if under the effect of a permanent *nondetection* spell. If a divination is attempted against the mage hunter, the caster must succeed at a caster level check with a DC equal to 10 + the mage hunter's Charisma modifier. This ability affects all divination spells and cannot be suppressed by the mage hunter.

Witch Hound (Ex): The mage hunter gains the Witch Hound feat for free at 3rd level, even if he does not have the normal prerequisites for that feat.

Sneak Attack (Ex): This is exactly like the rogue ability of the same name. The extra damage dealt increases by +1d6 at 7th and 10th level. If a mage hunter gets a sneak attack bonus from another source the bonuses on damage stack.

Uncanny Dodge (Ex): Starting at 4th level, a mage hunter retains his Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (He still loses any Dexterity bonus to AC if immobilized.)

If a character gains uncanny dodge from a second class, the character automatically gains improved uncanny dodge (see the PHB).

Spell Tracking (Ex): Through their training and sensitization to magical energies, mage hunters are able to enhance their tracking ability by sensing the energies given off by their spellcasting opponents. However, more powerful spellcasters are better at masking these energies. A successful Spellcraft check (DC 10 + spellcaster's level) grants the mage hunter a +10 circumstance bonus to Survival checks to track a spellcasting opponent.

Spell Resistance (Ex): Mage hunters have an innate spell resistance to magic, including spells and spell-like effects. Spells that normally ignore spell resistance also ignore the mage hunter's spell resistance. The mage hunter's spell resistance rating equals 10 + the mage hunter's Charisma modifier + class level.

Wizard Strike (Ex): Any time the mage hunter attacks a spellcaster in the midst of spellcasting, either using a readied action or taking an attack of opportunity, he gains his sneak attack bonus as if the spellcaster were caught flat-footed. The name of this ability is somewhat misleading, since it applies to all spellcasters (arcane and divine), not just wizards.

THE TOOLS OF RETRIBUTION

THE RETRIBUTION OF SCYRAH HAS ACCESS TO MANY POWERFUL WEAPONS, AND SKILLED WIZARDS TO MAKE MORE OF THEM. MAGE HUNTERS, BEING SO INTIMATELY ASSOCIATED WITH THE RETRIBUTION, ARE OFTEN ABLE TO ACQUIRE SOME OF THESE POTENT WEAPONS FOR USE IN FURTHERING THE PLANS OF THE RETRIBUTION AND DESTROYING HUMAN WIZARDS. THE FOLLOWING ARE JUST A FEW OF THE WEAPONS FAVORED BY MAGE HUNTERS:

DEATH BOLTS: THESE BOLTS ARE +1 ARCANE SPELLCASTER BANE WEAPONS. WHEN USED AGAINST ANY OTHER OPPONENT, THEY ARE SIMPLY +1 ARROWS OR BOLTS. HOWEVER, WHEN USED AGAINST ARCANE SPELLCASTERS, THEY ARE EFFECTIVELY +3 MISSILES THAT DO AN ADDITIONAL +2d6 POINTS OF BONUS DAMAGE. COST 175 GP PER BOLT.

DISRUPTOR BOLTS: THESE BOLTS ARE +2 MAGIC DISRUPTION WEAPONS. WHEN USED AGAINST ANY OTHER LIVING OPPONENT, THEY ARE SIMPLY +2 ARROWS OR BOLTS. HOWEVER, WHEN USED AGAINST ARCANE OR DIVINE SPELLCASTERS, THEY DISRUPT THE SPELLCASTER'S ABILITY TO USE MAGIC. THE DAMAGE CAUSED BY THE BOLT IS TREATED AS CONTINUOUS FOR ONE ROUND. ADDITIONALLY, IF A SPELLCASTER STRUCK BY A DISRUPTOR BOLT ATTEMPTS TO CAST A SPELL OR USE MAGIC IN ANY WAY DURING THE CONTINUOUS DAMAGE FROM THE BOLT, THE SPELL'S LEVEL IS DOUBLED FOR PURPOSES OF DETERMINING THE DC OF THE CONCENTRATION CHECK. THIS DISRUPTION EXTENDS TO THE USE OF SPELL COMPLETION ITEMS SUCH AS MAGIC SCROLLS AND TO THE WARCASTER ABILITY TO CHANNEL MAGIC INTO FOCUS POINTS. IN ADDITION, A STEAMJACK STRUCK BY A DISRUPTOR BOLT IS INCAPABLE OF RECEIVING FOCUS POINTS OR CHanneled SPELLS FOR ONE ROUND. COST 375 GP PER BOLT.

PHANTOM SEEKER BOLTS: PHANTOM SEEKER BOLTS, WHILE SEEMINGLY SUBSTANTIAL, ARE CAPABLE OF PENETRATING BARRIERS TO REACH A TARGET, YET THESE +3 MISSILES CAN BE HANDLED AND LOADED INTO A STANDARD BOW OR CROSSBOW. BEFORE FIRING, THE MAGE HUNTER MUST WHISPER THE TARGET'S NAME OVER THE BOLT. THE BOLT WILL THEN FLY UNERRINGLY TO ITS DESIGNATED OPPONENT SO LONG AS THAT PERSON IS WITHIN RANGE. COVER AND CONCEALMENT ARE COMPLETELY NEGATED FOR PURPOSES OF DETERMINING WHAT THE BOLT CAN HIT. COST 750 GP PER BOLT.

← PISTOLEER →

Being a duelist does not make me an assassin, despite what you may have heard. I am no thug and I consider killing a serious business. I daresay I've never killed a man that didn't deserve it, or who didn't willingly accept the risk. I've never shot a man in the back in a dark alley, nor one who was unarmed and minding his own business. Make of that what you will.

I serve on paid retainer for the Archduke Valdyr di Martryse of the Council of Nobles, and he rewards me handsomely for my services. I have

been responsible for protecting Lord di Martryse's honor on no less than four occasions, proving my mettle against the seconds of my lord's rivals. Whispers behind my back when commoners think that I cannot hear them bother me not at all, nor the dark looks shot my way in taverns. My coin is good, I serve a man of importance, and no one seeks to cross me. It is enough.

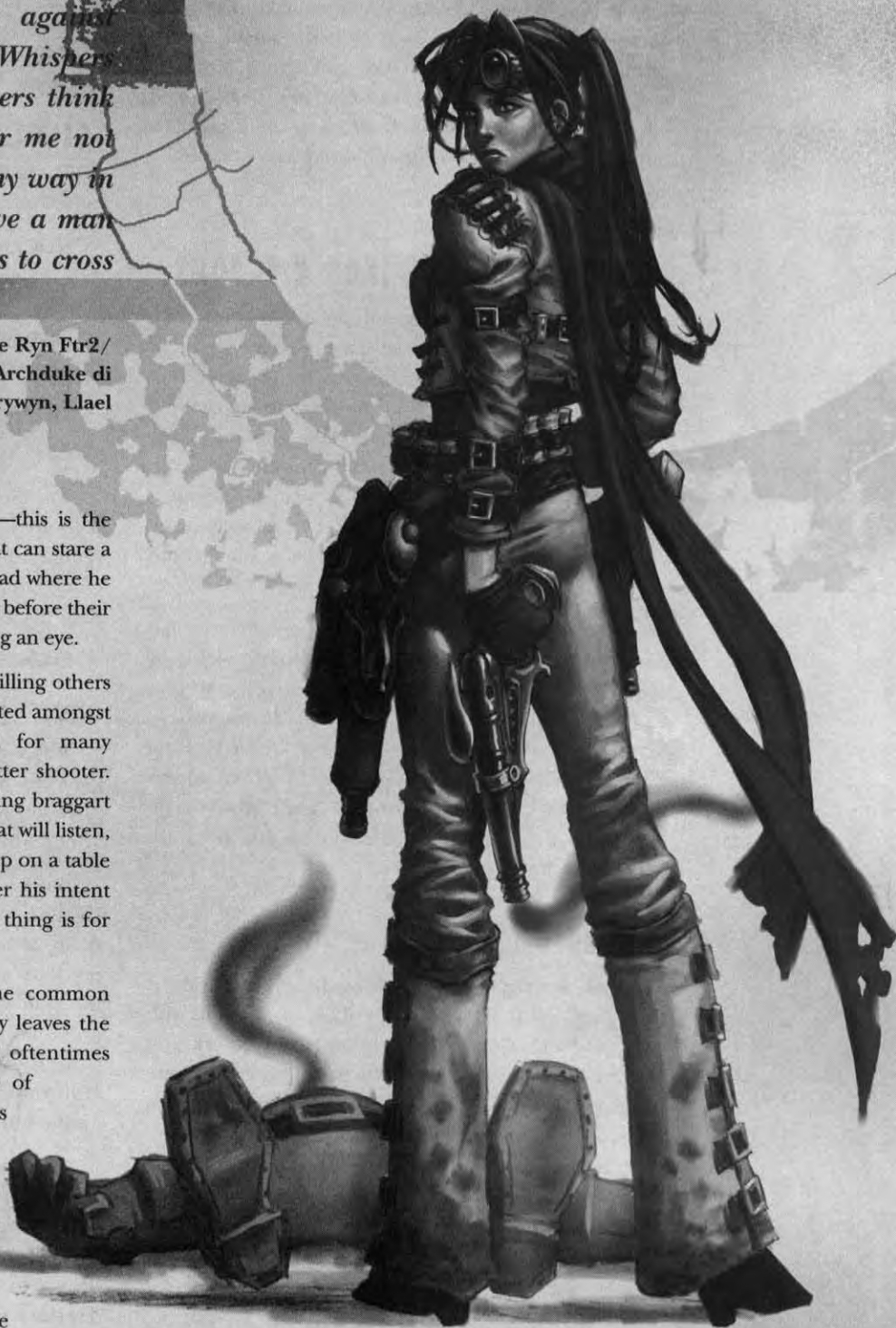
—Master Archibold Byrione (male Ryn Ftr2/Rog3/Ptr9), pistoleer serving the Archduke di Martryse (male Ryn Ari12) in Merywyn, Llael

DESCRIPTION

The gun-toting, deadly duelist for hire—this is the pistoleer. These gunfighters are the types that can stare a man down at a hundred paces, shoot him dead where he stands, and have their gun back in the holster before their foe's body hits the ground—all without batting an eye.

The pistoleer often makes his living by killing others of his own kind. The art of the duel is perfected amongst these gun-slinging specialists. They duel for many reasons—often just to prove who is the better shooter. Pistoleers run the gamut; from the swaggering braggart who boasts of his accomplishments to any that will listen, to the cold, silent man with his feet kicked up on a table in the corner of the pub who shows neither his intent nor his pistol unless truly challenged. One thing is for certain, the pistoleer always bets on himself.

Despite the respect afforded them, the common man's fear of the deadly pistoleer regularly leaves the gunfighter living on the fringes of society, oftentimes as an outright criminal. The main cause of the pistoleer's tarnished reputation comes from those pistoleers frequenting lawless regions; those who have taken on the role of gun-for-hire, willing to ride into any town, looking for a challenge. Notwithstanding any reputation, pistoleers are given a wide berth when they enter any community, for few have the courage to insult a man with a brace of double-



Pistoleer

pistols tucked into his belt and the look of one well acquainted with using them.

Weapon Preferences: In order to maximize their abilities, most pistolers keep as many small, loaded pistols on their person as they can afford, and are particularly fond of double-pistols. They also tend to keep at least one or two small melee weapons on their person, such as short swords and daggers.

Hit Die: d6.

PISTOLEERS IN THE IRON KINGDOMS

Some of the most famed pistolers are among the duelists of Llael, where they have achieved a prominent place in the society of nobles. There, pistolers are often hired to serve as bodyguards and as dueling champions against the slights of other nobles. Many high ranking nobles are served by several well-paid pistolers in addition to traditional guards, and some less fearful nobles take up the class themselves, putting aside family responsibilities for a life of challenge and adventure.

Outside of Llael, pistolers are generally afforded equal parts respect and fear and are found in nearly every city the kingdoms over, often wherever gunfire and the chink of coin can be heard. Constables in most cities are usually aware whenever these dueling gunmen come into their area, always keeping an eye and ear open for reports of trouble. They know—as do all others—that where a pistolier and his gun go, death inevitably follows.

NOTABLE FIGURES

Finch Kerrigan (male Midlunder Rgr5/Ptr6): A drifter seeking the employment of his expert skills with a pistol, Finch Kerrigan is seldom without work and only moves often because he is easily bored. Despite his brooding, taciturn nature, once folk recognize his talents, Kerrigan's services become quickly in demand. However, some folk have found that he isn't easily manipulated and once he fulfills an obligation, he moves on, as if fleeing the notoriety and seeking some inner peace.

Dara Boudewyn (female Ryn Ftr5/Ptr5): This fiery, wild-spirited lass from Merywyn has earned quite a reputation for herself of late as an expert shot. With

her brace of double-barreled pistols, she's fond of demonstrating her talent for "holing" a handful of coins tossed into the air at once. So far, her record is six coins holed with only four shots. Nobody's quite sure just how she does it, and Dara just smiles and shrugs whenever she's asked.

REQUIREMENTS

To qualify as a pistolier, a character must fulfill all the following criteria.

Base Attack Bonus: +3.

Skills: Craft (small arms) 8 ranks, Intimidate 4 ranks.

Feats: Exotic Weapon Proficiency (small arms), Quick Draw.

Special: Ownership of at least one pistol.

Class Skills

The pistolier's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (gunsmithing, small arms) (Int), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Ride (Dex), Spot (Wis), and Tumble (Dex).

Skills at Each Level: 4 + Int modifier.

CLASS FEATURES

Weapon and Armor Proficiency: Pistolers do not gain any armor or weapon proficiencies. Those who maintain (or seek to develop) rogue skills prefer light armor, while others prefer medium armor.

Small Arms Focus: At 1st level, pistolers gain Weapon Focus (pistol) as a bonus feat, representing their dedication to this weapon of choice. If the pistolier already has this feat, he may choose one of the following feats, but must meet all of the feat's prerequisites: Alertness, Combat Reflexes, Improved Critical [pistol], Lightning Reflexes, Point Blank Shot (Far Shot, Precise Shot, Improved Precise Shot, Shot on the Run).

Vital Shot: If a pistolier can catch an opponent flat-footed, he can fire his pistol to strike a vital spot for extra damage. Any time the pistolier's target would be denied his Dexterity bonus to AC, the pistolier's attack deals extra damage. The extra damage is +1d6 at 1st level and an additional +1d6 every third level thereafter. Should the pistolier score a critical hit with a vital shot,

TABLE 2-11: THE PISTOLEER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Small arms focus, vital shot +1d6
2nd	+2	+0	+3	+0	Bonus feat
3rd	+3	+1	+3	+1	Pistol mastery, pistol whip
4th	+4	+1	+4	+1	Two-pistol fighting, vital shot +2d6
5th	+5	+1	+4	+1	Salvage ammunition
6th	+6	+2	+5	+2	Hairtrigger
7th	+7	+2	+5	+2	Vital shot +3d6
8th	+8	+2	+6	+2	Quick load
9th	+9	+3	+6	+3	Lightning draw
10th	+10	+3	+7	+3	Gunsmith expertise, vital shot +4d6

this extra damage is not multiplied. This ability only functions at point-blank range (30 feet). Pistoleers with both Far Shot and Precise Shot feats can extend this 50% to 45 feet. All the limits on what targets can be affected are the same as for the rogue sneak attack ability (PHB).

This ability stacks with any sneak attack ability from another class, but is only added when using a pistol. For example, a Rog5/Ptr4 would inflict +3d6 damage when using a melee-based sneak attack, but +5d6 when using a pistol to make a ranged sneak attack/vital shot.

Bonus Feat: At 2nd level, the pistol's ability to fight skillfully with the pistol continues to increase. The pistol's may choose one feat from the list presented under the Small Arms Focus ability. The pistol's must still meet the all prerequisites for the bonus feat.

Pistol Mastery: (Ex) At 3rd level, pistol's become masters in the use of pistols (any firearm under 2 feet in length), gaining a +1 bonus to attack and damage rolls if the target is within point blank range (30 feet or 45 feet with the Far Shot and Precise Shot feats). These bonuses stack with the bonuses from the feats Greater Weapon Focus (pistol), Greater Weapon Specialization (pistol), Point Blank Shot, Weapon Focus (pistol), and Weapon Specialization (pistol).

Pistol Whip: (Ex) Starting at 3rd level, the pistol's gains the ability to use the butt of his pistol as a weapon,

dealing 1d4 bludgeoning damage, with no chance of damaging the firearm (unless striking something as hard as stone—hardness 8). Further, the pistol's can decide whether this damage is regular or nonlethal without the usual penalties, so long as it is declared ahead of time. This attack is generally used in desperation, or if the pistol's wants to quietly knock out a sentry.

Two-Pistol Fighting: At 4th level, pistol's gain the Two-Pistol Fighting feat for free (see the following section on feats). If the pistol's already has the Two-Pistol Fighting feat, he can instead take Improved Two-Pistol Fighting. For obvious reasons, the improved version of this feat is only effective with a pair of pistols capable of more than one shot per round. The pistol's does not need to meet the prerequisites for this bonus feat.

Salvage Ammunition: Although all ammunition charges are designed for specific firearms, an experienced pistol's can salvage charges intended for another gun and adapt them to work in his own pistols. The Salvage Ammunition feat is gained for free at 5th level (see the following section on feats).

Hairtrigger (Ex): Starting at 6th level, a pistol's holding a drawn and loaded pistol at the ready receives a +4 circumstance bonus to initiative.

Quick Load (Ex): Through long practice, the pistol's learns to reload firearms faster than most. This only applies to his own pistols, or those with which

he has had a great deal of practice and familiarity. The pistoleer gets a +2 bonus to all Craft (small arms) rolls to reload, and can reduce reloading time for his pistols by 1 standard action. If the weapon normally requires 1 standard action to reload, reload time is reduced to a move action. A firearm that normally takes 2 standard actions to reload, now only takes 1 standard action to reload. This allows a pistoleer to fire and reload in the same round if using a firearm that normally requires one standard action to reload, and if he does not move.

Gunsmith Expertise: By 10th level, pistolers have such familiarity with firearms that they excel as gunsmiths. All pistolers with this ability gain a +5 competence bonus to any skill checks involving Craft (gunsmithing) checks, and can reduce the cost of materials involved in crafting firearms by 20%. Some veteran pistolers work with dedicated professional gunsmiths to hone and personalize their own weapons. Examples of modifications include: 1) Customized stock/handle giving perfect fit for a specific pistol wielder, granting an additional +1 circumstance bonus to attack rolls on aimed shots. 2) Customized hair trigger, giving a +1 circumstance bonus to initiative. 3) Extending the barrel several inches, providing a 20% increase in the pistol's range. These modifications can only be performed on masterwork quality pistols and require a week to complete, paying a cost of 1/5 the total weapon price, and requiring a Craft (gunsmithing) check (DC 25). A botched check means that the firearm is damaged and is no longer functional until repaired (see Skills, Craft [gunsmithing]).

← RIFLEMAN →

A whole mess of dune prowlers were in that alley, brazen as you like. Later, I was told it wasn't the first time a pack had burrowed up under Ternon Crag on the hunt for flesh. Several nosy folk behind me were starting to push forward and I hissed at them to get on back. I raised my rifle up and they got the idea. I keep my rifle handy because the Crag

ain't the most cosmopolitan place and sometimes a lawman has to stand his ground. I was hopeful it'd put a hole in one of these scaly beasts just as it would any other no-count bastard. The shot had to matter. If I put one down, maybe the others would hop back in their hole and burrow the hell back out of town.

A sound like thunder announced the entrance of a bullet in one of the brutes' skulls. I was right perturbed the beastie didn't drop straight away, but after a moment of gurgling and thrashing around while the others looked on all confused, the prowler went down. They looked all around, befuddled, while I pasted myself in the shadow of the open doorway. I cursed silently for not shutting the door to put a barrier between me and those five pair of roving yellow eyes. I was a stupid bastard to think they couldn't see me there, and of a sudden they all left Madame Jarboe's body in a heap and ran at me full on.

I slammed the door shut, while the folks behind me milled about in the tavern. I yelled at two big blokes to hold the door while I reloaded, then bellowed for my pal Ashley—I was going to be needing his assistance right fast. One of the big blokes held the door as the other stood there asking questions, saying "whatsit? whozit?" and all that nonsense. When the prowlers hit, I wasn't expecting the door to splinter like driftwood, but lucky

for me I'm quick with the reload and had another round waiting for 'em. A big maw full of sharp teeth pushed through a hole so I obliged it with some lead. This time the brute took the hint and fell dead. Then the rest of 'em pushed on through.

The big fella on the door dropped back and yanked a handaxe from his belt. He laid into the first one through. Gotta respect the man for his guts, but the beasts pushed on in and one of them started rending him to pieces. I fell back, stumbling over a stool and barely managing to keep my footing as Ashley shot his rifle and roared a challenge. The whole common room of Sanity's Bastion had become a madhouse, with folk screaming and running and three massive dune prowlers hissing and slinging bloody spittle all over the damned place.

Out of the blue, four more prowlers waltzed in uninvited and that's when I reckoned the burrow in the alley must lead to a whole den. Ashley laughed insanely while we both reloaded, and then the barman, knowing I was a fair hand with a long gun, tossed me a second rifle. We were in for a fight, and neither side was quite ready to back down.

"Fire the furnace, barkeep," says I. "We're having lizard bacon tonight..."

—Brue Westrone (male Midlunder Ftr5/Rfl7), soon-to-be marshal of Ternon Crag and famed tale spinner

DESCRIPTION

The rifleman is an exceptionally trained specialist in the use of long guns. These sharpshooters are to be found in just about any kingdom that has developed firearms technology, and they generally compose a small but elite segment of the local army. Almost all members of this class have had formal military training with firearms already but seek to refine their skills. These adaptable soldiers also learn skills of stealth in order to make their first shot count. A hidden rifleman makes a particularly deadly sentry.

Those riflemen who chafe at military service often turn to a life of adventure, seeking fame and fortune. Given the costs of maintaining their weapons, riflemen sometimes serve as mercenaries or adventurers for hire.

Most riflemen are former fighters, but many have backgrounds as rogues or rangers. Although this is a combat-oriented class, the rifleman's skills emphasize Intelligence and Dexterity over Strength.

Hit Die: d8.

RIFLEMEN IN THE IRON KINGDOMS

Riflemen can be found across the kingdoms, their numbers highest in Cygnar and Khador, where they've found placement among the Cygnaran long gunners and Khadoran Widowmakers. Ord and Llael have both recently begun incorporating these specialists into their armies as well, and although most riflemen are human, the dwarves of Rhul, too, boast many skilled snipers.

NOTABLE FIGURES

Kell Bailoch (male Midlunder Ftr7/Rog3/Rfl4): The unscrupulous assassin Kell Bailoch is infamous across the Iron Kingdoms. Yet few claim to know the man, and fewer still can claim to actually know what he looks like. In certain notorious circles, Bailoch is known as the man to call when you want someone eliminated, provided you have the coin.

A former Cygnaran long gunner and mercenary, Bailoch was a member of the Talon Mercenary Company until the Cygnaran throne disbanded the company. The remaining members of that company are the only people he calls friends. It is this network of associates that helps keep his enigmatic identity intact.

Bailloch is always on the move, traveling from site-to-site and city-to-city, usually settling in one place for no more than a few days.

Kapitan Natalya Naryski (female Khard Ftr6/Rfl7): One of the dreaded Widowmakers of Khardor, Kapitan Naryski is a survivor. During a skirmish in the northern Thornwood, Natalya's entire unit of snipers was surprised by a young Cygnaran warcaster and his Sentinel model warjack. Needless to say, the Widowmakers were annihilated; Natalya was the only member of the unit to escape with her rifle and one good eye. She has since been given a new command and a renewed sense of patriotism that can only be realized with the death of the journeyman warcaster that slaughtered her comrades.

REQUIREMENTS

To qualify as a rifleman, a character must fulfill all the following criteria.

Base Attack Bonus: +5.

Skills: Craft (small arms) 8 ranks, Spot 4 ranks.

Feats: Exotic Weapon Proficiency (small arms), Point Blank Shot, Weapon Focus (rifle).

Special: Ownership of at least one rifle.

CLASS SKILLS

The rifleman class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (cannoneer, gunsmithing, small arms) (Int), Hide (Dex), Jump (Str), Move Silently (Dex), Ride (Dex), and Spot (Wis).

Skills at Each Level: 4 + Int modifier.

CLASS FEATURES

Weapon and Armor Proficiency: Riflemen are proficient in all simple and non-ranged martial weapons. Riflemen are also proficient in all light and medium armor, but do not use shields. Riflemen who rely on stealth avoid wearing anything heavier than leather due to armor check penalties.

Far Shot: As a benefit of their special focus and training, riflemen get the Far Shot feat automatically at 1st level. Those riflemen who already have this feat can choose from the feats listed below under Bonus Feats.

Rifle Mastery: At 2nd level, riflemen are considered masters in the use of long guns (any firearm 2 feet long or longer), gaining a +1 bonus to attack and damage. These bonuses stack with the bonuses from the feats Greater Weapon Focus (rifle), Greater Weapon Specialization (rifle), Point Blank Shot, Weapon Focus (rifle), and Weapon Specialization (rifle). However, the bonus

TABLE 2-12: THE RIFLEMAN

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Far shot
2nd	+2	+3	+3	+0	Rifle mastery, sniping shot (x2 critical)
3rd	+3	+3	+3	+1	Bonus feat, rifle melee
4th	+4	+4	+4	+1	Salvage ammunition, sniping shot (x3 critical)
5th	+5	+4	+4	+1	Hair-trigger
6th	+6	+5	+5	+2	Bonus feat, sniping shot (x4 critical)
7th	+7	+5	+5	+2	Quick load (small arms)
8th	+8	+6	+6	+2	Sniping shot (x5 critical)
9th	+9	+6	+6	+3	Bonus feat
10th	+10	+7	+7	+3	Gunsmith expertise, sniping shot (x6 critical)

damage is only applied within the initial range increment for the rifle. For example, a rifleman using a military rifle could add the +1 bonus to damage within 200 feet.

Sniping Shot (Ex): Starting at 2nd level, a rifleman gains the signature ability to make a sniping shot. This full-round action can only be used with a long gun, and requires the rifleman to be outside point-blank range (over 30 feet away). Most importantly, a sniping shot can only be made if the target does not know the sniper's location. Most snipers use the Hide skill and concealment to gain a first shot against an unsuspecting target. An initial sniping shot allows time to aim, providing a +2 attack bonus. A successful hit with a sniping shot is automatically treated as a threat and if the critical check succeeds the hit does critical damage per the sniper's level-based multiplier. (This supersedes the weapon's regular critical multiplier for the purpose of resolving this ability. If the actual attack roll would have normally resulted in a threat, the weapon multiplier can be used if it is higher than the level-based multiplier.)

If the sniper is firing from a location with concealment and manages to remain hidden, he may try subsequent sniping shots. After the initial sniping shot is made, the target and any allies should be given a chance to make a Spot check with a +3 circumstance bonus against the sniper's Hide check to locate the sniper. If the sniper remains hidden and the target is still unaware of his location, another sniping shot can be executed. Each shot allows the target to make another Spot check with a cumulative +3 circumstance bonus. The sniper can attempt to relocate to another position using Move Silently and Hide to negate the cumulative bonus, providing that he has not yet been spotted. Given reload time, trying to do several sniping shots in a row is not practical unless the rifleman has more than one loaded rifle at the ready. A team of snipers working in tandem and alternating loading, hiding and firing

can take a heavy toll when ambushing an opposing force. Once the target knows the location of a sniper, this ability cannot be used although the rifleman can continue to fire regularly at the target.

Bonus Feats: Starting at 3rd level and every third level thereafter, the rifleman can choose a bonus feat from the following list: Alertness, Combat Expertise,



Rifleman

Combat Reflexes, Greater Weapon Focus (rifle), Improved Critical [rifle], Improved Precise Shot, Lightning Reflexes, Mounted Combat (Mounted Archery [in this case applying to firearms]), Precise Shot, Quick Draw, Rapid Shot*, Shot on the Run, and Weapon Finesse. All prerequisites for these feats must be met.

***Rapid Shot**—Multiple shots per round with firearms are only possible in special cases, requiring either special firearms (such as a double-barreled rifle), or multiple, pre-loaded firearms. In all cases, reload time is a limitation and will prevent multiple shots in the same round from a single firearm unless reloading is not necessary. As an example, the only way to make 2 shots in the same round would be with a double-barreled rifle or other rifle capable of firing more than one shot per round, or with a pistol in each hand, in which case an off-hand weapon penalty would apply. The only way to make 3 shots would be with two pistols, one of which was a double-barreled pistol. Even with multiple firearms, multiple shots aren't possible if the weapons aren't instantly at the ready, as drawing a firearm is a move action and prevents multiple shots unless the rifleman also has the Quick Draw feat. See Chapter Three: Gear & Equipment for some firearms that can fire multiple shots per round.

Rifle Melee (Ex): Starting at 3rd level, a rifleman can swing the stock of his rifle using both hands to do 1d6 bludgeoning damage. He is trained to do this without risk of harming the firearm (unless striking something as hard as stone—hardness 8). Further, the rifleman can decide whether this damage is regular or nonlethal without the usual penalties, so long as it is declared ahead of time. In addition, if a bayonet is attached to the barrel of the rifle, it is equivalent to a halfspear, doing 1d6 piercing damage but requiring both hands. If the rifle is loaded during a successful bayonet strike, the rifleman can fire the rifle into the target as a free action and hit automatically. Both attack forms are awkward, suffering a -2 penalty to attack, but enable the rifleman to melee without switching weapons. Riflemen do not get Weapon Focus or Rifle Mastery attack bonuses when using either melee attack.

Salvage Ammunition: Although all ammunition charges are designed for specific firearms, an experienced rifleman can salvage charges intended

for one gun and adapt them to work in his own rifles. The rifleman gains the Salvage Ammunition feat for free at 4th level (although the Rifleman must still meet the feat's prerequisites to gain its benefits.)

Hairtrigger (Ex): Starting at 5th level, a rifleman holding a loaded rifle at the ready receives a +4 circumstance bonus to initiative.

Quick Load (Ex): Through long practice and training, the 7th-level rifleman learns to reload firearms faster than most. This only applies to his own firearms, or those with which he has had a great deal of practice and familiarity. The rifleman gets a +2 bonus to all Craft (small arms) checks to reload, and can reduce reloading time by 1 standard action. If the weapon already requires 1 standard action to reload, this is reduced to a move action. This can allow a rifleman to fire and reload in the same round if using a firearm that regularly takes 1 standard action to reload.

Gunsmith Expertise: By 10th level, most riflemen have such intimate familiarity with firearms that they excel as gunsmiths. All riflemen with this ability get a +5 competence bonus to any skill checks involving Craft (gunsmithing), and can reduce the costs of materials involved in crafting firearms by 20%. Some veteran riflemen work with dedicated, professional gunsmiths to hone and personalize their weapons. Examples of modifications include: 1) Customized stock giving perfect fit for a specific rifle wielder, granting a +1 circumstance bonus to attack rolls on aimed shots. 2) Customized harness straps allowing the rifle to be readied quickly, giving a +1 initiative bonus. These modifications can only be made to masterwork rifles and require a week to complete, and cost 1/5 the total weapon price. A successful Craft (gunsmithing) check (DC 25) must be made for the modification to be successful, and the modification only provides its benefits to the person for which it was designed. A botched check means that the firearm is damaged and is no longer functional until repaired. Other, more standardized modifications can be found in Chapter Three: Weapons & Gear, pp. 188 - 189.

« SECOND-STORY MAN »

You want me to do what? Grub around some ruins and loot corpses? Stuff that for a poxy plan. I mean, you risk your neck, you spend weeks in the dark and then you drag all this gear back into town where... well, that's where I come in, d'ya see? This adventurin' seems to do stuff to people's 'eds. They lose all moderation. Handy, that—makes 'em easier to spot. They go on a spree, buyin' up all sorts of fancy goods, they get themselves nice, plush rooms, buy a slap-up meal. By this time, I'm their new mate, hangin' on their every word. Wishes 'em good night, follows 'em back to their nice, safe inn, waits a bit... and then it's up with the grapple, out with the window pane, quick eyeball round the room and before you know it, all their best pieces are in me bag and I'm off again. Robbin' ruins indeed—wazzock...!

—Freitag Blackheel (male dwarf Rog6/Ssm3) to his young and inexperienced comrade

DESCRIPTION

Some people make their living on the streets, others prefer the high life. There are just too many ways to be caught when you're boxed in by houses and surrounded by the crowds. But a life on the rooftops, with just your skills—and a modest selection of really useful tools—for company...well, now that's *really* living. Especially when it can be so profitable. People leave all sorts of things lying around when they think it's out of reach.

Of course, usually, it *is* out of reach. People think to themselves, how could anyone get up that sheer wall? How could they get past that lock? Even if they could, there's this great big safe...

That's where the tools come in. A converted pistol that fires a small but effective grapple makes ascending most buildings quite an easy task. If you have to break a window, just apply a bit of brown paper and wallpaper paste, then give it a firm tap with a bit of wood. It'll break all right, but with a soft crunch; not a shatter, and you can peel it away with all the little shards for a nice, clean entry.

Of course, the safe is a problem. A really good second-story man knows all the safe makers and knows how that mechanical lock's been put together. He'll know where to prod, what to turn, when to listen, which spring will stop the clockwork moving. What about second-story men that aren't that good? Well...have you ever seen what happens to a safe that falls from the third or fourth story of a building? Of course, how you move something that heavy, that's the rub. But if you can just tip one edge and slip a few ball bearings beneath it, it'll move like its on wheels. All you need is a good floor-length window and you're home free.

It all just needs a little lateral thinking and perhaps a well-crafted gadget or two. In fact, anyone sporting a better collection of odd devices would be hard to find.

All these rooftop escapades may be great fun, but there's no point in just climbing hither and thither. No, to make it all worthwhile, the second story man picks his targets and picks them well. Somewhere worthy of his skills, somewhere he can prove his worth—somewhere with portable wealth. Documents are good, as people pay a good price for information. Art's a bit bulky, but jewelry's always worth acquiring. And of course, ready coin comes in handy, too.

The rooftop work, now that's the glamorous part. But there's legwork to be done. By day, the second story man may be found down at the docks dressed like any other docker. He'll watch them unloading luggage from the vessels of the rich and famous. That night, he unloads it from their bedrooms. There may be treasure in the hills, but pretty soon, someone's going to pick it up and bring it into town where they can do something useful with it. Being somewhat naive, they'll probably have it in their rooms with them. What good's a merchant's caravan when the person you've hired to guard it just escaped up a cliff face with the best (if lightest) parts of your cargo? Or maybe word's out that someone would pay a good price for a copy of next month's shipping schedule. The jobs are there, and the

second story man knows where to look. He may live the high life, but between exploits the second story man always has his ear to the ground.

Hit Die: d6.

SECOND-STORY MEN IN THE IRON KINGDOMS

Wherever there's a city, there are second-story men. They thrive in the midst of urban life, getting to know local players, learning which palms to grease and which watchguards to avoid. The only places where they don't seem to thrive are in run-down backwaters like Fellig or environments where the risks are just too high, such as in the Protectorate.

Although they often pull off their best jobs alone, many are sociable sorts at heart. It's simple business sense. If you're not in the thick of it, following the traders or gawping innocently at the fancy rich girls or the handsome young lads, how are you to know where the best pickings are to be had? And once they've gotten the spoils, they need to pass them on, quickly

NOTABLE FIGURES

Aellen Menezies (female Tordoran Rog3/Ari3/Ssm4): A loud but charming individual whose expensive tastes and keenness for mixing in high-society circles provide the perfect cover for the string of larcenies that have shocked polite society in Merin.

'Flash' Gitteregganderolerum (male gobber Rog5/Ssm8): Flash is famed for a heist involving the extraction of a legendary diamond from a locked safe in a sealed room guarded by half a dozen members of the Watchguard. He always leaves a calling card, and has become something of an idol to wishful young gobbers.

REQUIREMENTS

To become a second-story man, a character must fulfill all of the following criteria.

Alignment: Any nonlawful.

Skills: Balance 4 ranks, Climb 4 ranks, Craft (tools) 3 ranks, Disable Device 6 ranks, Gather Information 4 ranks, Listen 6 ranks, Open Lock 8 ranks, and Use Rope 2 ranks.

TABLE 2-13: THE SECOND-STORY MAN

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Evasion, slow fall (10 ft.)
2nd	+1	+0	+3	+0	An ear for locks, uncanny dodge
3rd	+2	+1	+3	+1	Assess mechanism, skill focus
4th	+3	+1	+4	+1	Master thief
5th	+3	+1	+4	+1	Slow fall (20 ft.), uncanny dodge
6th	+4	+2	+5	+2	An ear for traps, skill focus
7th	+5	+2	+5	+2	Master thief
8th	+6	+2	+6	+2	Uncanny dodge
9th	+6	+3	+6	+3	An ear for footsteps, slow fall (30 ft.)
10th	+7	+3	+7	+3	Master thief

and no questions asked. These things take contacts, and sometimes—when things get a little hot, or when an offer too good to miss comes up—they have been known to strike out from their regular settings to test their skills in new surroundings.

Feats: Alertness.

Special: Must have successfully broken into a safe without magical assistance.

CLASS SKILLS

The second-story man's class skills (and the ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (clockwork, tools) (Int), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Spot (Wis), Tumble (Dex), and Use Rope (Dex).

Skill points at each level: 6 + Int modifier.

CLASS FEATURES

Weapon and Armor Proficiency: The second-story man is proficient with all simple weapons. With the exception of Make Tools and any Exotic Weapon Proficiencies, a second-story man cannot use his class abilities while wearing armor heavier than light.

Evasion (Ex): The second-story man gains the Evasion ability (as described in the Rogue section of the PHB) if he does not already have it. If he already has Evasion, then he is granted Lightning Reflexes.

Slow Fall (Ex): At 1st level, the second-story man has gained so much experience of life above ground that he gains the Slow Fall ability (as described in the Monk section of the PHB). Initially, this is at 10 ft., but increases to 20 ft. at 5th level and 30ft at 9th level.

An Ear for Locks: Breaking and entering isn't easy, especially when you have to keep the lights off to avoid being spotted. Second-story men develop a keen ear to help them deal with this. Whenever they try to pick a lock, they can press their ear against the surface and make a Listen check to try and help them. This check is treated as a free action, but must take place at the same time as an Open Lock check.

The DC for the Listen check should be determined by the DM, using the following table.

DC Lock

- | | |
|----|---|
| 10 | lock is close to the surface and audible (for example, creaking, rusty moving parts) |
| 15 | typical lock |
| 20 | lock is well-oiled or deep below the surface |
| 25 | lock is both well-oiled and deep (such as a well-maintained mechanism in a heavy iron safe) |
| 30 | lock is controlled by near-silent or non moving means (such as a magical power source) |

Second-Story Man



A successful check either negates the penalty for the lack of light or provides a +4 circumstance bonus to the simultaneous Open Lock check, at the player's discretion.

Uncanny Dodge (Ex): At 2nd level, the second story man gains the Uncanny Dodge ability, which is identical to the rogue ability detailed in the PHB. If the second story man already has this ability, any benefits gained will stack. This ability progresses at 5th and 8th levels just like the rogue ability.

Assess Mechanism: This ability allows the character to use his Appraise skill as a standard action to assess the workmanship, history and likely maker of a particular lock or mechanism (such as a trap trigger). The check should be made with a DC of 10 for common kinds of device (such as standard locks), 20 for uncommon devices (such as a clockwork pocket watch), 25 for obscure devices (such as a typical mechanical device) and 30 for extremely obscure devices (such as a very complicated mechanical device). On a successful check, the character has recognized this type of device or has heard about the making of this specific piece. This gives him an additional circumstance bonus, equal to 1 + the amount by which he exceeded the DC, when he attempts a Disable Device or Open Lock check. If the check is failed by 4 or less, the character fails to recognize the device and gains no bonus. If the check is failed by 5 or more, the character suffers a -5 penalty to the Disable Device or Open Lock check.

Skill Focus: At 3rd and 6th levels, the second-story man can choose to further specialize and hone one of his abilities. Skills that may be selected are limited to Balance, Climb, Craft (tools), Disguise, Disable Device, Gather Information, Hide, Jump, Listen, Move Silently, Open Lock and Tumble.

Master Thief: At 4th, 7th, and 10th level, the second-story man's thieving abilities have increased to the point where he can further develop some of them. At each of these levels, the character can choose one of the abilities listed below:

Always Prepared: The second-story man has become so knowledgeable and familiar with tools and gadgets that he always seems to have the right tool for the right job. So long as the second-story man has at least 200 gp worth of tools along, when an unexpected circumstance arises he can make a Craft (tools) check (DC 20) to see if he has the proper tool along. If the check succeeds, he either brought the right tool or has managed to

improvise an appropriate tool on the spot. In either case, he now has a +2 circumstance bonus to his skill check (the skill in question should be one that can be aided with an appropriate tool).

Defensive Roll (Ex): As per the Rogue special ability (PHB).

Expert Climber: The second-story man has spent so much of his time climbing different surfaces that he has become exceptionally good at it. He has a +10 competence bonus to all Climb checks and can always climb at his normal movement rate with only one Climb check at a -5 penalty.

Improved Evasion (Ex): As per the Rogue special ability (PHB).

Skill Mastery: As per the Rogue special ability (PHB).

Sure Footed: The second-story man has become so used to moving swiftly along rooftops that his movement is never hampered by normal conditions. Uneven terrain, obstacles, bad surface conditions, and poor visibility can all be ignored. This does not apply to magical effects that hamper movement. In addition, the second-story man gains a +10 competence bonus to all Balance checks.

Feat: A second-story man may gain a feat in place of a master thief ability.

An Ear for Traps: At 6th level, if the second-story man triggers a trap in the process of picking a lock he may make a Listen check to realize his error before the trap's effects resolve. Use the above chart to determine DC. If the check is passed the second story man can take a standard action before the trap's effects occur.

An Ear for Footsteps: At 9th level, while in an urban environment, the second-story man gains a +4 competence bonus when making Listen checks to hear approaching footsteps.

GEAR

The equipment any particular second-story man will carry depends a lot on the job at hand. At the least, he will have access to a selection of tools and some rope. The more affluent also sport a wrist-loader holster with a small pistol, for use in emergencies. However, as the challenges grow harder, second-story men begin to acquire increasing amounts of clutter. Disguise kits, climbing kits and the like are usually all kept close at hand, in addition to a wide range of devices and special tools.

The ability to create self-powered devices through clockwork and wind-up mechanisms makes life considerably easier when safe-breaking: a second-story man can set up a quietly clicking clockwork device to work on a lock while he rummages through a desk or keeps an eye out for approaching guards. These tools work like normal devices, but have to be secured in place. They are likely never as good as the person who created them, either. To calculate a self-powered device's skill check, take the *lesser* of the creator's ranks in Craft (tools) and the relevant skill (e.g. Open Lock), and divide that number in half, rounding up. The tool has a -1 modifier to any checks or a +1 if it is masterwork. If a clockwork device activates a trap, it is treated as a Fine object (AC 13) with Hardness 5 and 5 hit points (see the section on Attacking an Object in the PHB). Tools are treated as constructs for determining the effects of spells and other special attacks.

In addition, some individuals have begun working with modified pistols that perform useful tasks like launching a small grappling hook with a lightweight rope attached. Adaptation of a small pistol requires at least 8 ranks in Craft (tools) and 5 ranks in Craft (gunsmithing) and successful checks against both skills (DC 20). To ensure that their cover is not compromised, alchemically treated red powder for a slower-burning charge is used, creating a muffled "whump" rather than the loud report that typically accompanies gunfire. Of course, this leaves the weapon woefully underpowered, but good for the intended purpose. Adapting a pistol in this way makes it unusable with normal ammunition. These pistols and their special ammunition are typically available on the black market for 120% to 150% of the price of a small pistol and small pistol ammunition. Grappling rifles can also be used in this way, though without the modified powder they still have a fairly loud report.

◀◀ **WARCASTER** ▶▶

We feel the world through the giant, metal fingers of our warjacks. We know what it is like to have the power to move mountains and hurl lightning. We can feel every motion around us in the

arcane ether that stirs beyond the tight skin of this world. We are the cacophonous voices within the symphony of war. We are leaders of steam-powered soldiers and the voices of iron gods.

We are warcasters.

Years ago, Immoren broke free of the Orgoth's shackles and took its first steps toward a new era. An era of steam and metal in which we—the warcasters—control the playing pieces on the chessboard of war. We must keep the fires burning and the boilers pumping, or our fantastic soldiers will cease to war for us, and we will lose to those whose 'jacks do not fail them. Warjacks are the rule in Immoren. He who controls the 'jacks controls the battle. For good or for ill, the warcaster has been given a rare gift. Such a thing can be taught, refined to an extent, but all warcasters are born with that innate understanding of the energies within the cortices.

As long as there is bloodshed in Immoren, there will be a need for our metal behemoths and for those who are bonded to them. For without the warcaster, the warjack is little more than a toy, stumbling about like some overwound clockwork. It is we special few who control the ebb and flow of the tides of war, and that is a truth forged of the same stuff as the warjacks themselves.

—Commander Adept Sebastian Nemo (male Caspian Amk17/Wrc5), Cygnaran warcaster and member of the Fraternal Order of Wizardry

DESCRIPTION

Though it is the steam belching, metal giants—warjacks—that inspire such awe on the field of battle, the true power is held by the warcasters. Few in number, warcasters are the perfect combination of martial and magical prowess. With just a thought, a warcaster can set in motion an army of terrifying warjacks that responds to his every impulse with an arcane-driven ferocity that no human warrior can match. They command an arsenal of magics with the precision and intensity of a sky-born thunderbolt, and, in combat, they are charged with such power that their fighting fury can only be equaled by another of their kind. They are titans among heroes, and it has been said, more than once, that the gods themselves would tremble before the towering might of the warcaster.

While manipulators of magic—arcane and divine—are rare in these war-torn kingdoms, the craft of the warcaster remains the most exclusive. Warcasters tap into the great, unseen reservoir of magical energy on a level that surpasses anything attainable through the traditional methods of learned hand gestures and ancient phrases. It is this oneness with the very essence of magic that defines a warcaster, the ability to not only shape magic through long practice and study, but to bend it to one's will—sensing the very membrane that separates our world from that arcane source. Warcasters reach through that veil, drawing on the pure energy of magic and giving it form and purpose in the world of men.

The dogma of a warcaster is the complete immersion and union with the *hieroglyphic mechanika*, or mechanika runes, an ancient set of mystic glyphs discovered and compiled by the early pioneers of magic. These runes are believed to create the bonds between all things in existence, and through the proper arrangement and implementation, can change the form or properties of both matter and energy. As the literate man sees words on a scribed page, the warcaster sees the ancient runes all around him—tracers of magical light, swirling about in interlocking rings, describing the connections and bonds between the material and the incorporeal—between our world and the source of magic.

This ability to connect with the tapestry of mystic power that lies beyond the vision of common men is what gives the warcaster command over mechanika devices. Channeling power into a weapon or guiding the cortex of a warjack becomes second nature to

the warcaster, and truly defines his stock and trade. Only warcasters have this power to control constructs that shake the ground. Only warcasters can channel raw power through these steam-driven beasts. Only warcasters understand arcane power for what it truly is—raw energy, fuel for their fury.

The path of the warcaster is not easily found, nor is it traveled without great conviction. Most warcasters realize their own altered perception of the world around them before ever considering a life as a warrior-mage. But awareness of the arcane source is only the first step, and only through rigorous mentoring and training can one unlock the secrets of the warcaster's power. While warcasters themselves are uncommon, rarer still are those who have not joined their country's military to pursue the life they are drawn to. Few avenues can afford the hardware essential to quenching the desire of the warcaster, and a warcaster is destined to enjoy a very celebrated station in any army. Developing these skills requires tutelage that is nearly impossible to find outside of a kingdom's military. While infrequent mercenary or rogue warcasters do exist, they have little reason to take on apprentices. So it is that those with the instinct to command mechanika at their fingertips, and the ability to wield arcane power in combat, enlist as soldiers and become proficient in the arts of war as they hone their skills under the trust of a veteran warcaster.

Perseverance, practice, and discipline are what separate the warcasters from those that might have been. True power comes only at great cost, and through great sacrifice. Those who start the path casually and do not commit themselves wholly, seldom change course successfully. More likely, they find themselves in a world much larger than they ever expected, that quickly swallows them violently and with finality. Those that do succeed as warcasters become the icons of an age rife with conflict. Beacons of hope, and just as often despair, some believe the warcasters herald an apocalypse—the end of all mankind—while others believe they are the only ones that might prevent it.

Hit Die: d6.

WARCASTERS IN THE IRON KINGDOMS

The use of steamjacks in battle and the warcasters' ability to augment them makes every warcaster with any potential whatsoever a prized commodity. Every kingdom is in a race to find warcasters among their

populace, but so far these gifted individuals are rare indeed. No kingdom will admit the number of warcasters within its ranks, but the understanding overall is that there are precious few.

The Cygnaran Royal Army trains their kingdom's warcasters—those who come forward or whose talents are uncovered—to join up and serve the interests of the Crown for life. The workshops in Mercir and Caspia turn out mechanika that is second to none, and every one of their trained warcasters to date has willingly and eagerly taken to the battlefield. Cygnar's warcasters are the bar by which all others are measured.

Khador also conscripts its warcasters for life, instilling in them the Motherland's need to protect itself from the ambitions of those who would see her fall. Queen Vanar XI personally interviews every potential warcaster and then signs them over to the Druzhina in Korsk where they are trained ceaselessly by the warcasters there. Those who do not want to be part of the great Khadoran army often vanish or are charged as traitors and soon found swinging from the gallows.

Few warcasters have come forth from Llael or Ord, though Llael's Ministry of War claims that they do have warcasters at their disposal.
King Baird

Cathor II has remained quiet on the topic of Ordic warcasters, seeming quite content with Cygnaran policy and Cygnar's continued defense of Ordic soil from both Cryx and Khador. Whether or not these two countries are truly training their own warcasters remains to be seen.

It is largely unknown how the Cryxian Empire gave birth to their hellish, mechanical constructs. No one expected such monsters to rear up from the dark isle, and even less did they expect warcasting witches and warlocks to be leading them. Cryx has now truly revealed itself as a serious threat to the mainland nations, and



Warcaster

Cryxian warcasters are, without doubt, some of the most dreadful, vile and dangerous creatures known, save for the terrible Dragonfather, Lord Toruk himself.

The Protectorate of Menoth is in violation of every point of their treaty with Cygnar, having engaged in border hostilities and even fielding warjacks and warcasters against their former nation. In some fashion, they have discovered how to tap into their 'jacks through divine magic, a fact that inspires the Menites to great deeds, for surely this is proof that Menoth condones their actions against the heretical nations. The Hierarch Garrick Voyle calls his warcasters "Champions of Menoth," and so far, they haven't disappointed.

NOTABLE FIGURE

Journeyman Lieutenant Anders Dudgeon (male Caspian Wiz8/Wrc2): As a journeyman warcaster, Lieutenant Dudgeon has served under both Captain Victoria Haley and Commander Coleman Stryker, two of Cygnar's most vaunted warcasters. Both Captain Haley and Commander Stryker view this fellow as an exemplary future commander. Under the tutelage of both warcasters, Lieutenant Dudgeon has acquitted himself with great skill and shown tremendous leadership potential. Once the injuries from his recent mission heal and his personal 'jack is repaired, the top brass plan on giving him a permanent field assignment and placing him on the fast track to his own command.

REQUIREMENTS

To qualify to become a warcaster, a character must fulfill all the following criteria.

Alignment: Any.

Base Attack Bonus: +4

Skills: Concentration 10 ranks, 'Jack Handling 5, Spellcraft 7 ranks.

Feats: Combat Casting, Iron Will, Leadership, Skill Focus (Concentration).

Spells: Ability to cast spells (divine or arcane) of 3rd level or higher.

Special: Must find a warcaster of journeyman rank or higher to act as a mentor.

CLASS SKILLS

The warcaster's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Craft (mechanika) (Int), 'Jack Handling (Wis), Knowledge (any) (Int), Profession (Wis), Spellcraft (Int), and Spot (Wis).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the warcaster prestige class.

Weapon and Armor Proficiency: Warcasters gain proficiency with two simple or martial weapons of their choice, and all armor as per their military training. Warcasters seldom use shields, as they are too cumbersome and interfere with the warcaster's ability to cast spells, and control his mechanika weapons and armor.

TABLE 2-14: THE WARCASTER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Warcaster focus, Journeyman training	+1 level of existing class
2nd	+1	+0	+0	+3		+1 level of existing class
3rd	+2	+1	+1	+3		+1 level of existing class
4th	+3	+1	+1	+4		+1 level of existing class
5th	+3	+1	+1	+4		+1 level of existing class
6th	+4	+2	+2	+5		+1 level of existing class

Spells per Day: At every level, the warcaster gains new spells per day as if he had gained a level in a spellcasting class he belonged to before entering this prestige class. He does not gain any other benefits as a member of that class except for increased spellcasting level. If the character had more than one spellcasting class before becoming a warcaster, he must decide which class he adds the new level to in order to determine spells per day.

Warcaster Focus (Su): At 1st level, the warcaster learns how to channel raw energy to tap into the innate magical power to gain focus. As a free action, the warcaster sacrifices one or more of his available spells and channels it into his focus pool. This focus can be used to augment the considerable powers of his mechanikal weapons and armor, boost his own combat abilities, or augment the abilities of a 'jack under his command. The maximum amount of focus a warcaster can have is equal to 2 + the character's warcaster level [not total character level]. Of course, the warcaster can always choose to use less than his maximum focus pool, or none, in any round. In other words, since the highest spell level a Wiz8/Wrc3 can have is 5—his warcaster level + 2—he can sacrifice any amount of spell levels adding up to 5 or less, if he so chooses. See below for more details on how to use the warcaster focus ability. Any unused focus points can be held in reserve for a maximum of 5 rounds. After which time, the warcaster loses the remaining focus points. However, his current focus pool can never exceed his maximum focus number.

Warcasters can also channel focus into their personal mechanikal devices to save the charges in their accumulators or to power-up devices with drained accumulators, however they can only channel focus points through standard accumulator sockets. It is impossible for a warcaster to channel focus through a trickle charge accumulator socket. One focus point counts as a single charge from an accumulator. Additionally, some other mechanika devices like warcaster armor are specifically designed to be enhanced through the use of warcaster focus. The descriptions for these items will detail the specifics benefits of channeling warcaster focus into the item.

Journeyman Training: A journeyman warcaster is one who is receiving training from a higher level warcaster. They are schooled in arcane and, typically, military applications by their mentor. At the DM's option, the character may or may not gain any of

the benefits of his new class level until he completes this training. For example, before Lieutenant Anders Dudgeon of the Royal Cygnaran Army gains any of the benefits of this new level (in this case an additional spellcasting level), he must spend six months to up to a year—sometimes more, sometimes less—in intense martial and magical training.

Sense Cortex (Su): Warcasters have an inherent ability to sense the presence of an active 'jack cortex. The warcaster can automatically sense any active cortexes within a 20 foot radius. However, by concentrating, the warcaster can attempt to determine if there are other active cortexes within a 100 foot radius. If the warcaster makes a successful Concentration check (DC 18) he has blocked out enough of the external distractions to determine if there are any other active cortexes within range, but he does not know how many or where they are located. Sensing distant cortexes requires a standard action. If the warcaster continues to concentrate for a second round (requiring a second standard action) and makes another successful Concentration check (DC 18), he can determine the number of active cortexes and their approximate distances from him.

Contact Cortex (Su): With the proper guidance and training, warcasters are able to issue telepathic commands to all active cortexes within a 5-foot-radius per caster level. While the warcaster can still issue verbal commands to all 'jacks that have been set to accept his voice commands, now he can also attempt to command cortex-controlled constructs that are not keyed to his voice. Any cortex not protected by cortex locks is subject to this command ability. The warcaster makes a contested 'Jack Handling check versus the 'jack's current controller, adding the warcaster's class level to the check (1d20 + 'Jack Handling skill modifier + warcaster class level). If the warcaster succeeds, he has wrested control of the 'jack from its handler.

Augment Jack (Su): A journeyman warcaster can now spend focus to augment the actions of steamjacks he can command, or to activate special mechanikal devices designed to accept magical energy (arc nodes, mechanikally warded gates, etc.) 'Jacks can be considered weapons and armor for the purposes of augmentation. These special items must be within 10 feet per caster level of the warcaster to be the recipient of warcaster focus.

A warcaster can command any 'jack whose cortex is attuned to the warcaster's voice—through verbal

or telepathic commands—and any 'jack with an unprotected cortex that he has asserted control over, wresting control from its previous handler.

Warcaster Adept (Su): In the last portion of his warcaster training, the journeyman gains the ability to grant any 'jack attuned to him any feat or special ability from the following list at a cost of 1 focus point per round per feat: Combat Reflexes, Improved Critical, Improved Initiative, Power Attack (Improved Bull Rush, Improved Sunder, Great Cleave), Run (simply gives the 'jack the ability to run).

Note: The 'jack does not need to meet any of the prerequisites for these feats, the feats are simply granted to the 'jack for as long as the warcaster wishes to spend the requisite focus points.

Focus Ability ¹ (All abilities cost 1 focus)	Level-based Bonus		
	1–2	3–4	5–6
Focus bonus to attacks for one round	+1d6	+2d6	+3d6
² Focus bonus to attack damage for one round	+1d6	+2d6	+3d6
Focus bonus to AC for one round	+1d6	+2d6	+3d6
³ One extra attack at your full base attack bonus	1	2	3

¹Beginning at 4th level, a warcaster can apply any of these focus abilities to steamjacks by channeling the focus through the 'jacks cortex.

²If the warcaster's weapon is a mechanical weapon with an energy type damage bonus (fire, electricity, etc.) the additional damage done is of the same energy type. If the weapon does not have a special energy type then the damage is force damage. In other words, if the warcaster has a +1 mechanical shock longsword that normally deals an extra 1d6 points of electricity damage, the bonus damage from charging the weapon with focus is also electricity damage.

³The warcaster is limited in the number of extra attacks he can take per round. The warcaster can spend focus points equal to one-half his warcaster level (rounded up) on extra attacks, so he can never spend more than 3 focus points on extra attacks in one round. However, to make more than one extra attack, the warcaster must use the full attack action.

Warcaster Armor: The journeyman is drilled by his mentors during his training and gains Armor Proficiency (warcaster armor) as a bonus feat.

WHERE ARE THE WARCASTER FEATS?

MANY PLAYERS FAMILIAR WITH WARCASERS FROM WARMACHINE™ ARE PROBABLY WONDERING WHY THERE AREN'T DESCRIPTIONS OF THE WARCASER FEATS IN THE PRESTIGE CLASS. IN ACTUALITY, THOSE SPECIAL AND VERY HEROIC FEATS ARE UNIQUE INDIVIDUAL ABILITIES IN THE IRON KINGDOMS, NOT JUST LIMITED TO WARCASERS. THESE ABILITIES ARE AVAILABLE TO NOBLE HEROES AND NOTORIOUS VILLAINS ALIKE IN THE IRON KINGDOMS.

SKILLS & FEATS

SKILLS

This section describes new skills appropriate to the setting. Table 2-15: Skills summarizes the class and cross-class skills for the new classes presented earlier in this chapter (arcane mechanik, Amk; bodger, Bdg; exemplar knight, Exe; fell caller, Flc; gun mage, Gmg) and for the classes discussed in L&L:CP (war-bard, Brd; monk of the Order of Keeping, OoK; monk of the Order of the Fist, OoF; IK ranger, Rgr). Skills listed in table 1-15 in *italics* are skills that can only be used by a trained individual. The Creature Lore skill from MN1 is also reprinted for convenience.

CRAFT (CANNONEER) (INT; TRAINED ONLY)

The character has been trained in the loading, firing, and cleaning of cannons.

Check: A successful Craft (cannoneer) check is required to successfully load a cannon. Reloading takes a number of standard actions and a Craft (cannoneer) check depending on the type of cannon to be reloaded. If the check succeeds, the cannon 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.

The character also knows enough about blasting charges and cannon fuses to successfully use grenades. On a successful Craft (cannoneer) check (DC 6), the character can successfully prime and set a grenade, which takes 1 standard action and provokes attacks of opportunity.

Synergy: A character with 5 or more ranks in Craft (cannoneer) receives a +2 bonus to related Appraise checks.

Note: This is a class skill for fighters, rangers, and paladins, and a cross-class skill for all others.

(CRAFT (CLOCKWORK) (INT; TRAINED ONLY)

Characters with this skill know the exacting art of constructing clocks and clockwork mechanisms.

Check: This skill follows the standard guidelines of the Craft skill (PHB). Use the guidelines below to determine the DCs for clockwork construction and repair.

Item	DC	Cost
Simple clockwork	15	25 gp
Complex clockwork	25	75 gp
Advanced clockwork	35+	150+ gp

Simple Clockwork: A simple clockwork device is little more than a timer. It can be wound and ticks down in one second intervals until it triggers an alarm. In theory, timers can be set to last for any length of time, but most have a maximum of 5 rounds (30 seconds). This limit can be extended, but each additional round increases the Craft (tools) DC by 1.

Clockwork timers can also be rigged to trigger other devices, though this requires a second Craft (clockwork) check (DC 15) to properly design the trigger and attach it to the device. For instance, such clockwork timers could be design to ignite the fuse on a grenade.

Many simple children's toys are also powered by simple, short duration timer-like devices.

Complex Clockwork: Clocks and other spring wound devices are examples of complex clockwork devices. While their working are far more intricate than those of simple timers, their large size tends to make construction easier. Some more impressive wind-up children's toys have also been made using complex clockworks. These toys move around under their own power, make whirring and clicking noises, and some even have flashing lights.

Advanced Clockwork: Pocket watches and miniaturized clockwork power sources are perfect examples of advanced clockworks. The fine scale and precision workings needed for these devices require the skill of a master craftsman. Indeed, some master clocksmiths have created near life-like clockwork animals that have complex behaviors and motions.

TABLE 2-16: SKILL SYNERGIES

5 or more ranks in...	Gives a +2 bonus on...
Craft	related Appraise checks
Craft (alchemy)	Craft (demolitions) checks
Craft (clockwork)	Craft (gunsmithing) checks
Craft (gunsmithing)	Craft (small arms) checks
Craft (weaponsmithing)	Craft (gunsmithing) checks
Creature Lore	related Knowledge (nature) checks
Knowledge (mechanika)	Craft (mechanika) checks to draft schematics
Knowledge (nature)	Creature Lore checks

Synergy: A character with 5 or more ranks in Craft (clockwork) receives a +2 bonus on Craft (gunsmithing) checks, and on Appraise checks related to clockwork devices.

Note: This is a class skill for arcane mechanics and boddgers, and a cross-class skill for all others.

(CRAFT (DEMOLITIONS) (INT; TRAINED ONLY)

The character has been thoroughly trained in the use of explosives, including grenades.

Check: On a successful Craft (demolitions) check, based on the type of demolitions being used, the character can successfully prime and set the demolitions. This also applies to grenades which have a DC 6 and require 1 standard action to prime and set.

Special: While most skills can succeed even on a roll of a 1, a roll of 1 while priming and setting demolitions is a critical failure. On a critical failure, the explosives are immediately detonated with disastrous results for the character and all those within the standard blast radius.

Synergy: A character with 5 or more ranks in Craft (alchemy) receives a +2 bonus on Craft (demolitions) checks. Characters with 5 or more ranks in Craft (demolitions) receive a +2 bonus to related Appraise checks.

Note: This is a class skill for fighters, rangers, and paladins, and a cross-class skill for all others.

TABLE 2-15: SKILLS

Skill	Ability	Amk	Bdg	Brd	Fle	Gmg	⁵ OoK	⁵ OoF	Rgr
Appraise	Int	○	○	●	●	●	●	●	●
Balance	Dex	●	●	●	●	●	○	○	●
Bluff	Cha	●	●	○	●	○	●	●	●
Climb	Str	○	○	○	○	○	●	●	○
Concentration	Con	○	●	○	○	○	○	○	●
Craft	Int	○	○	○	○	○	○	○	○
Craft (alchemy)	Int	○	○	○	○	○	○	○	○
¹ Craft (cannoneer)	Int	●	●	●	●	●	●	●	○
¹ Craft (clockwork)	Int	○	○	●	●	●	●	●	●
¹ Craft (demolitions)	Int	●	●	●	●	●	●	●	○
Craft (gunsmithing)	Int	○	○	○	○	○	○	○	○
¹ Craft (mechanika)	Int	○	○	●	●	●	●	●	●
¹ Craft (small arms)	Int	○	○	○	●	○	●	●	○
¹ Craft (steam engine)	Int	○	○	●	●	●	●	●	●
Craft (tools)	Int	○	○	○	○	○	○	○	○
² Creature Lore	Int	●	●	○	●	●	●	●	○
Decipher Script	Int	●	●	○	●	●	●	●	●
³ Diplomacy	Cha	●	●	○	●	●	○	●	●
Disable Device	Int	○	○	●	●	●	●	●	●
Disguise	Cha	●	●	●	●	●	●	●	●
Escape Artist	Dex	●	●	●	●	●	●	●	●
Forgery	Int	●	●	●	●	●	●	●	●
Gather Information	Cha	●	●	○	●	●	●	●	●
Handle Animal	Cha	●	●	○	●	●	●	●	○
Heal	Wis	●	●	●	●	●	○	●	●
³ Hide	Dex	●	●	●	●	●	●	○	○
Intimidate	Cha	●	●	●	○	○	●	○	●
¹ Jack Handling	Wis	○	●	●	●	●	●	●	●
Jump	Str	●	○	○	○	○	○	○	○
Knowledge (arcana)	Int	○	●	○	●	○	●	●	●
Knowledge (dungeoneering)	Int	●	●	○	●	●	●	●	●

TABLE 2-15: SKILLS CONTINUED

Skill	Ability	Amk	Bdg	Brd	Flc	Gmg	⁵ OoK	⁵ OoF	Rgr
Knowledge (geography)	Int	•	•	◦	•	•	•	•	◦
Knowledge (history)	Int	•	•	◦	•	•	◦	•	•
Knowledge (local)	Int	•	◦	◦	•	•	•	•	•
Knowledge (mechanika)	Int	◦	◦	◦	•	•	•	•	•
Knowledge (nature)	Int	•	•	◦	•	•	•	•	◦
Knowledge (religion)	Int	•	•	◦	•	•	◦	◦	•
Knowledge (tactics)	Int	•	•	◦	•	•	•	•	◦
Knowledge (all skills)	Int	•	•	◦	•	•	•	•	•
Listen	Wis	•	•	◦	◦	◦	◦	◦	◦
Move Silently	Dex	•	•	•	•	•	◦	◦	◦
Open Lock	Dex	•	◦	•	•	•	•	•	•
Perform	Cha	•	•	◦	◦	•	•	•	•
Profession	Wis	◦	◦	◦	•	•	◦	◦	◦
Ride	Dex	•	•	◦	◦	•	◦	◦	◦
⁴ Search	Int	◦	◦	◦	•	•	◦	◦	◦
Sense Motive	Wis	•	•	◦	•	•	◦	◦	•
Sleight of Hand	Dex	•	•	•	•	•	•	•	•
Speak Language	Int	•	•	◦	•	•	•	•	•
Spellcraft	Int	◦	•	◦	•	◦	•	•	•
⁴ Spot	Wis	•	◦	◦	◦	◦	◦	◦	◦
Survival	Wis	•	•	•	◦	•	•	•	◦
Swim	Str	•	•	•	◦	◦	◦	◦	◦
Tumble	Dex	•	•	•	•	•	◦	◦	•
Use Magic Device	Cha	•	•	◦	•	•	•	•	•
Use Rope	Dex	◦	◦	•	•	•	•	•	◦

◦Class skill.

•Cross-class skill.

1 These skills are advanced Craft skills only available as class skills to certain classes. See the skill's description for specifics.

2 Creature Lore is class skill for IK bards, rangers, and wizards.

3 These skills are class skills for IK sorcerers.

4 Spot is a class skill for all IK paladins. Knowledge (law) and Search are additional class skills for dwarven paladins.

5 IK monks have different class skills based on the order with which they are associated, the Order of Keeping (OoK) or the Order of the Fist (OoF).

FIREARMS-RELATED SKILLS

FIREARMS ARE COMPLEX WEAPONS THAT REQUIRE A GREAT DEAL OF SKILL TO CRAFT, AND NEED CONSTANT CLEANING AND ATTENTION. LIKEWISE, CRAFTING AMMUNITION FOR FIREARMS IS AN EQUALLY DEMANDING TASK. SINCE THESE TASKS ARE COMPLICATED, THEY REQUIRE A VARIETY OF SKILLS.

CLEANING AND LOADING SMALL ARMS (PISTOLS AND RIFLES) REQUIRES A CRAFT (SMALL ARMS) SKILL CHECK.

CONSTRUCTING A SMALL ARM FROM SCRATCH REQUIRES RANKS IN THE CRAFT (GUNSMITHING) SKILL. HOWEVER, SINCE THE CONSTRUCTION IS A COMBINATION OF THE WEAPONSMITH'S ART AND A FAIR KNOWLEDGE OF BLACKSMITHING AND CLOCKWORK-TYPE DEVICES, A SMALL ARM COULD ALSO BE CRAFTED BY SOMEONE KNOWLEDGEABLE IN THOSE SKILLS. IN THIS CASE, CONSTRUCTION OF A SINGLE FIREARM WOULD REQUIRE THREE SKILL CHECKS—CRAFT (BLACKSMITHING), CRAFT (CLOCKWORK), AND CRAFT (WEAPONSMITHING)—INSTEAD OF THE ONE CHECK REQUIRED FROM A TRAINED GUNSMITH.

BULLETS ARE FAIRLY EASY TO CAST, AND ANYONE WITH A SINGLE RANK IN CRAFT (ALCHEMY), CRAFT (BLACKSMITHING), CRAFT (GUNSMITHING), OR CRAFT (WEAPONSMITHING) IS CAPABLE OF CASTING BULLETS. FREE FROM DISTRACTIONS, A SKILLED CRAFTSMAN CAN TURN OUT 10 BULLETS PER HOUR. NO SKILL CHECK IS REQUIRED, SO LONG AS THE CHARACTER HAS ACCESS TO A FULL GUNNER'S KIT. WITHOUT THE KIT, CASTING BULLETS IS IMPOSSIBLE.

HOWEVER, ASSEMBLING AMMUNITION CHARGES IS AN ENTIRELY DIFFERENT MATTER. ONLY CHARACTERS SKILLED IN ALCHEMY OR GUNSMITHING (OR THOSE WITH THE SALVAGE AMMUNITION FEAT) HAVE THE KNOWLEDGE NECESSARY TO CREATE BLASTING POWDER AMMUNITION CHARGES. CHARACTERS MUST MAKE CRAFT (ALCHEMY) OR CRAFT (GUNSMITHING) CHECKS (DC 25) TO PROPERLY ASSEMBLE BLASTING POWDER AMMUNITION CHARGES. THIS ASSUMES THAT A COMPLETE GUNNER'S KIT IS AVAILABLE. THE SALVAGE AMMUNITION FEAT GRANTS A +5 BONUS TO THE SKILL CHECK.

CRAFT (GUNSMITHING) (INT; TRAINED ONLY)

Crafting firearms from raw materials is a complicated art, beyond that of the common weaponsmith. It combines a knowledge of basic carpentry, blacksmithing, weaponsmithing and clockwork construction. A character with ranks in this skill has been trained in the craft of gunsmithing and is capable of constructing and repairing these complex weapons.

Check: This skill follows the standard guidelines of the Craft skill (PHB). Use the guidelines below to determine the DC for firearm construction or repair.

Item	DC	Materials Cost
Carbine, military	18	200 gp
Grappling gun	15	167 gp
Musket	15	134 gp
Pistol, double-barreled military	18	250 gp

Pistol, double-barreled small	18	167 gp
Pistol, matchlock	16	50 gp
Pistol, military	16	100 gp
Pistol, musket	13	50 gp
Pistol, small	16	67 gp
Rifle, double-barreled long	22	417 gp
Rifle, double-barreled military	22	500 gp
Rifle, long	20	167 gp
Rifle, matchlock	18	134 gp
Rifle, military	20	200 gp
Rifle, scatter	18	217 gp

In addition to constructing firearms, a skilled gunsmith can modify existing firearms as described in the Gear section. The DC to complete a customization is the same as the original DC to construct the firearm.

Crafting firearms require a wide variety of specialized tools and a good deal of work space. Setting up a gunsmith's shop costs 1,000 gp, and requires a permanent structure to house the shop.

Synergy: A character with 5 or more ranks in Craft (clockwork) or Craft (weaponsmithing) receives a +2 bonus on Craft (gunsmithing) checks. If the character has 5 ranks in both skills, the bonuses stack. Also, a character with 5 or more ranks in Craft (gunsmithing) receives a +2 bonus on Craft (small arms) checks and Appraise checks related to firearms.

CRAFT (MECHANIKA) (INT; TRAINED ONLY)

The mechanika devices of the Iron Kingdoms are novel and complex items, no two exactly alike. Because of this inherent complexity, it takes a trained eye to decipher the workings of even the simplest mechanika. Likewise, the chaotic layout of steam lines, arcane conduits, channels and rune plates results in a signature construction that often bears the trademark techniques of an individual craftsman. Each mechanik has a different way of doing things. Every lowly junker to the most valued military mechanik knows how to read a mechanika's construction.

This skill governs the general use, upkeep, and repair of mechanika as well as the drafting of schematics and assembly of new devices.

Check: The Craft (mechanika) skill works much the same as any other Craft skill as described in the *PHB* with the following exceptions. To begin with, any character who wishes to use a mechanika device must make a Craft (mechanika) check to properly activate the device. A failure by 5 or more on the check results in damage to the device's accumulator.

This skill also governs the upkeep and repair of mechanika devices. All personal mechanika—armor, weapons, and arcantrik convergence engines—are powered by accumulators. When the arcane energy stored in the accumulator is expended, the empty accumulator must be removed and replaced with a fully-charged accumulator. However, the task becomes a bit more challenging if the accumulator has been damaged and is now burned out. An attempt to remove a burned out accumulator that fails by 5 or more results in damage to the accumulator socket, and will require the attention of an arcane mechanik, bodger or other skilled arcane spellcaster with the Craft Wondrous Item feat to repair.

In addition to accumulator burn out, rune plates occasionally burn out, or in some more complex mechanika devices can be exchanged for a variety of other rune plates. Removing and replacing a rune plate is delicate work. A check that fails by 5 or more results in damage to the arcane conduits, and, like damage to an accumulator socket, will require repair by a specially trained individual.

DC	Task
6	Activate a common mechanika device (armor, weapon, arcane engine).
8	Replace an empty accumulator with a fresh one.
12	Extract a burned out accumulator.
15	Remove and replace a rune plate.
+5	Complex mechanika, anything with 2 or more functions.
+15	Unique mechanika, anything with multiple functions and that requires more than pulling a simple trigger or pressing a single button to activate.
+5	Foreign construction or design.
-5	*A familiar item.

* A familiar item is one that the character has used multiple times. This benefit applies to triggering an item's effects after it has been used at least five times. Familiarity does not apply to replacing an accumulator until the character has done this successfully 5 times, likewise it only applies to replacing arcane plates after this has been successfully accomplished 5 times.

Arcane spellcasters with the Craft Wondrous Item feat can also use this skill to design and construct new mechanika devices. All mechanika items are masterwork in quality. For the purposes of assembly, any mechanika item has a base DC of 15 modified by the item's complexity (see Chapter Five: Magic & Mechanika 318 - 343). The complexity of the item is determined in its creation step, where the necessary components are listed. Having access to a pre-fabricated schematic eliminates the DC increase for a mechanika item. The assembly of a mechanika item from purchased parts takes a number of days equal to the components in its construction.

Drafting schematics for an item is possible, requiring 1/20th the theoretical cost of the item and 1 XP per component in the item's construction. The drafting process takes 1 day per component required for the mechanika device.

Alternatively, a character with the Craft (mechanika) skill and the Craft Wondrous Item feat can attempt to reverse engineer a mechanical item made by someone else. Mechaniks can reverse engineer a mechanical device to create a set of schematics for it, or to discover what it does, who built it, or how to repair the item. The base DC for this is 20, modified by the number of components involved in its construction and by the condition of the item, and other complicating factors (highly alien construction, unknown purpose, etc). Modifiers for the item's condition, foreign construction, and other complicating factors vary from +1 to +5 based on the DM's discretion. This takes the same amount of time as making a schematic and requires access to mechanik's tools. This process works for most mechanical devices; however, the mechanik must have all of the feats necessary for creation of the device to be able to reverse engineer it—steamjack cortexes are a perfect example. Without the Craft Cortex feat (detailed in the *Liber Mechanika*) a mechanik can never hope to reverse engineer a cortex and discover the process for building a duplicate.

To make or repair a mechanika item, the character must be an arcane spellcaster and have access to mechanik's tools. In a large city, most of the basic components for an item—as laid out in the item's schematics—could be purchased, rather than manufactured from scratch by the character. A mechanik can purchase everything from the basic frame of the item, to the accumulator and the rune plates. These costs are in the special rules in the *Mechanika*

section (Chapter Five: Magic & Mechanika, pp. 318 - 343). Keeping and maintaining a mechanik's shop grants a +2 competence bonus on Craft (mechanika) skill checks. Having the right tools for the job helps assemble the item but does not affect cost.

Mechanika items take a number of days to build equal to the number of components in the item's construction.

Mechanik's shops cost 1,000 gp, and require a permanent structure to house them.

Special: Bodgers do not need to have the Craft Wondrous Item feat in order to repair existing mechanika. However, unless the bodger has levels in an arcane spellcasting class and the Craft Wondrous Item feat, he is incapable of crafting new mechanika. A bodger can choose to bodge repairs on a piece of mechanika (see the bodger class for details) or he can make normal repairs with the Craft (mechanika) skill.

Synergy: Characters with 5 or more ranks in Knowledge (mechanika) receive a +2 bonus on Craft (mechanika) checks to draft a schematic for item construction. Characters with 5 or more ranks in Craft (mechanika) receive a +2 bonus on Appraise checks related to mechanical devices.

Note: This is a class skill for arcane mechaniks, bodgers, and wizards, and a cross-class skill for all others.

CRAFT (SMALL ARMS) (INT)

The character is familiar with the workings of firearms and know how to load and care for them.

Check: A successful Craft (small arms) check is required to successfully load a firearm. Reloading takes a number of standard actions and a Craft (small arms) check depending on the type of firearm to be reloaded. If the 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.

Synergy: A character with 5 or more ranks in Craft (gunsmithing) receives a +2 bonus on Craft (small arms) checks. Also, a character with 5 or more ranks in Craft (small arms) receives a +2 bonus on Appraise checks related to firearms.

Note: This is a class skill for arcane mechaniks, bodgers, fighters, gun mages, rangers, paladins, rogues, and war-bards, and a cross-class skill for all others.

CRAFT (STEAM ENGINE) (INT; TRAINED ONLY)

Characters with this skill know the exacting art of constructing steam engines and steam turbines.

Check: This skill follows the standard guidelines of the Craft skill (PHB). Use the guidelines below to determine the DCs for steam engine construction and repair.

Item	DC	Cost
Simple steam engine	15	300 gp
Complex steam engine	25	600 gp
Advanced steam engine	35+	1200+ gp

Simple Steam Engine: A simple steam engine is little more than a boiler with a narrow steam vent. Normally, a simple engine is fitted with a hose or pipe attached to the vent that can be used to power a basic turbine.

Complex Steam Engine: Steam engines designed to drive pistons are examples of complex steam engines. The engines used in locomotives and on steamboats are complex engines. Also, complex engines are used to power basic labor 'jacks.

Advanced Steam Engine: Miniaturization and generation of tremendous power are both hallmarks of advanced steam engines. These technologies are used in the steam plants incorporated into warcaster armor and to power the devastating engines of war known as warjacks.

Synergy: A character with 5 or more ranks in Craft (steam engine) receives a +2 bonus on Appraise checks related to steam engines.

Note: This is a class skill for arcane mechaniks and bodgers, and a cross-class skill for all others.

CRAFT (TOOLS) (INT)

This skill allows an individual to make simple tools or devices to help with any manual task—such as a set of key blanks or a magnet on a stick. These devices help with any check for which the DM feels it's reasonable to use a tool, including Climb, Craft, Disable Device, Listen, Open Lock, Profession, and Use Rope, and perhaps even Balance, but not skills such as Disguise or Gather Information. However, the character cannot make tools to aid the Craft (tools) skill.

Simple tools: To make simple tools, a Craft (tools) check is required, with costs and DCs as indicated below. Each tool weighs about ½ lb. Simple tools provide a +1 circumstance bonus (+2 if masterwork), but can only be

used under specific circumstances. A simple tool could be made that provides a +1 circumstance bonus to Open Lock checks against clockwork locks, but a different tool would be needed for steam-powered lock-release mechanisms. Additionally, these tools could include things like listening cones and climbing daggers.

Anyone with at least 5 ranks in Craft (tools) can begin to make toolkits. These weigh more (2 lbs.) but incorporate several different devices, providing a circumstance bonus on all checks for a particular skill. Examples of toolkits would include things like a set of artisan's tools, but not a set of thieves' tools.

Clockwork tools: Anyone with at least 5 ranks in Craft (clockwork) can incorporate simple clockwork devices, timers and power sources, into tools using the Craft (tools) skill. In theory, timers can be set to last for any length of time, but most have a maximum of 5 rounds (30 seconds). This limit can be extended, but each additional round increases the Craft (clockwork) DC by 1. The second type of device acts as a small power source. When wound, it can be used to power a single device, either giving an additional +1 circumstance bonus or making it self-powered.

Anyone with at least 8 ranks in Craft (tools) and 6 ranks in Craft (clockwork) can begin to assemble kits of clockwork-powered devices.

Complex tools: With at least 8 ranks in Craft (tools), more varied tools can be created. These cover any of a number of gadgets—adaptive fittings that allow pocket watches to be used as clockwork power sources for other devices, as well as things like thieves' tools, a housebreaker's harness, and the like. To create gadgets, the DM should decide all of the Craft checks that need to be made. If there is more than one, each should be done in turn. The base DC is 15 for specialist items (such as a glass cutter) and 20 for complex gadgets (such as thieves' tools, a housebreaker's harness and so on).

Mechanical tools: A character with at least 5 ranks in Craft (mechanika) has learned enough about the workings of mechanika to incorporate accumulators into tools, but not enough to actually create new accumulators. These tools have to be of masterwork quality, giving a device a +2 circumstance bonus to the related skill check. Note that devices cannot be powered by both an accumulator and a clockwork power source.

Anyone with at least 10 ranks in Craft (tools) and 8 ranks in Craft (mechanika) can begin to create sets of mechanika-powered devices to create mechanikal toolkits.

Item	DC	Cost	Prerequisites
Simple tool	10	5 gp	—
Toolset (simple tools)	15	50 gp	Craft (tools) 5 ranks
Toolset (clockwork)	25	500 gp*	Craft (tools) 8 ranks, Craft (clockwork) 6 ranks
Complex tool	Varies	Varies	Craft (tools) 8 ranks
Masterwork tool	+5	+30	As normal tool type
Masterwork toolset	+8	+120	As normal toolset
Mechanical device	20	150 gp*	Craft (mechanika) 5 ranks
Toolset (mechanikal)	25	450 gp*	Craft (tools) 10 ranks, Craft (mechanika) 8 ranks

* For calculation purposes only; these tools cannot be purchased.

**Increases by 1 for each additional round added to the maximum time limit.

Synergy: Characters with 5 or more ranks in Craft (tools) receive a +2 bonus on related Appraise checks.

CREATURE LORE (INT; TRAINED ONLY)

Check: With the use of Creature Lore, the character can research the tales surrounding creatures. In doing so, he can try to discern the truths evident in the legends and lore surrounding specific beasts. Using this skill, the character can perform monster research as per the rules under "Legends & Lore" (MN1, pp. 208-209).

Synergy: There is a synergy between Creature Lore and some Knowledge skills. A character with 5 ranks or more in Creature Lore will receive a +2 bonus to a Knowledge (nature) check that relates to monster lore. Likewise, a PC that is conducting research with the Creature Lore skill may receive a +2 bonus if they have a relevant Knowledge (nature) skill of 5 ranks or greater. Only one synergy bonus may be applied to any Creature Lore skill check.

Note: This is a class skill for bards, rangers, and wizards. It is a cross-class skill for all other classes.

'JACK HANDLING (CHA; TRAINED ONLY)

Steamos, junkers, mechaniks, and 'jack handlers use this skill to convey simple and complex instructions to steamjacks. With this skill, a character can perform the following actions.

Handle a Steamjack: This involves commanding a steamjack to perform a task that it knows. The steamjack performs the task until completion. Handling a steamjack is automatic for a designated controller with whom the 'jack is familiar. Until the 'jack becomes accustomed to a new handler, the handler must make a 'Jack Handling check every time he issues an order and he is considered to be pushing the 'jack. Familiarity is gained after one week of working with the 'jack.

"Push" a Steamjack: To push a steamjack means to get it to perform a task that it doesn't know, or to accept orders from an unfamiliar handler. This also covers making a steamjack march or hustle. If the character's check succeeds, the steamjack performs the task on its next action. The DC's are listed below under steamjack tasks.

Steamjack Tasks: The character can order a steamjack to perform a specific task that it isn't designed to do. For instance ordering a labor grade steamjack to guard an area or defend a person probably isn't quite what the cortex manufacturer had in mind. Commands to "pick up" and "lift" are no problem for most steamjacks, but actual combat is an entirely different situation.

Steamjack tasks can be as complicated as the handler wants them to be. Ordering a steamjack to "work" could be anything from "lift those crates and put them over there," to "make sure that the coal hopper gets filled with coal from bin numbers 3, 4, 6 and 8 and top the water tank off while you're at it, you half-job cranky old mass of mechstuff. Oh, and use the big bucket this time." The difference between the two orders is that the first would not require a roll, while the second order would.

Note that steamjacks are not stupid. Telling a steamjack to find help generally means it will look for a person who is capable of helping. This is usually someone familiar to the steamjack by appearance. The actual intellect of a steamjack depends on the grade of its cortex.

Steamjacks usually perform a task without any need for a 'Jack Handling check unless the command comes from a handler it is not familiar with, is overly complicated, or it violates one of the following rules:

1. Following the command will directly damage or harm the steamjack.
2. Following the command will force the steamjack to ignore attacks upon it.
3. Following the command will render the steamjack inoperative.
4. Following the command will harm the steamjack's handler.

Tasks include, but are not restricted to, the ones below.

Action: Handling a steamjack is a move action, while pushing a steamjack is a full-round action. Using hand signals increases the DC by 5, yelling and hitting the jack or calling it by name decreases the DC by 5. For particularly complicated tasks with specific times, the character must spend half this time ordering the 'jack through the task.

Try Again: Yes. If a 'jack does not follow the instructions of a handler the handler can attempt to persuade the 'jack to perform the actions again in the following round.

Special: A warcaster never needs to make 'Jack Handling checks while commanding 'jacks under his control.

Untrained: An arcane mechanik or bodger with no ranks in 'Jack Handling can use a Charisma check to handle and push a steamjack.

FEATS

Here we present new feats appropriate to the Iron Kingdoms. The Create Thrall, Myth Delver, Sagas & Stories, Tall Tales, and Unearthed Arcana feats are reprinted from MN1. Also, the Stronghammer Smith feat from L&L:CP has been reprinted here to have all of the existing Iron Kingdoms specific feats printed in one place. Table 2-17: Feats summarizes the list of feats and their prerequisites, if any.

Note: Proficiency with firearms is not handled quite the same as proficiency with other weapons. While firearms are exotic weapons, the Exotic Weapon Proficiency (small arms) feat grants proficiency with all small arms (pistols and rifles), rather than with a single type of pistol or rifle. It is also possible to take Weapon Focus and Weapon Specialization with firearms, but

again this is handled slightly differently. Either feat can be either taken for pistols or rifles. For example, if a character takes the feat Weapon Focus (pistol), he now gains a +1 bonus on all attack rolls with any pistol. This represents the training necessary to understand the basic use of firearms, but also the similarity between firearms once that basic knowledge is assimilated.

FAITH FEATS

Faith is a strong force on Caen, so powerful, in fact, that it is rewarded by the very gods. Faith feats represent a strong commitment by the clergy of a deity to self-sacrifice and devotion to the god's cause. Only through

great faith and a strong willingness to serve can divine spellcasters gain the benefits of these feats.

SOCIETY FEATS

There are quite a few prominent organizations within the borders of western Immoren. Several of the most powerful are the arcane orders of wizardry, the topmost of these being the Fraternal Order of Wizardry, the Greyhounds Covenant, the Order of the Golden Crucible, and the Order of Illumination. Other groups, like the Steam & Iron Workers Union are also quite powerful. And, of course, membership within these organizations has its privileges. Membership feats detail base feats that

can be taken to gain membership in these organizations and specialized training available to their members. Many of the feats representing specialized training could easily be classified as Item Creation or Metamagic feats, but since they are only available to members of these organizations they are grouped accordingly.

Steamjack Tasks

Command	DC*	Result
Move/Get over here!	15	The steamjack moves to a designated location or comes to the character, even if it normally would not do so.
Cease	15	The steamjack breaks off from combat or otherwise backs down. A steamjack that doesn't know this trick continues to fight until its opponent is defeated.
Fetch	15	The steamjack goes and gets something. If the character does not point out a specific item, the steamjack fetches some random object.
Follow	15	The steamjack follows the character closely.
Perform	15	The steamjack performs a variety of simple tricks.
Seek	15	The steamjack moves into an area and looks around for a specified target.
Stay	15	The steamjack stays in place, waiting for the character to return. It does not challenge other creatures that come by, though it still defends itself if it needs to.
Work	15	The steamjack performs labor tasks.
Attack	20	The steamjack attacks apparent enemies. The character may point to a particular creature that the character wish the steamjack to attack, and it will comply if able.
Defend	20	The steamjack defends the character (or is ready to defend the character if no threat is present). Alternatively, the character can command the steamjack to defend a specific other character.
Guard	20	The steamjack stays in place and prevents others from approaching.

*DCs are modified based on the "grade" of the 'jack's cortex. See the section on steamjacks in Chapter Five: Magic & Mechanika (pg. 343) for more details.

ADVANCED SYNTHESIS [SOCIETY]

Synthesis is the key process of allowing an alchemical substance to cure in order for its arcane potency to reach full maturity.

Prerequisites:

Craft (alchemy) 8 ranks, Aurum Ominus Alchemist (below).

Benefit:

When making an alchemical item, the character can speed up the process so that one week's worth of alchemical synthesis

occurs in one day. This means that the character can do a week's worth of alchemy in a single day. This increases the Craft (alchemy) Difficulty Check by +10, and requires a special alchemist's lab costing 1,000 gp.

ARMOR PROFICIENCY (WARCASTER ARMOR) [GENERAL]

The character has received special training that allows him to wear and care for warcaster armor.

Prerequisite: Armor Proficiency (heavy).

Benefit: When the character wears warcaster armor, the armor check penalty applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks.

Normal: A character who is not proficient with warcaster armor suffers an armor check penalty on attack rolls and on all skill checks that involve moving, including Ride.

Special: Characters with Armor Proficiency (warcaster armor) understand the workings of a mechanically-powered armor and are able to take advantage of the special benefits of wearing warcaster armor. Successfully using a suit of warcaster requires that the character also have the feat Armor Proficiency (heavy).

ARTIFICER [SOCIETY]

The costs of arcane artifice are substantial. To a Fraternal Order wizard, the cost for materials may be roughly the same, but the expenditure of personal energy lessens with knowledge in the manufacture and creation of arcane items.

Prerequisite: Fraternal Brother, any one item creation feat.

Benefit: When taking this feat the character reduces the experience point cost of producing a specific class of magic item (Wondrous Items, Arms and Armor, Wands, and so on) by half. This is especially important noting the increased costs of producing magic items.

Special: The character can take this feat multiple times, each time it applies to a different category of magic item.

AURUM OMNUS ALCHEMIST [SOCIETY]

The character's expertise and acumen has been recognized by the Order of the Golden Crucible, the character has gained membership with the Order with

all its benefits and obligations. The Order's concerns are primarily the cultivation of wealth and influence.

Prerequisite: Alchemist or wizard level 1st, Craft (alchemy) 4 ranks, Skill Focus (Craft [alchemy]).

Benefit: The Aurum Ominus is the stamp and seal of the Order of the Golden Crucible. Only members of the Order may wear a golden ring bearing the seal of the Aurum Ominus. A member of the Order of the Golden Crucible gains the following benefits:

Strongholds belonging to the Order exist throughout western Immoren. These are well-guarded sanctuaries for Order wizards, and the character may lodge at one for as long as he needs. This lodging is the equivalent of the accommodations at a good inn, with 3 good quality meals each day.

The character gains the free use of an alchemist's lab.

The character can make a Craft (Alchemy) check (DC 20) to determine the nature of any potion, poison, or alchemical substance.

The character reduces the XP cost of potions by his level when creating them, to a minimum of 1XP.

The character can manufacture alchemical components in one-half the time it usually takes.

The character has a ring of alchemically purified gold bearing the seal of the Aurum Ominus.

As an Aurum Ominus Alchemist of the Order of the Golden Crucible, the character must of course carry on the duties of the Order. Handling matters of commerce, safeguarding Order assets, and assisting in the manufacture of alchemical materials are some of the duties that the character must spend his class level in weeks per year doing. In addition, should the Order call upon the character for assistance in financial or arcane matters the character must do so or call his commitment to the Order into question.

The Order requires a yearly tithe of 1500 gp derived from the character's sale of alchemical items and magical potions. Failure to provide this tithe results in a doubling of the required service the character must provide in the next year, plus a 500 gp penalty fee in addition to the yearly tithe. Expulsion from the Order is nearly impossible, and the penalties simply increase as the Order strips away privileges. A one year grace period from tithes exists for beginning wizards and alchemists.

TABLE 2-17: FEATS

General Feats	Prerequisite
Armor Proficiency (warcaster armor) ¹	Armor Proficiency (heavy)
Bayonet Charge	Dex 13, Dodge, Mobility, Point Blank Shot
Calloused Hands	Str 13, 6 ranks in Craft (mechanika) or Craft (steam engine)
Combat Loading ²	Craft (small arms) 3 ranks, base attack bonus +1
Improved Combat Loading ²	Combat Loading, base attack bonus +3
Create Thrall	Caster level 9th, access to <i>animate dead</i> spell
Exotic Weapon Proficiency (small arms) ^{2, 3, 4}	Base attack bonus +1
Group Subdual	Base attack bonus +1
Gunslinger	Dex 13, Exotic Weapon Proficiency (small arms), Quick Draw
Improved Gunslinging	Dex 17, Exotic Weapon Proficiency (small arms), Gunslinger, Quick Draw, Weapon Focus (pistol)
Mechanical Aptitude	—
Mechanical Specialty ⁶	Craft (mechanika) 8 ranks, Knowledge (mechanika) 8 ranks, Craft Wondrous Item
Myth Delver	Bard level 1st
Rifleman	Craft (small arms) 6 ranks, Exotic Weapon Proficiency (small arms), Weapon Focus (rifle)
Rugged Mechanika ⁶	Craft (alchemy) 10 ranks, Craft (mechanika) 14 ranks, Knowledge (arcana) 14 ranks, Craft Wondrous Item
Sagas and Stories	—
Salvage Ammunition	Craft (alchemy) 2 ranks, Craft (blacksmith) 2 ranks, Craft (small arms) 10 ranks
Sense Mark	Arcane or divine spellcaster, Sense Motive 4 ranks, Spellcraft 4 ranks
Sharpshooter ^{2, 3, 4}	Precise Shot, Weapon Focus with weapon
Steam Monkey	—
Steamo	4 ranks in Craft (mechanika) or Craft (steam engine)
Stronghammer Smith	Ogrun only, Str 15, Int 8
Tall Tales	—
Two-Pistol Fighting ^{3, 4}	Dex 15
Improved Two-Pistol Fighting ^{3, 4}	Dex 17, Two-Pistol Fighting, base attack bonus +9
Unearthed Arcana ⁵	Creature Lore 4 ranks
University Education	Int 11

TABLE 2-17: FEATS CONTINUED

Witch Hound	Wis 13, Alertness
Item Creation Feats	Prerequisite
Craft Blasting Powder	Spellcaster level 5th, Craft (alchemy) 6 ranks
Faith Feats	Prerequisite
Earth's Skin (Balm)	Cleric of Dhunia, Dhunia's Balm, cleric domain Earth
Engulf in Flames (Wrath)	Cleric of Dhunia, Dhunia's Wrath, cleric domain Fire
Faithcasting	Cleric of Cyriss, the Devourer, Menoth, Morrow, or Thamar
Green Weapon (Wrath)	Cleric of Dhunia, Dhunia's Wrath, cleric domain Plant
Liturgy of Judgment	Dwarf, able to cast 1st-level divine spells
Mindfire (Balm)	Cleric of Dhunia, Dhunia's Balm, cleric domain Fire
Nature's Bounty (Balm)	Cleric of Dhunia, Dhunia's Balm, cleric domain Plant
Rite of Assessment	Dwarf, able to cast 1st-level divine spells
Sanction of the Fathers	Dwarf, able to cast 1st-level divine spells
Spring of Understanding (Balm)	Cleric of Dhunia, Dhunia's Balm, cleric domain Water
Strength of the Earth (Wrath)	Cleric of Dhunia, Dhunia's Wrath, cleric domain Earth
Thunderous Exaltation (Wrath)	Cleric of Dhunia, Dhunia's Wrath, cleric domain Air
Undine Summons (Wrath)	Cleric of Dhunia, Dhunia's Wrath, cleric domain Water
Vigilance and Voice of the Law	Dwarf, able to cast 1st-level divine spells
Wind Shroud (Balm)	Cleric of Dhunia, Dhunia's Balm, cleric domain Air
Society Feats	Prerequisite
Aurum Ominus Alchemist	Alchemist or wizard level 1st, Craft (alchemy) 4 ranks, Skill Focus (Craft [alchemy])
Advanced Synthesis	Craft (alchemy) 8 ranks, Aurum Ominus Alchemist
Maximize Alchemy	Aurum Ominus Alchemist
Fraternal Brother	Human male, wizard level 5th, sponsorship of a Fraternal Brother of high standing (8th level or higher) and 1200 gp
Artificer	Fraternal Brother, any one item creation feat
Forbidden Knowledge	Decipher Script 4 ranks, Gather Information 4 ranks, or Profession (librarian) 4 ranks; Fraternal Brother
Scrivener	Decipher Script 4 ranks, Fraternal Brother
Greylord	Khardic, Kossite, or Skirov ancestry, or proven loyalty to the Motherland through military service, able to cast 1st-level arcane spells
Battlecaster	Greylord

TABLE 2-17: FEATS CONTINUED

For the Motherland	Greylord
Unbreakable Concentration	Concentration 8 ranks, Greylord
Illuminated One	Wizard level 1st; any good or lawful alignment; devotion to an ascendant of Morrow; Gather Information 4 ranks, Intimidate 2 ranks, and Sense Motive 2 ranks, or the Sense Mark feat
Channel Holy Might	Wis 13, Knowledge (religion) 4 ranks, Illuminated One
Faithful Resolve	Illuminated One
Inquisitor	Cha 13, Illuminated One
Union Steamo	Craft (mechanika) 4 ranks, Skill Focus (Craft[mekanika])
Mechanikal Secrets ⁷	Craft (mechanika) 12 ranks, Knowledge (mechanika) 8 ranks, Craft Wondrous Item, Union Steamo
Quick Fix	Craft (mechanika) 6 ranks, Union Steamo

1 This feat may be taken more than once, but its effects do not stack. Each time it must be taken for a different type of armor.

2 A gun mage may select this feat as one of his gun mage bonus feats.

3 A fell caller may select this feat as one of his fell caller bonus feats.

4 A fighter may select this feat as one of his fighter bonus feats.

5 This feat may be taken more than once, but its effects do not stack. Each time it must be taken for a different creature type.

6 An arcane mechanik may select this feat as one of his arcane mechanik bonus feats.

7 An arcane mechanik who is also a member of the Steam & Iron Workers Union may select this feat as one of his arcane mechanik bonus feats.

BATTLECASTER [SOCIETY]

The character has an exceptional expertise with attack spells.

Prerequisites: Greylord.

Benefit: The character adds +2 to the save DC's against specific attack spells that the character can cast. Each time the character takes this feat, choose a number of attack spells equal to his Intelligence modifier.

Special: The character may take this feat multiple times, each time choosing a number of spells the character knows equal to his Intelligence modifier.

BAYONET CHARGE [GENERAL]

The character is highly trained in skirmish techniques with bayonet-mounted weapons.

Prerequisites: Dex 13, Dodge, Mobility, Point Blank Shot.

Benefit: When using the charge action with a loaded missile weapon mounted with a bayonet, the character

can fire the weapon at point blank range and make a charge attack with the bayonet, provided that he is able to reach his opponent with his charging movement. This does not provoke an attack of opportunity. Both attacks must target the same opponent.

CALLoused HANDS [GENERAL]

Most mechaniks have strong hands from years of turning bolts and fixing conduits with their bare fingers. A calloused hand is especially useful when it comes to exerting strength.

Prerequisites: Str 13, 6 ranks in Craft (mechanika) or Craft (steam engine).

Benefits: A good steamo does not need a wrench or tool to make basic repairs to a piece of mechstuff. Instead, the character can use his bare hands if he has too. However, even with tough, calloused hands get torn up and after making repairs using his bare hands as tools, a steamo must soak his hands in cold water for 2 hours.

The character also gains a +2 competency bonus when attempting a feat of strength requiring the use of his hands. This would include things like attempting to bend bars or break chains with his hands and even grappling, but not contested Strength checks for Bull Rush attempts or breaking down doors. He does not have to rest his hands after performing a feat of strength.

CHANNEL HOLY MIGHT [SOCIETY]

The character can enhance the energy of a spell with a holy, luminous fire.

Prerequisite: Wis 13, Knowledge (religion) 4 ranks, Illuminated One.

Benefit: The character can combine the arcane energy of a magical attack with the holy fires of faith. This holy fire adds one extra point of holy damage per caster level to spells that harm evil or undead creatures. This is not actually flame, but holy might channeled through arcane means.

Special: Preparing a spell in this manner uses a normal spell slot for the spell's level. Only arcane spellcaster levels apply to this ability.

COMBAT LOADING [GENERAL]

The character can ignore the chaos of a combat raging around him in order to load his firearms properly.

Prerequisites: Craft (small arms) 3 ranks, base attack bonus +1.

Benefit: The character gains a +4 bonus to all Concentration skill checks required to load a firearm or artillery piece during an extended action.

Normal: While in combat, it is much more difficult to reload a firearm due to the concentration and care needed to successfully clean and load the weapon's breech. In addition, attempting to load a firearm or artillery piece while threatened draws attacks of opportunity.

Any time a character attempts to reload a firearm or artillery piece while engaged in combat, melee or ranged, a successful Concentration check (DC 15) is required in addition to the standard Craft (small arms) skill check. If either check fails, the ammunition is ruined and the character must start the reloading process again on the following round. With a successful Concentration check, the character is able to continue loading the firearm and does not draw any potential

attacks of opportunity. See the description of the Concentration skill (PHB) for more details.

Special: A gun mage may select Combat Loading as one of his gun mage bonus feats.

CRAFT BLASTING POWDER [ITEM CREATION]

The character has learned the delicate process for refining the raw materials necessary to craft the highly combustible red and black blasting powders, and has learned safe means of handling and storing these materials.

Prerequisite: Spellcaster level 5th, Craft (alchemy) 6 ranks.

Benefit: Given the necessary equipment, space, and reagents, the character can process the raw materials into a rifler's pound of powder per week. A rifler's pound of blasting powder consists of a small keg containing 5 ounces of red powder and a larger keg holding 8 ounces of black powder. The process requires a full week's work in a properly equipped alchemist's laboratory, 1 pound of raw red powder, 1 1/2 pounds of unprocessed black powder, and 2 successful Craft (alchemy) checks. The first check (DC 16) determines the character's success in refining the black powder, while the second check (DC 22) determines his success or failure in refining the more volatile red powder. If either check is failed, half of the unrefined powder is lost and must be replaced. The check must be repeated to finish the refining process. If the character fails the same check twice, he must abandon his efforts and start again. However, he has already lost a week's worth of time. To craft blasting powder, the character must spend 1/25 of the base price in XP and use up raw materials costing one-half the base price.

A rifler's pound of blasting powder is enough to make 20 charges for a small pistol, but only 8 charges for a military rifle. These numbers all assume a munitions expert with little to no powder wastage. Powder is mixed in a 6/4 ratio, 6 parts black powder to 4 parts red powder. A typical long rifle load requires about 175 grains (nearly 3 drams) of black powder and 115 grains (nearly 2 drams) of red powder.

Special: The Order of the Golden Crucible maintains strict control over the sales and distribution of blasting powders in their raw and processed forms. The base price for a rifler's pound of blasting powder is 25 gp and the base price for a 20-pound keg is 500 gp.

Use these prices to determine the cost in XP. However, the Order places incredibly high surcharges and trade tariffs on shipments of unrefined powder going anywhere other than to its own refineries. Individuals who are not licensed with the Order, or have not taken the Aurum Ominus Alchemist feat, can expect to pay 45 gp for the raw materials required to craft a rifler's pound of blasting powder and 900 gp for the materials required for a 20-pound keg. Again, this mark-up does not affect the XP cost for crafting blasting powder. So, the actual costs for non-Order alchemists to create blasting powder would be:

Rifler's pound: 45 and 1 XP.

20-pound keg: 900 gp and 20 XP.

Replacing the materials ruined while refining blasting powder costs an additional 22 gp, 5 sp for a rifler's pound or 450 gp for a 20-pound keg for alchemist's not affiliated with the Order.

Note: For more details on the Order of the Golden Crucible, their stranglehold on the blasting powder industry, and the process of crafting blasting powder, see Chapter Five: Magic & Mechanika.

CREATE THRALL [GENERAL]

The character is skilled in thrall magic and can create various forms of thralls.

Prerequisite: Spellcaster level 9th, access to *animate dead* spell.

Benefit: The character can create any thrall whose prerequisites he meets. Creating a thrall takes one day for each Hit Die the thrall possesses. The character must spend 25 XP per hit point of the thrall to be created. The material components for thrall creation include, but are not limited to, the dead remains of the being to be animated and an arcane concoction that is used to mark the body with the necessary runes and sigils. These components incur a monetary cost of 5 gold pieces per hit point of the thrall.

The character can increase a thrall's Hit Dice, abilities, and special abilities/qualities by spending an additional XP amount equal to the total XP spent for the base thrall divided by the number of hit dice of the base thrall. The exact effects of increasing or changing a thrall's special attacks or qualities are subject to the DM's discretion.

Thrall Type

Risen

Slave

Warrior

Lieutenant

Bane thrall

Skarlock

Prerequisite

Caster level 9th

Caster level 9th

Caster level 10th

Caster level 10th

Caster level 11th

Caster level 13th

EARTH'S SKIN [FAITH]

A cleric of Dhunia devoted to her Earth aspect is protected from energy attacks.

TABLE 2-18: ROUNDS OF AMMUNITION PER RIFLER'S POUND

Standard Firearms	Charges/ Rifler's Pound	Charges/ 20-pound Keg
Long Rifle, Military Pistol	12	240
Small Pistol	20	400
Military Rifle/Carbine	8	160
Special Firearms		
Clockwerk Arms Pepperbox, Rynnish Holdout Pistol, Rynnish Walking Stick	40	800
Clockwerk Arms Revolving Rifle	15	300
Radcliffe Firestorm Pistol, Vanar Liberator	3	60
Ogrun Battle Cannon	4	80
Vislovski Rifle	9	180

Prerequisite: Cleric of Dhunia, Dhunia's Balm, cleric domain Earth.

Benefit: The earth's skin can protect a person from the harshest of the elements. Once per day, the character can ignore half of the damage done by an attack with an energy descriptor (acid, cold, electricity, fire, or sonic).

EXOTIC WEAPON PROFICIENCY (SMALL ARMS) [GENERAL]

The character is proficient in the use of all pistols and rifles, and understands how to use them effectively in combat.

Prerequisite: Base attack bonus +1.

Benefit: The character makes attack rolls with the weapon normally.

Normal: A character using a weapon that he is not proficient with suffers a -4 penalty on attack rolls.

Special: A fell caller, fighter, or gun mage may select Exotic Weapon Proficiency (small arms) as one of his bonus feats.

FAITHCASTING [FAITH]

Clerics in the Iron Kingdoms rely on faith much more than they rely on actual direct communion with their chosen deity. Even Morrow, the most benevolent of the human gods, rarely hands magic directly to his worshippers. To represent the power of faith, clerics of Cyriss, the Devourer, Menoth, Morrow, and Thamar can take the Faithcasting feat. However, not all clerics of these gods become faithcasters.

Prerequisite: Cleric of Cyriss, the Devourer, Menoth, Morrow or Thamar.

Benefit: Each time the character chooses this feat, he can select a number of divine spells equal to his Wisdom modifier. The character doesn't have to prepare these spells in order to cast them, but he must leave spell slots open for the spell use. Casting one of these spells uses an un-used spell slot of the same level or higher. In addition, the cleric never has to pray to receive Domain spells.

However, the cleric must fulfill and exemplify the conditions of his faith (see Chapter Five: Magic & Mechanika, pp. 267 - 273). Failure to do so could potentially mean a fall from grace. Should the character fall from grace, he loses access to all the benefits of the Faithcasting feat and possibly access to spells acquired through normal prayer, at the DM's discretion.

Normal: Without the benefits of this feat, the cleric must prepare all of his spells as normal, by meditating and allotting spells each day.

FAITHFUL RESOLVE [SOCIETY]

The character's faith gives him strength when he faces the darkness.

Prerequisite: Illuminated One.

Benefit: The character gain a +4 divine bonus to saving throws against fear-based attacks.

FIRE'S WRATH [FAITH]

A cleric of Dhunia devoted to her Fire aspect can hurl fire at her enemies.

Prerequisite: Cleric of Dhunia, Dhunia's Wrath, cleric domain Fire.

Once per day the character can throw flame upon her enemies. This ability is identical to the *produce flame* spell and uses the character's cleric level as the caster level for the spell.

FOR THE MOTHERLAND [SOCIETY]

The character's loyalty and commitment to Khador is absolute, and he sees the enemies of his country as his own personal foes.

Prerequisites: Greylord.

Benefit: When pursuing enemies of the Motherland the character gain a +2 morale bonus to Concentration, Knowledge and Survival checks.

FORBIDDEN KNOWLEDGE [SOCIETY]

The vaults of the Fraternal Order are deep and filled with books on every subject imaginable.

Prerequisite: Decipher Script 4 ranks, Gather Information 4 ranks or Profession (librarian) 4 ranks; Fraternal Brother.

Benefit: By taking this feat, the character can learn an extra spell every level. This spell must be of the necromancy, abjuration, or conjuration schools. If others discover the character possess such knowledge, it may result in expulsion from the Fraternal Order, or it may open avenues into one of the Order's secret societies.

FRATERNAL BROTHER [SOCIETY]

The character becomes a probationary member of the Fraternal Order of Wizardry. With the character's oath to the Fraternal Order come all the benefits and obligations suiting a Fraternal Brother. While the character may serve the Fraternal Order, they also serve him, as brothers, friends and allies in times of need. Members are considered probationary until they finish the 2-5 year membership process, and are not afforded full-member status until this is finished. Even so, probationary members still receive all of the benefits described below.

Prerequisite: Human male, wizard level 5th, sponsorship of a Fraternal Brother of high standing (8th level or higher), and 1200 gp.

Benefit: Membership in the Fraternal Order has its privileges, granting the following benefits:

The character halves his costs for copying and producing spellbooks.

The character has free access to the Order's alchemical labs.

The character halves the price for alchemical items.

Due to the extensive libraries of the Fraternal Order, the character gains an extra spell every level.

When in any major city in Cygnar, the character and up to three companions can stay in Order lodging facilities free, this is the equivalent of a good inn with 3 good quality meals each day. Order members receive preference, however.

In return for these basic benefits, the character must pay dues of 100 gp per month to the Fraternal Order of Wizardry. In addition, for each wizard level the character possess, the character must spend one week out of every year performing duties for the Order. Beyond that, any magic items the character creates can be claimed and sold by the Order as works of commerce to cover unpaid or past due fees. The Fraternal Order of Wizardry may call upon the character at any time to perform duties for the Order beyond those required. This may include arcane research, exploration and expeditions. Failure to answer a Fraternal Order summons results in complete loss of benefits. Further transgressions may result in expulsion.

GREEN WEAPON [FAITH]

A cleric of Dhunia devoted to her Plant aspect can turn even the simplest stick into a mighty weapon.

Prerequisite: Cleric of Dhunia, Dhunia's Wrath, cleric domain Plant.

Benefit: In the hands of the faithful, even a stick can become a deadly weapon. Once per day, the character can imbue a simple wooden weapon with the effects of the *shillelagh* spell for a number of rounds equal to her class level.

GREYLORD [SOCIETY]

The character has sworn an oath of loyalty to the Motherland and the Greylords Covenant in order to become a fully fledged member of the Greylords. In doing so the character becomes a servant of a loyal and dangerous organization of individuals dedicated to being a vanguard for their beloved country.

Prerequisites: Khardic, Kossite, or Skirov ancestry, or proven loyalty to the Motherland through military service; able to cast 1st-level arcane spells.

Benefit: As a loyal servant of the Motherland, the character has proven himself a valuable and powerful commodity. Greylords receive the following benefits.

As a result of military training through the Greylords, the character gains proficiency with pistols or rifles (character's choice), a single martial weapon, and light armor.

The character may select an extra combat spell for his spellbook at every level. A combat spell is any spell that meets the definition of an attack spell (PHB Chapter 8, Magic).

Once the character has proven competent, the character can command small cadres of troops and loyal enforcers with the authority bestowed to the character by the Greylords. As such, the character gains the Leadership feat free when he becomes a 10th-level wizard.

The military of Khador is exceptionally accommodating to Greylords and the character may ask for the help of troops, as well as request equipment and transportation from the Motherland's guardians. The military usually provides this by judging the wizard's rank and standing in the Covenant. In turn, the military and the Greylords expect that the character will provide combat support for military patriots and whatever intellectual and arcane aid the character is capable of providing. Failure to do so will call his loyalty into question, unless the character is following specific orders at the time.

GROUP SUBDUAL [GENERAL]

While working with other trained combatants, the character can more easily subdue an enemy.

Prerequisite: Base attack bonus +1.

Benefit: If the character and one or more of his allies with the Group Subdual feat are attacking the

same target and inflicting only nonlethal damage, he gets one extra attack per round. The attack is at the character's highest base attack bonus, but each attack he makes during that round can only inflict nonlethal damage. At least two attackers with the Group Subdual feat must be using the full attack action to gain the feat's benefit.

GUNSlinger [GENERAL]

The character is especially adept at drawing her pistols and firing first, though at the cost of accuracy.

Prerequisite: Dex 13, Exotic Weapon Proficiency (small arms), Quick Draw.

Benefit: The character may, on the first round of combat, subtract a number from all her attack rolls and add that number to her Initiative check. This number may not exceed her base attack bonus. Note that even if she doesn't attack during first round, the penalty still applies to the first round in which she does attack. The only way to avoid this is to spend the first round refocusing.

ILLUMINATED ONE [SOCIETY]

As an Illuminated One, the character bears the responsibility of safeguarding the world from the darkness that lurks beyond what most normal people ever see. The character must face the terrors of infernalism, and the darkest works of necromancy. Yet, throughout all of this he must remain strong and pure, a guardian of Morrow using arcane magic to work his will.

Prerequisites: Wizard level 1st; lawful good, lawful neutral, neutral good, or chaotic good; devotion to an ascendant of Morrow; Gather Information 4 ranks, Intimidate 2 ranks, and Sense Motive 2 ranks, or Sense Mark feat.

Benefits: As an Illuminated One, the character gains the following benefits.

The character can learn arcane versions of the following spells: *aid* (2nd), *detect evil* (1st), *dispel evil* (4th), *holy smite* (3rd), *mark of justice* (5th), *sanctuary* (1st), *shield other* (3rd) and *spiritual weapon* (3rd).

The character gains proficiency in a single martial weapon.

The character can recognize Telgesch glyphs (see Chapter Four: Cosmology & Religion, pg. 219) by

sight, but the character is not taught the meaning of the glyphs.

Once per day, the character may sacrifice a prepared spell in order to turn undead as a cleric of the spell's level. To turn an undead creature as a 5th-level cleric, the character would have to sacrifice a prepared 5th-level spell.

With the authority of the Church, the character gains a small following of clerics and loyal bodyguards from the Sancteum. The character gains the Leadership feat free when the character becomes a 10th-level wizard.

The character may find simple lodgings at any church or cathedral of Morrow.

The character represents the Church and is eligible for promotion within the Church hierarchy based on his wizard level (if a cleric as well, his rank eligibility is based on his combined cleric and wizard levels).

The character must obey the dictum of the Order of Illumination in seeking out and punishing those who practice infernal or necromantic magic. Failure to do so results in censure and a harsh inquisition into his loyalties. The character must also provide a charitable donation to the Church each year equal to 10% of his personal wealth. Reporting to his superiors and keeping vigilance is vital to the survival of the faithful.

IMPROVED COMBAT LOADING [GENERAL]

Having mastered the art of loading his weapons during battle, the character is unaffected by the chaos around him.

Prerequisites: Combat Loading, base attack bonus +3.

Benefit: The character ignores the required Concentration skill check to load a firearm or artillery piece during combat and does not draw attacks of opportunity while reloading his weapon.

Special: A gun mage may select Improved Combat Loading as one of his gun mage bonus feats.

IMPROVED GUNSLINGING [GENERAL]

The character's speed and skill with firearms is amazing. She can aim and fire faster than many men can blink.

Prerequisite: Dex 17, Exotic Weapon Proficiency (small arms), Gunslinger, Quick Draw, Weapon Focus (pistol).

Benefit: The character's attack penalty from the Gunslinger feat is halved (round down).

IMPROVED TWO-PISTOL FIGHTING [GENERAL]

Prerequisites: Two-Pistol Fighting, base attack bonus +9.

Benefit: In addition to the standard single extra attack the character gets with an off-hand missile weapon, the character gets a second attack with the off-hand missile weapon, albeit at a -5 penalty.

Special: This feat is only useful with missile weapons that can be loaded with more than one shot, such as a double-barreled pistol or double-barreled crossbow, or that somehow automatically reload.

Note: A fell caller or fighter may select Improved Two-Pistol Fighting as one of his bonus feats.

INQUISITOR [SOCIETY]

The character's faith lets him peer into the darkness with clarity.

Prerequisite: Cha 13, Illuminated One.

Benefit: The character gains a +2 divine bonus to Bluff, Intimidate and Sense Motive checks when speaking with persons or creatures of evil alignment. In addition, the character is familiar with all of the focuses and material components of arcane necromantic spells and arcane magic with the evil descriptor. This familiarity grants the character a +2 bonus to Spellcraft checks when attempting to identify a spell being cast or a spell already in place if it is an arcane spell from the school of Necromancy or with the evil descriptor.

LITURGY OF JUDGMENT [FAITH]

The admonishments of clerics of the dwarven Great Fathers leave the guilty stricken and speechless.

Prerequisite: Dwarf, able to cast 1st-level divine spells.

Benefit: Verbally reprimanding the guilty is necessary before passing judgment. Once per day, the character can judge an individual's worth and admonish him. He must make an Intimidation check with a DC equal to the target's Charisma + level. Should the check prove successful, the Liturgy dazes the target for a number of rounds equal to the character's Wisdom modifier.

MAXIMIZE ALCHEMY [SOCIETY]

The character can imbue alchemical items with great potency.

Prerequisites: Aurum Ominus Alchemist.

Benefit: All variable, numeric effects of an alchemical substance modified by this feat are maximized. Saving throws and opposed rolls are not affected, nor are effects without random variables. A maximized alchemical substance has a Craft (alchemy) DC modifier of +5.

MECHANICAL APTITUDE [GENERAL]

The character has a knack for working with mechanika.

Benefit: The character gets a +2 bonus on all Craft (mechanika) and Jack Handling checks.

MECHANICAL SECRETS [SOCIETY]

The character is such a skilled mechanik that he can build a construct more quickly and cheaply than others.

Prerequisite: Craft (mechanika) 12 ranks, Knowledge (mechanika) 8 ranks, Craft Wondrous Item, Union Steamo.

Benefit: Due to his extensive research in mechanikal construction and thorough understanding of the principles of mechanika, the character can reduce the base cost to create any mechanikal construct by 25%. This also reduces the XP cost.

Special: An arcane mechanik who is also a member of the Steam & Iron Workers Union may select Mechanical Secrets as one of his arcane mechanik bonus feats.

MECHANICAL SPECIALTY [GENERAL]

The character specializes in making a certain type of mechanika.

Prerequisite: Craft (mechanika) 8 ranks, Knowledge (mechanika) 8 ranks, Craft Wondrous Item.

Benefit: The character gains a +3 bonus to all skill checks related to crafting or repairing a certain type of mechanika. The mechanika types that can be chosen for purposes of this feat include: accumulators; arcane engines; armor; rods, staves and wands; steamjacks; and weapons.

Special: This feat may be taken more than once. Each time the character selects a new specialization.

Note: An arcane mechanik may select Mechanical Specialty as one of his arcane mechanik bonus feats.

MINDFIRE [FAITH]

A cleric of Dhunia devoted to her Fire aspect can sharpen his mind and boost Knowledge-based checks.

Prerequisite: Cleric of Dhunia, Dhunia's Balm, cleric domain Fire.

Benefit: Once per day, by concentrating on a burning flame for a full round the character can add her Wisdom modifier to the Intelligence-based skills the character use, for a number of hours equal to her class level.

MYTH DELVER [GENERAL]

The character gains greater insight into the tales and chronicles left over from the past.

Prerequisite: Bard level 1st.

Benefit: The character gains a +4 circumstance bonus on skill checks to research lore or a +4 circumstance bonus to his bardic knowledge check, whichever benefit is greater.

Special: This feat may only be taken once.

NATURE'S BOUNTY [FAITH]

A cleric of Dhunia devoted to her Plant aspect can call forth a bountiful feast.

Prerequisite: Cleric of Dhunia, Dhunia's Balm, cleric domain Plant.

Benefit: By concentrating upon the wooded green, the character calls up a bountiful feast. The character can imbue normal food with the properties of the *goodberry* spell to a number equaling her class level + Wis modifier, once per day.

QUICK FIX [SOCIETY]

Things break down, for certain, but sometimes a mechanik simply does not have enough time to do a thorough repair, and when things need to work, they need to work.

Prerequisites: Craft (mechanika) 6 ranks, Union Steamo.

Benefits: The character can take 10 as a standard action to repair any broken down mechanika, however the repair is temporary and lasts for a number of minutes equal to her Intelligence modifier. Repairs made with the Quick Fix cannot be repaired a second

time with the feat, and require a full repair job with a +5 DC modifier.

RIFLEMAN [GENERAL]

The character is particularly adept at rapidly reloading military rifles.

Prerequisite: Craft (small arms) 6 ranks, Exotic Weapon Proficiency (small arms), Weapon Focus (rifle).

Benefit: The time it takes the character to reload a military rifle is reduced to 1 standard action.

Normal: Reloading a military rifle normally takes 2 standard actions.

RITE OF ASSESSMENT [FAITH]

Clerics of the dwarven Great Fathers are highly skilled at discerning falsehood and discovering truth when arbitrating disputes.

Prerequisite: Dwarf, able to cast 1st-level divine spells.

Benefit: When accepting the facts from multiple parties involved in arbitration or dispute over some matter, seeing through lies is a vital skill to keeping the arbitration in line with the Edicts of the Codex. The character gains a divine bonus to Appraise, Bluff and Sense Motive checks equal to his Wisdom modifier.

RUGGED MECHANIKA [GENERAL]

The character knows how to build constructs that are sturdier and better able to withstand damage.

Prerequisite: Craft (alchemy) 10 ranks, Craft (mechanika) 14 ranks, Knowledge (arcana) 14 ranks, Craft Wondrous Item.

Benefit: Any construct built by the character gains an additional +2 bonus to its natural armor, +2 Hit Dice, and 10 extra hit points regardless of type.

Special: An arcane mechanik may select Rugged Mechanika as one of his arcane mechanik bonus feats.

SAGAS AND STORIES [GENERAL]

Having studied various myths and stories, the character is particularly knowledgeable about a specific creature type.

Benefit: The character automatically gains Common knowledge on any creature of the specific type chosen

with this feat. Whenever the character encounters a creature of that type, the DM should provide the player with the Common knowledge specific to that creature. When researching a creature of this specific type, his legends and lore checks take half the required time.

Special: This feat may only be taken once for every creature type. For instance, the character may only take Sagas and Stories (undead) once. If the character selects Sagas and Stories again, the feat must be taken for a different creature type.

SALVAGE AMMUNITION [GENERAL]

This feat is the only non-magical way to convert ammunition fabricated for one gun to use in another. The only way new ammunition can be created is by a difficult magical & alchemical process.

Prerequisites: Craft (alchemy) 2 ranks, Craft (blacksmith) 2 ranks, Craft (small arms) 10 ranks.

Benefit: Via this feat, ammunition charges are disassembled into their components (two types of blasting powder, wrapper, projectile), and then reassembled to work with a different firearm. Along with measuring out and wrapping blasting powder charges, this process also entails altering the ammunition projectile. Use of this feat requires several hours (generally 1/2 a day) and allows salvage of anywhere from 10-100 charges.

How many charges are salvaged depends upon the size of the old charges versus the size of the new. It is never possible to salvage 100% of charges as this process always results in loss, but larger charges converted to smaller results in greater salvage, while trying to make larger charges from smaller results in less salvage. The base is 70% salvage if converting charges for firearms of approximately the same size, represented by dice of damage. Therefore, if converting charges for a 2d6 pistol for another 2d6 pistol, 70% of charges are salvaged. Each increment in dice adds to or reduces from this by 10%, with a maximum salvage of 90%. For example, using this feat to convert 30 charges of military rifle ammunition (2d8) to small pistol (2d4) would result in 90% salvage, or 27 salvaged charges. Converting 30 charges of small pistol (2d4) ammunition to military rifle (2d8) ammunition would result in 50% salvage, or 15 salvaged charges.

Cannon charges cannot be converted into small arm ammunition or vice versa, as these charges use slightly

different alchemy. At the DM's discretion a rifleman with Craft (cannoneer) can use this feat to salvage different sizes of cannon ammunition the same way as described above.

Normal: Tampering with firearm charges without this feat will always fail, ruining the charges, and is also dangerous. Trying to take apart firearm charges has a 50% chance of detonating the charge, causing half the damage the charge would usually do if fired from a firearm to the person tampering, along with igniting anything flammable within 2 feet (including other charges, which would also explode).

Special: Salvaging ammunition with this feat also requires a gunner's kit.

SANCTION OF THE FATHERS [FAITH]

The blessing of the Lords of Kharg Drogun carries great weight amongst the faithful dwarves of Rhul.

Prerequisite: Dwarf, able to cast 1st-level divine spells

Benefit: The character may utter the Sanction of the Fathers to a group of dwarves equal in size to his cleric level. This group receives a +1 bonus to attack, damage, and saving throws while carrying out his orders to enforce the laws of Rhul. This lasts for a number of hours equal to the character's Wisdom modifier and can be used once per day.

SCRIVENER [SOCIETY]

The Order excels at teaching students how to scribe and collate script and formula, through rote learning most wizards can recite the manners of the arcane without hesitation.

Prerequisite: Decipher Script 4 ranks, Fraternal Brother.

Benefit: The character receives a +4 competence bonus to Spellcraft checks made to decipher arcane magical writings, and prepare and copy spells from borrowed spellbooks. In addition, the character is an efficient and quick scribe, being able to copy spells in half the time normally required.

SENSE MARK [GENERAL]

The character has honed his skills to sense the mark of witchcraft.

Prerequisite: Arcane or divine spellcaster, Sense Motive 4 ranks, Spellcraft 4 ranks.

Benefits: The character may cast *detect magic* to scan an area. If the character makes a successful Spellcraft check (DC 25) he can determine if a necromantic spell or a spell with the evil descriptor has been cast in the last few days within the area of his *detect magic* spell. The number of days during which a necromantic or evil spell can be detected is equal to the spell's level. Success reveals the nature and magnitude of the spell as if the character had cast *detect magic* at the time of the spell's casting. For instance, if *blasphemy* was cast recently (within the past 7 days since it is a 7th-level spell) in a given location, a successful use of the Sense Mark feat would reveal that an evil spell of strong magnitude had been cast sometime within the last 7 days in that area.

Additional Spellcraft checks can be made to determine the exact school of magic (DC 15 + spell level), to identify the spell that left behind a 'mark' (DC 20 + spell level), and how long ago, in days, the spell was cast (DC 20).

The character can also detect the presence of Infernals, and the use of necrotite or soul cages in an area using the method described above, but only within the last 24 hours.

Special: Because of the dark nature of human magic, if a human arcane spellcaster has cast a spell within the last 24 hours, the Gift of Thamar leaves a mystical aura resembling the mark of necromancy. Should a character use the Sense Mark feat and fail his Spellcraft check by 5 or more when near a human arcane spellcaster, the character automatically detects the presence of an overwhelmingly powerful, unwholesome evil emanating from the arcane spellcaster regardless of his actual alignment.

SHARPSHOOTER [GENERAL]

The character's aim with his chosen weapon is incredible, allowing him to strike home when others would merely graze or scratch a target.

Prerequisite: Precise Shot, Weapon Focus with ranged weapon.

Benefit: The character adds his Dexterity modifier to damage while using a ranged weapon with which he has the Weapon Focus feat.

Special: A fell caller or fighter may select Sharpshooter as one of her bonus feats.

SPRING OF UNDERSTANDING [FAITH]

A cleric of Dhunia devoted to her Water aspect can draw upon holy wisdom to aid in understanding foreign languages.

Prerequisite: Cleric of Dhunia, Dhunia's Balm, cleric domain Water.

Benefit: The character can understand any written or spoken language for a number of minutes equal to her class level. This ability may be used a number of times per day equal to her Wisdom modifier.

STEAM MONKEY [GENERAL]

The character has an innate knack for building and repairing steam engines.

Benefit: The character gains a +2 bonus on all Craft (steam engines) and Craft (tools) checks.

STEAMO [GENERAL]

Working with belching coals and stoking furnaces is a steamo's lot, at least as an apprentice. However, the skills a mechanik develops working near scorching steam pipes and stoked furnaces last a lifetime.

Prerequisites: 4 ranks in Craft (mechanika) or Craft (steam engine).

Benefits: A character with the steamo feat gains fire resistance 4, and can work comfortably in the hottest of conditions. Treat the steamo as under the effects of *endure elements* whenever exposed to hot and muggy environmental conditions.

STRENGTH OF THE EARTH [FAITH]

A cleric of Dhunia devoted to her Earth aspect can strike with fists of stone.

Prerequisite: Cleric of Dhunia, Dhunia's Wrath, cleric domain Earth.

Benefit: Stone can break bone and flesh with ease. Once per day, the character may add her Wisdom modifier to her damage bonus when attacking with an unarmed strike. In addition, the character gains the effects of the Improved Unarmed Strike feat even if the character does not have it. This lasts for a number of rounds equal to her class level.

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.

Prerequisites: Ogrun only, Str 15, Int 8.

Benefit: This feat allows an ogrun to apply his Strength modifier to any Craft (armorsmithing, blacksmithing, or weaponsmithing) check. The Strength modifier is cumulative with any Intelligence bonus or penalty and is also cumulative with the ogrun's racial bonus to Craft checks related to working metals.

TALL TALES [GENERAL]

The character has listened to a lot of tall tales and seen a few weird things, broadening his knowledge of strange creatures.

Benefit: The character can make an Intelligence check (DC 10) to gain Common knowledge about any creature he encounters or hears mention of. If he exceeds the DC by 10 or more, he recalls something he's witnessed or heard that gives him Uncommon knowledge about that specific creature as well.

THUNDEROUS EXALTATION [FAITH]

A cleric of Dhunia devoted to her Air aspect can stun opponents with a shout like a thunder clap.

Prerequisite: Cleric of Dhunia, Dhunia's Wrath, cleric domain Air.

Benefit: The booming voice of thunder challenges the enemies of Dhunia's faithful. Once per day, the character can let forth a tremendous shout that sounds like the thunder of the heavens. Those within a 30 foot radius of the character who hear the shout must make a Will saving throw (DC 10 + cleric level + Wis modifier, negates) or be stunned for a single round.

TWO-PISTOL FIGHTING [GENERAL]

The character can fight with a one-handed missile weapon in each hand, allowing one extra attack each round with the off-hand weapon.

Prerequisite: Dex 15.

Benefit: The character can fight with a one-handed missile weapon in each hand. She can make one extra attack per round with the missile weapon in her off-hand. Also, her penalties for fighting with two missile

weapons are reduced by 2 for her primary hand and 6 for her off-hand.

Normal: Without this feat, a character using two missile weapons would suffer a -6 penalty to attack with his primary hand and a -10 penalty to attack with his off-hand.

Special: This feat offsets most of the penalties for fighting with two missile weapons.

Note: A fell caller or fighter may select Improved Two-Pistol Fighting as one of her bonus feats.

UNBREAKABLE CONCENTRATION [SOCIETY]

The character is capable of incredible determination.

Prerequisites: Concentration 8 ranks, Greylord

Benefit: The character can cast a spell as a full round action to ensure that the character does not have to make a Concentration check if struck or injured while casting. Even if disabled or dying, the character can continue to cast the spell as long as he was conscious when he began casting. The character's actions still draw attacks of opportunity as normal; however, damage does not deter the character from casting his spell.

Special: Only spells that can be cast as a standard action may be used with this feat.

UNDINE SUMMONS [FAITH]

A cleric of Dhunia devoted to her Water aspect can summon a harmful water spirit to assail her foes.

Prerequisite: Cleric of Dhunia, Dhunia's Wrath, cleric domain Water.

Benefit: The character summons an undine spirit, a creature of water to possess and fill the throats of her enemies with water. She can specify a number of targets up to her wisdom bonus, these targets must make a Will saving throw (DC 10+ cleric level, negates) or gag up salt water and spend 1d4 rounds heaving as if *nauseated*. The character can summon an undine spirit once per day.

UNEARTHED ARCANAE [GENERAL]

The character has managed to discover secrets of myth and legend and has distilled them into concrete knowledge.

Prerequisites: Creature Lore 4 ranks.

Benefit: For every 4 ranks in the Creature Lore skill, the character gains Common, Uncommon, and Rare legends and lore on two specific creatures from a single specific creature category (i.e., giants, fey, undead, etc). As the character's skill increases, so does his knowledge; every time his Creature Lore skill increases by 4 ranks he gains insights on two more creatures of that type.

This feat is based on specific creature type. For instance, Unearthed Arcana (undead) gives the character knowledge of creatures of the undead type. If he wants to learn about Aberrations, the character would need to take the feat a second time as Unearthed Arcana (aberrations). There is one exception to this rule; humanoids and monstrous humanoids form a single group.

Special: The character may not learn the legends and lore of a creature with a CR that exceeds twice his ranks in the Creature Lore skill.

UNION STEAMO [SOCIETY]

Through dedication and talent, the character has proven that he belongs to an organization that protects its members, and keeps the jobs and coin flowing. As a member of the union, the character will not want for hard work or good pay.

Prerequisites: Craft (mechanika) 4 ranks, Skill Focus (Craft [mechanika]).

Benefits: A member of the Steam & Iron Workers Union gains the following benefits.

The character can register with a Steam & Iron Workers office in order to find work in a city or town. During that time, they can petition for a billet, a small cot and three meals a day to keep them fed. They may have to perform tasks or jobs for the Union while billeted.

The character gains access to a 25% discount on mechanika and arcane mechanika components bought through union shops. Note that union shops do not sell accumulators.

If unpaid for a contracted job, the Union member can petition the Union to arbitrate matters of payment. If the payment exceeds 5,000 gp then the Union may send in a special negotiator to arbitrate collection. Such collections require that a 10% commission be paid to the Union arbitrator.

Union members gain a vote in the five-year director elections, as well as the yearly board member elections.

Obligations: Union members are obligate to represent their work in a professional and courteous manner as well as perform any job to the best of their ability. Legitimate complaints usually result in membership censure, and neglect of duty can lead to a member being cast out of the Union permanently or having their benefits withdraw as a penalty.

UNIVERSITY EDUCATION [GENERAL]

Study at one of the Iron Kingdoms' institutions of higher learning increases the character's knowledge in several fields of study.

Prerequisite: Int 11.

Benefit: All Knowledge skills are class skills for a character with this feat. In addition, the character gains a +2 competence bonus to three specific Knowledge skills of the character's choice.

Special: There are only a handful of universities in the Iron Kingdoms; almost all of them located in major population centers. The character must have a reasonable explanation as to how she was able to attend any such university, especially if she hails from a region that has none of its own. This feat may be taken at any time, although taking it after 1st level requires a further explanation and (at the DM's discretion) the passage of some period of time before its effects can come into play.

VIGILANCE AND VOICE OF THE LAW [FAITH]

Dwarven clerics of the Great Fathers are especially skillful at hunting down and capturing lawbreakers.

Prerequisite: Dwarf, able to cast 1st-level divine spells.

Benefit: Those who seek to escape the law must evade the authority and clarity of its enforcers. The character gains a bonus to Search, Spot, and Intimidation skills equal to his Wisdom modifier.

WIND SHROUD [FAITH]

A cleric of Dhunia devoted to her Air aspect can call forth a protective shroud of wind.

Prerequisite: Cleric of Dhunia, Dhunia's Balm, cleric domain Air.

Benefit: Disciples of Dhunia that seek peace do not

use the power of air as a weapon unless necessary. Once per day, the character can call upon the wind to protect the character as long as she is not involved in an action that directly harms or hinders any living creature. While invoked the shroud grants the character a deflection bonus equal to her Wisdom modifier for a number of rounds equal to her cleric level. Should the character attack or otherwise harm a living thing, the effect ends.

WITCH HOUND [GENERAL]

The character can recognize arcane spellcasters as if by smell.

Prerequisite: Wis 13, Alertness.

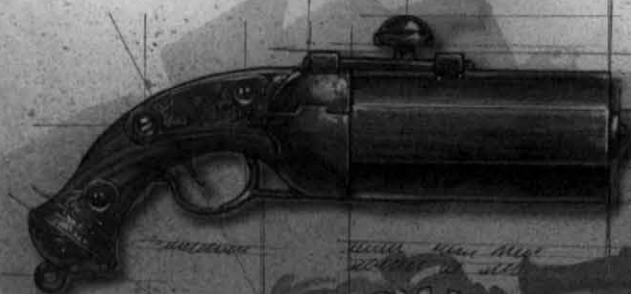
Benefit: The character can determine whether a creature possesses arcane magical abilities, but not divine abilities, simply by being in its presence for a few moments. On a successful Wisdom check (DC 15), the character senses the creature's arcane magical aura, if any, as well as its relative strength. He does not know the precise power level of the creature's magical abilities, but the DM can give a rough idea by comparing it to other such abilities the character has encountered. This ability can be countered through the use of spells like *nondetection*, *mage's private sanctum*, and *mind blank*.

Special: The character cannot retry this check against the same creature, regardless of success or failure. The Wisdom check should be made secretly by the DM, since the character should never be absolutely certain of the success of this ability.





WEAPONS & GEAR



BOOM!



◀◀ IMPLEMENTS OF ▶▶ ENTERPRISE

Adventuring is an enterprising mission, one fraught with all sorts of peril. No one expects to lead an adventurer's life without getting into a skirmish or two (or a hundred), and for that reason any self-respecting fortune-hunter or campaigner always has some implement of destruction close to hand—or stowed somewhere in his gear. Indeed, combat is inevitable in the adventuring trade, whether one is a soldier or scholar, rogue or priest. It is a crucial part of the endeavor.

In western Immoren, all types of weapons and other implements are used by characters in achieving their ends. This chapter presents many of the tools commonly found in the possession of such adventurers. The first section, "Weapons," offers details on some of the armaments that exist in addition to those found in the PHB, as well as information about weapon customizations, firearms, gunwerks, ammunition, and more. The statistics for these weapons are listed in this chapter on Table 3-2: Weapons.

"Armor" is the next section following the information on weaponry. This segment offers details on additional types of protection one comes across in western Immoren that aren't covered in the PHB, such as various shields, the always stylish greatcoat, and a few more items. Statistics are located on Table 3-3: Armor.

And what reputable fortune-hunter voyages into the Bloodstone Marches without a collapsing shovel and some goggles? The last section of this chapter, entitled "Gear," collects an assortment of Iron Kingdoms-specific odds and ends from goggles to mechanik's boots to gunner's kits. Table 3-4: Gear lists the costs and weights for these items and more. Consult the PHB for additional trappings with which to outfit a character who has a taste for adventure out of either a sense of duty or for personal enterprise.

A WORD ON v.3.5 EDITION WEIGHTS AND MEASURES

THE CREATORS AT PRIVATEER PRESS FEEL THAT THE WEIGHTS LISTED FOR WEAPONS AND GEAR IN THE v.3.0 EDITION OF THE PHB ARE MORE ACCURATE TO WHAT IS PREFERRED FOR WEAPONS AND GEAR IN THE IRON KINGDOMS. HENCE, WHEN REFERENCING THE WEIGHT OF IMPLEMENTS NOT LISTED IN THIS BOOK, IT IS SUGGESTED THAT DMs GO BY THE WEIGHTS FOR WEAPONS AND GEAR FOUND IN v.3.0, RATHER THAN THE UPDATED v.3.5 PHB, EXCEPT OF COURSE IN CASES WHERE THE WEAPON DOES NOT APPEAR IN THE v.3.0 PHB.

◀◀ WEAPONS ▶▶

A wide variety of innovative and utilitarian weapons can be had in western Immoren. Besides the standard accoutrements of daggers and such, serious campaigners brandish a bit of everything, from the heavy axes favored by Khards to the weighty battleblades wielded throughout southern Cygnar. The following information expands upon some of the weapons commonly found in the possession of adventurers and soldiers in the Iron Kingdoms.

Axe, Heavy or Light Horseman's: The heavy horseman's axe is an ancient weapon from the days of the horselords. It bears a cleaver-like blade with a sweeping wedge design to give it a wider arc. The handle is carved and reinforced with the foreknowledge that a man will need to swing this large axe from horseback and it is designed to be braced in the wielder's armpit. When the axe is swung at a target from horseback, the wielder's arm acts as a catch for the weapon to bring it back up quickly for additional attacks. It takes a great deal of practice to wield this axe in great sweeping strikes from low in the saddle.

In addition, while attacking foes on foot from horseback, the wielder can generate greater force than normal due to the axe's odd design. While attacking from horseback, the wielder treats the weapon as if it



were being used in two hands, allowing for one and a half times the wielder's Strength bonus to damage. This does not apply while attacking other mounted foes. On foot, the horseman's axe is strangely uncomfortable (-2 penalty to attack), so many dismounted horsemen use a second weapon while on foot. The heavy axe must be wielded in both hands while on the ground and the wielder does not gain the normal benefits of a two-handed weapon.

Baton, Collapsing:

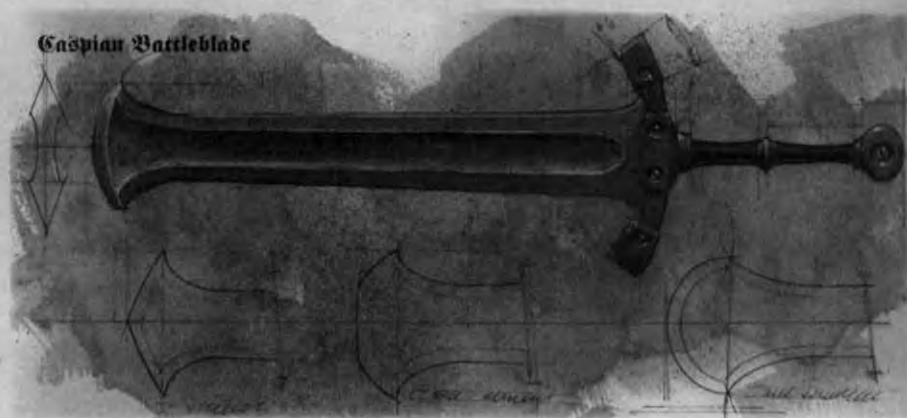
A simple innovation, the collapsing baton is a slim iron rod that collapses in on itself to a length of six inches and is easily extended to its full length of two feet with a hard flick of the wrist (a free action). Unobtrusive and easy to conceal, the collapsing baton may not even be identified as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

Bayonet: The bayonet (pictured on pages 35 and 55 of L&L:CP) is a dagger-like blade that can be affixed to a rifle by means of a metal ring designed to fit snugly over the end of the barrel, effectively converting the rifle into a rudimentary spear suitable for melee (a simple weapon). Fitting or removing a rifle bayonet requires 1 standard action. While standard bayonets work with most single-barreled rifles, bayonets for multiple-barreled rifles must be special ordered (cost 14 gp).

Bayonets have also been designed for use with crossbows, although in these cases they are permanently affixed. Rifles and crossbows fitted with bayonets require both hands to wield effectively in melee, regardless of the actual size of the weapon. Due to the added weight and the clumsiness of using a rifle or crossbow as a spear, all ranged and melee attacks suffer a -2 attack penalty while the bayonet is attached.

Battleblade, Caspian: A descendant of the thick, single-edged, cleaving swords used by Caspians ages ago, the battleblade is a wide, heavy, double-edged blade suitable for cleaving and heavy, slashing cuts. The thick and sturdy blade is as much as eight-inches wide near the crossguard, and it is a favorite weapon

of swordsmen in southern Cygnar. The tip of the battleblade is never sharpened; as such the sword is used solely as a slashing and chopping weapon. Some battleblades are rounded off at the end, while others come to short, purely ornamental points, and a rare few flair out at the tip in a heart- or spade-like shape.



Battle glaive: A larger version of the battleblade, the battle glaive also has a much longer hilt—up to two-feet long in some cases. Made for powerful chopping and slashing, the tip of the battle glaive, much like the battleblade, is primarily ornamental. An interesting example of this is the *storm glaive*, developed in recent years by the Cygnaran military; its cleft tip is of little use on such a powerful cutting blade. The battle glaive is one of the most popular swords among Caspians, right alongside the Caspian battleblade and the greatsword.

Chain, Aldar's: The aldar's chain is a popular weapon among Ordic sailors, an unusual item combining a short, hooked harpoon, with a length of weighted chain attached to the butt. Either end can be used to strike with, the harpoon for thrusting, tripping, or throwing, and the chain for tripping and striking. Although the harpoon is held in one hand and the chain in the other, it is too awkward to be considered a double weapon (although it can be used as two weapons, with the spear in the main hand, and the chain in the off-hand). Trip attacks may be made with either end, and if a character is tripped while making a trip attempt, he can drop the weapon to avoid being tripped. The chain also makes an excellent disarming device, providing a +2 bonus to the opposed attack roll to disarm, including the roll to avoid being disarmed if one fails.

Chain, Light: A light chain is any length of chain up to four feet in length that can be effectively swung as a weapon. A length of thick rope, heavily knotted, 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 a character is tripped during a trip attempt, he 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).

Claymore, Nyss: The favored weapon of the Nyss, this claymore is an elegant and unusual greatsword of remarkable quality. The five-foot blade is etched with Aeric runes, while the ornate two-foot-long 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, as such, all Nyss are proficient with this weapon.

The weapon's unusual balance and grace allows it to be used with the Weapon Finesse feat. However, this cannot be done without special training; thus, it is an exotic weapon. Anyone can use a Nyss claymore

They are almost never sold by the Nyss themselves nor will a Nyss willingly part with his own sword for any price. Given to Nyss barbarians, clerics, fighters, and rangers in a special coming of age ceremony, the claymore is used and treasured throughout the individual's life.

Dirk, Cryxian: This wicked-looking dagger is commonplace in Lord Toruk's realm. The thrusting blade has four sharp flanges forming an X-shaped cross section. Because of its unusual blade, a Cryxian dirk inflicts more terrible wounds than other daggers of equal size.

Gaff: The gaff is a large metal hook attached to a small wooden crossbar clenched in the fist, with the hook protruding between the fingers. It is a common shipboard tool used to hook and haul cargo or fish, and sailors also use it as an impromptu weapon when the need arises.

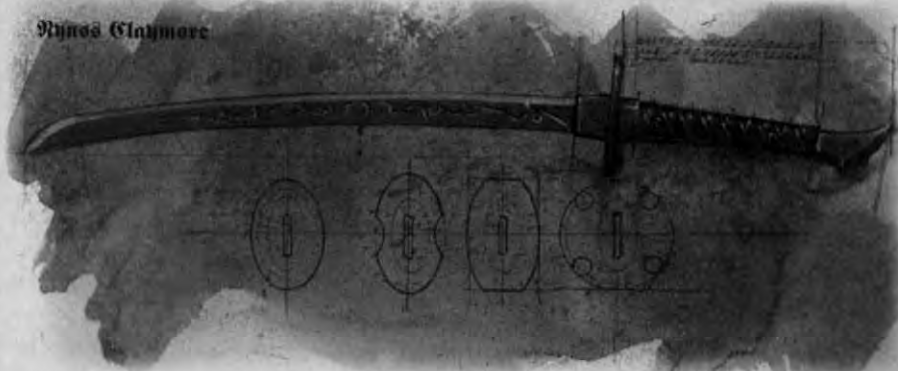
Garrote: The garrote is an assassin's weapon. It is a thin piece of wire that is wrapped around a victim's throat in order to strangle them. Garrotes can only be used with a sneak attack or coup de grace maneuver. On a successful attack, the victim takes damage equal to the attacker's Strength modifier per round, with any sneak attack damage being applicable as well, as the wire digs into the throat and spine. In addition, if the attack is successful, the victim begins to suffocate

as per the drowning rules. The victim is considered grappled and can attempt to break free normally. If the attacker scores a critical hit, the garrote deals normal critical damage and the victim can only hold his breath for a number of rounds equal to half of his Constitution.

Glove, Clawed:

Clawed gloves are designed to aid the wearer in climbing uneven or rough surfaces, providing a +2 circumstance bonus to Climb checks. However, these gloves can also be used for defense in a tight situation. A metal plate sewn into the palm of the glove is fitted with three short, metal spikes that can be used to rake an attacker. Attacking

Nyss Claymore



as a martial weapon, but they cannot gain the benefits of Weapon Finesse. Additionally, Nyss claymores are masterwork weapons; they gain the usual +1 bonus to attack rolls.

The cost of a Nyss claymore represents the price for a non-Nyss trying to acquire one of these rare weapons.

with clawed gloves is considered an unarmed attack and suffers the normal penalties. The weight listed is for a pair.

Glove, Reinforced: This tough leather glove is double-layered, with iron bands sewn between its layers across the knuckles and back of the hand. These metal bands add force to a punch, much like brass knuckles. Far less obvious than brass knuckles or gauntlets however, this glove allows the wearer to inflict normal damage with their unarmed attacks rather than nonlethal damage. Yet, just like gauntlets, attacking with a reinforced glove is still considered an unarmed attack. The heavy, ironclad gloves favored by mechanics have the same statistics.

Harpoon: This specialized type of spear is designed primarily for whaling. It is light, can easily be thrown, and has a wicked barb on the tip. Half of the shaft's length is made of wood capped with a metal socket. This socket is attached to a length of metal shaft, proof against the sharp teeth of sea creatures, that in turn holds the harpoon head. The spearhead is heavily barbed, and has a metal ring near its base. The metal ring is used to attach a rope or heavy cable to the harpoon in order to haul in the catch. Harpoons are considered barbed weapons, but the extra damage is already factored into the weapon's statistics.

If the wielder of the harpoon has secured the tether line to himself or a heavy object, a creature that takes at least 3 points of damage from a harpoon is considered tethered. Tethered creatures must make opposed Strength checks against the harpoon wielder in order to move in any direction other than toward their attacker. However, creatures hit by a harpoon tethered to an immovable object are not able to move. Any heavy object at least two size categories larger than the creature is considered immovable. This opposed Strength check has the same bonuses and penalties as a trip attack (+4 for every size category larger than Medium, -4 for every size category smaller than Medium, +4 bonus for having more than two legs or being unusually stable). Even if the tethered creature is successful, it can only move at half speed and cannot charge or run. The same movement restrictions also apply to the wielder, if the line is tethered to him.

The tethered creature can attempt to remove the bolt from its wound with a hand or its mouth, but unless the creature has time to carefully remove the bolt and

make a successful Heal check (DC 10 + damage dealt by the bolt), it suffers additional damage (1d6+1 or 2d4+1 for the Small or Medium harpoon, respectively).

If the wielder of the harpoon chooses to forego his normal attack, he can make an opposed Strength check, with the standard bonuses and penalties listed above, to yank on the tether. If he wins the opposed Strength check, he inflicts 1 point of damage for every 2 points by which he beat his opponent's check (note that his Strength modifier is already added in so there is no additional damage for a high Strength modifier). If the damage inflicted by a single tug on the tether inflicts more damage than the initial attack, the bolt is pulled free. For example, Kaeli has successfully hit and tethered Tomas with her harpoon. She foregoes one of her normal attacks this round to pull on the tethered bolt. Kaeli's Strength check is 18, while Tomas only gets an 11. Since Kaeli beat Tomas' check by 7 points, she inflicts an additional 3 points of damage by yanking on the bolt.

Harpoon, Wrist: Mounted to a leather or metal bracer and resembling a miniature crossbow, the wrist harpoon launches a specially designed bolt attached to a coil of fine wire. The coil is in turn attached to a steel tether ring locked between the crossbow and the bracer. When fired, the range of the bolt is limited by the 40-foot length of wire standard to the device's coil. A small winch, also used to cock the crossbow, can be engaged to allow the user to "reel in" their victim. Harpoon bolts are considered barbed weapons, and the extra damage is already factored into the weapon's statistics. Loading a wrist harpoon takes 2 full-round actions. This includes the time required to rewind the coil of wire.

A creature that takes at least 3 points of damage from the harpoon bolt is considered tethered. Tethered creatures must make opposed Strength checks against the wrist harpoon wielder in order to move in any direction other than toward their attacker. This opposed Strength check has the same bonuses and penalties as a trip attack (+4 for every size category larger than Medium, -4 for every size category smaller than Medium, +4 bonus for having more than two legs or being unusually stable). Even if the tethered creature is successful, he can only move at half speed and cannot charge or run. The same movement restrictions also apply to the wielder of the wrist harpoon.

The tethered creature can attempt to remove the bolt from its wound with a hand or its mouth, but unless the creature has time to carefully remove the bolt and make a successful Heal check (DC 10 + damage dealt by the bolt), it suffers additional damage (1d4+1 or 1d6+1 for the Small or Medium wrist harpoon, respectively).

If the wielder of the wrist harpoon chooses to forego his normal attack, he can make an opposed Strength check, with the standard bonuses and penalties listed above, to yank on the tethered bolt. If he wins the opposed Strength check, he inflicts 1 point of damage for every 2 points by which he beat his opponent's

of a back hook that can be used for trip attacks (if a character is tripped during a trip attempt, he may drop the weapon to avoid being tripped), and a top-mounted piercing spike useful for thrusting attacks. Some monks of the Order of Keeping use a Katrena's hook while performing a flurry of blows and, in fact, this weapon is rarely used by anyone other than those of this order.

Knife, Folding: 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 action to fold or unfold the knife's blade.

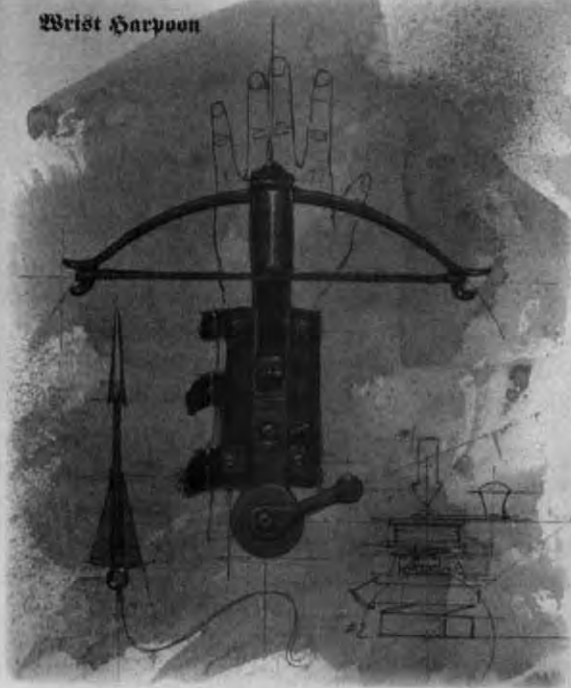
Knife, Throwing: Throwing knives are popular weapons in some circles, in part due to how easily they can be concealed. These slender blades are balanced for effective throwing. Two may be thrown per attack, but they must be hurled at the same target, and separate attack rolls must be made for each knife.

Locharn: A popular, military polearm of Cygnaran origin, the locharn is a six-foot staff affixed with a mace-head at one end and longsword blade at the other. It follows the standard rules for double weapons and can be used as a reach weapon, striking with either end at opponents up to ten feet away. It cannot, however, be used as a reach weapon in the same round it is used as a double weapon, and vice versa.

Maul: The maul is the military version of the sledgehammer. A massive head of metal or stone is affixed to a long, two-handed shaft. In the hands of a trained wielder, this weapon is capable of shattering bones, buckling armor, and even damaging light warjacks. Humans tend to favor metal heads for mauls, but the dwarves of Rhul pride themselves in exquisitely carved maul heads with granite or marble striking surfaces; these latter weapons are often many times more expensive than plain mauls, but more suited for creating magical weapons.

Mechanoflail, Heavy: A huge version of the light mechanoflail, the heavy mechanoflail (pictured on pg. 37 of SOTE) is used by high priests of the Cult of Cyriss who have transferred their souls to mechanical bodies of appropriate size and power. Only size Large or larger creatures can effectively wield the heavy mechanoflail. Due to the rapid rate at which the mechanoflail's head rotates, as a full attack action the wielder can choose to make an extra attack each round with the flail. This

Wrist Harpoon



check (note that his Strength modifier is already added in so there is no additional damage for a high Strength modifier). If the damage inflicted by a single tug on the tether inflicts more damage than the initial attack, the bolt is pulled free. See the harpoon description above for an example.

Katrena's Hook: Named in honor of the valiant ascendant of the same name, the Katrena's hook is an unusual weapon inspired by the common halberd; in this case, reducing the head of the weapon somewhat in size and mounting it on a short, one-handed hilt. The result is a bit like a handaxe, but with the addition

extra attack is at the wielder's highest base attack bonus, but each attack made in the round (the extra one and all the normal ones) suffer a -3 penalty.



Mechanoflail, Light: The favored weapon of Cyrissists, 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. Due to the rapid rate at which the mechanoflail's head rotates, as a full attack action the wielder can choose to make an extra attack each round with the flail. This extra attack is at the wielder's highest base attack bonus, but each attack made in the round (the extra one and all the normal ones) suffer a -3 penalty.

These weapons are created in Cyrissist foundries and supplied to acolytes unfinished, their completion 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, requiring a Craft (clockwork) check (DC 10), and then make the appropriate repairs with a second successful Craft (clockwork) check (DC 15). Should the acolyte succeed at both checks, the mechanoflail will operate, and the acolyte becomes eligible for consideration as a full member. Should the acolyte fail in either task, they must return to their studies and not try again for a full 100 days.

Menoth's Sting: Monks of the Order 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 hurl as many as three stings per attack, providing they are thrown at the same target. Strength modifiers are not added to sting attacks.

Net Launcher: This crossbow-like contraption is designed to fire a net at a target, entangling it without causing much harm—it does inflict 1 point of damage due to the bludgeoning impact. A fired net must be refolded before it can be loaded into the net launcher. Nets for the device follow the usual costs, weights, and rules for nets found in the PHB. Reloading a net launcher requires 2 full-round actions to refold the net and 1 full-round action to load the net.

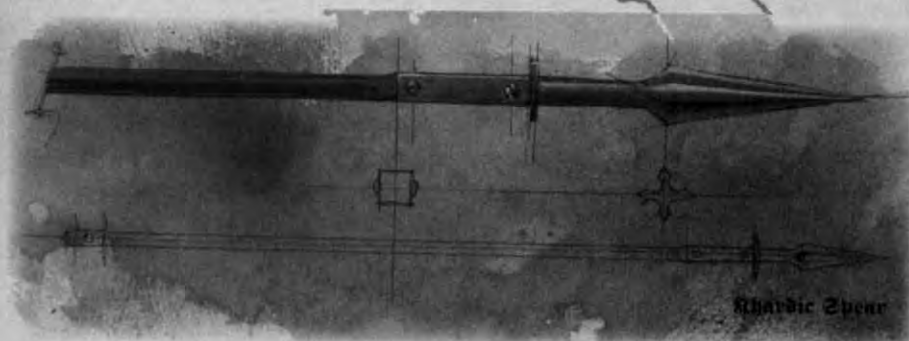
Shortbow, Khardic Composite: The horseman tribes of the Khadoran plains developed this powerful shortbow. Arguably, they were the first to develop this type of bow from the horns and tendons of the Raevhan buffalo. Its recurved limbs and composite construction utilize the shooter's strength, making it a very effective tool for hunting large game, and downright deadly in war. This weapon functions as a mighty composite shortbow, and the hand guard on the bow grip may be used as a spiked gauntlet. The price listed is for a mighty (Str +1) bow. A Khardic bow adjusted for (Str +2) costs 225 gp.

Spear, Gaff: 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 offers the user the ability to perform a trip attack (if a character is tripped during a trip attempt, he may drop the weapon to avoid being tripped).

Spear, Hunting: The hunting spear is a thick, heavy spear, often much thicker in diameter than other more general purpose spears. Behind the leaf-shaped spearhead, two or more metal bars extend laterally, preventing dangerous game animals from further impaling themselves on the spear in an attempt to attack the wielder. These bars also allow the hunting spear to be used to disarm or trip opponents (if a character is tripped during a trip attempt, he may drop the weapon to avoid being tripped). The wielder of a hunting spear has a +2 circumstance bonus to all trip and disarm checks.

Spear, Khardic: This spear was designed long ago for Khardic light cavalry and its use continues to the present day. It is a light spear with an elongated, metal head designed for use on horseback, either thrown in skirmishing maneuvers or as a lance to pierce the heavier armor of slower moving cavalry. Light cavalry rest the butt of the spear in a leather loop attached to their mount's saddle to brace the spear while using it as a lance. It has many other uses, and several nations use it in skirmishing or light infantry roles. Iosan rangers are said to use a similar weapon.

size opponent results in the claws grabbing their target, so the user can immediately initiate a grapple as a free action, without incurring an attack of opportunity. If successful, the wielder can also attempt to pull the grappled target to the ground, similar to a trip attack. The initial attack with the pincer staff is treated as the required melee touch attack. In all other ways, resolve the trip attack normally. Pincer staves are only available to cultists of Cyriss and necrotechs. If the trip attempt fails, the wielder of the staff can choose to drop it to avoid being tripped.



Khardic Spear

Springblade: A slightly more advanced version of the folding knife, the springblade has a strong, internal spring-and-button release mechanism that unfolds the blade as a free action. Folding the blade back into the knife handle is a move action.

Staff, Collapsing: 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 hollow iron staff, the collapsing staff is eighteen inches in length retracted, and six feet in length extended. Like a normal quarterstaff, a collapsing staff is a double weapon.

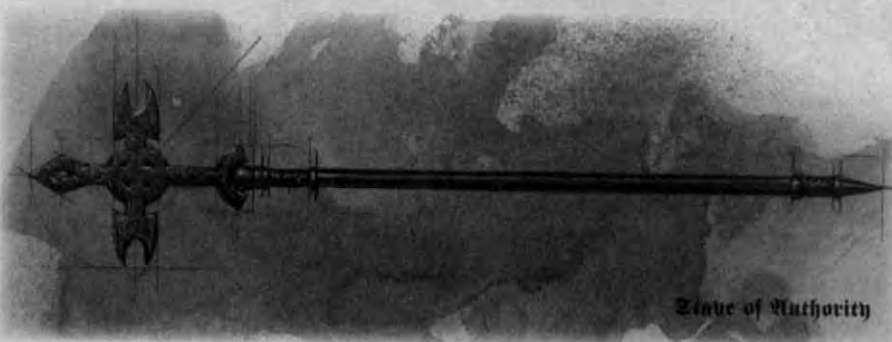
Staff, Pincer: Another weapon utilized extensively by Cyrissists and by Cryxian necrotechs, the pincer staff (pictured on pg. 32 of SOTE) is a mechanical weapon resembling a short, metal staff with three sharp, articulated, grabbing claws on one end. A successful hit on a Small or Medium

Staffspear:

Utilizing a built-in spring mechanism, this weapon appears to be a common quarterstaff and can be used as such. A quick twist turns the staff into a shortspear, releasing a spring-loaded spearhead from one end of the staff. The combination of staff

and spear makes this weapon popular with travelers in dangerous locales. Switching the weapon from a staff into a spear is a free action. When the blade is retracted, the staffspear is identical to a standard quarterstaff.

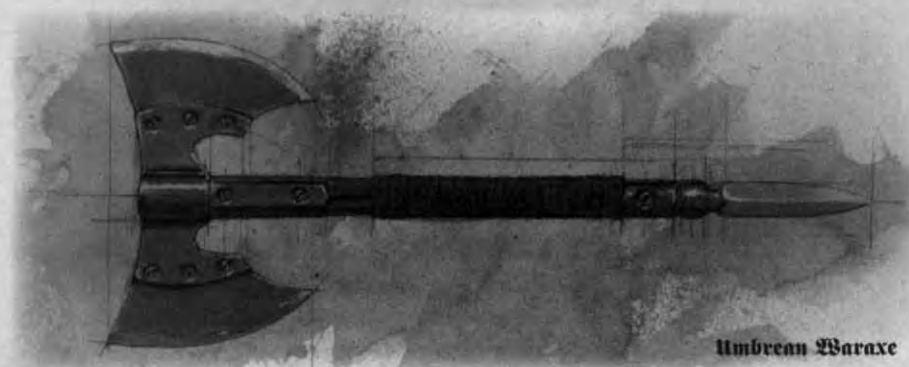
Stave of Authority: A powerful symbol of the priests of Menoth, the stave of authority is a stout quarterstaff, topped with a large metal menofix usually crafted from iron and plated with more attractive metals reflecting the cleric's rank. The stave of authority can be used as a weapon, as with any other staff, but the hard metal edges and angles of the menofix, combined with its extra weight, serves to make strikes with that end of the staff all the more vicious.



Stave of Authority

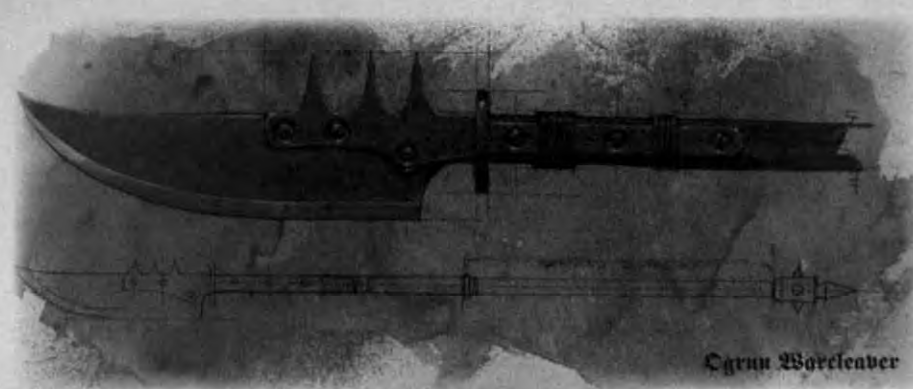
Stiletto: A long, almost needle-like, piercing dagger, the stiletto is ideal for penetrating the gaps between armor plates or chain links, administering a coup de grace to a downed foe, or inflicting deep wounds with small entry holes. As a result, it has acquired something of a nefarious reputation as a weapon of murderers.

Waraxe, Umbreon: The Umbreon waraxe is a double weapon, with a heavy, double-bladed axe on one end and a spearhead affixed to the butt-end of the axe. The top of the axe blade is flattened and straight, allowing it to be grasped to drive the spear end into fallen opponents. This powerful weapon is a favorite amongst Khadorans, especially Umbreans.



Umbreon Waraxe

Warcleaver, Ogrun: Created to take full advantage of an ogrun's massive strength and size, the warcleaver is a sturdy pole arm, so large and heavy that even ogrun must wield it with both hands. A three-foot long, one-foot wide cleaver-like blade is affixed to a stout, twelve-foot pole, the back of the cleaver blade studded with three punching spikes, allowing the warcleaver to perform devastating chopping or piercing blows. The great size of the ogrun warcleaver is what makes



Ogrun Warcleaver

it an exotic weapon. With proper training (exotic weapon proficiency), the warcleaver can be used as a reach weapon. Any Large creature with exotic weapon proficiency in the ogrun warcleaver can strike at targets that are adjacent or up to fifteen feet away, extending their natural reach. Characters using the warcleaver as a martial weapon cannot take advantage of the weapon's reach.

WEAPON CUSTOMIZATION

Weapon customization is a popular movement among some adventurers and campaigners, as well as those with something to hide. While not all weapon smiths are capable of some of these more demanding customizations, barbed and hooked weapons are common enough to be worth mentioning. In addition to these dangerous looking modifications, assassins favor some of the more complicated customizations designed to make weapons more easily concealed or more dangerous.

Barbed Weapon: Among the rarest of mundane weapons, barbed weapons are instantly recognizable due to the number of spikes or barbs stemming from them. The secrets of barbed weapon forging once belonged to the infamous black ogrun, but were apparently stolen centuries ago by some intrepid dwarf with a different name depending on who's telling the tale. These techniques have been slow to spread from Rhul, primarily due to the exacting craftsmanship required to create these weapons. Only a handful of human smiths have mastered the techniques thus far, although followers

of Thamar enjoy using barbed weapons because of the nature of the wounds they can inflict.

Forging a barbed weapon is every bit as difficult and expensive as forging a masterwork weapon, requiring an additional Craft (weaponsmith) skill check (DC 20) in addition to the skill check to craft the base weapon. It is possible to purchase a weapon that is both barbed, masterwork, and/or hooked, although each element requires a separate Craft (weaponsmith) skill check, and all costs are cumulative. The additional spikes or barbs add a +1 bonus to damage rolls, although this bonus does not stack with an enhancement bonus to damage. Cost: +300 gp.

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 designed 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 the weapon's threat range increases by 1. For example, the cleft spear is improved to 19–20/x3 and the cleft greatsword is 18–20/x2.

Folding Bow: This modification fits a bow or crossbow with one or two strong, locking hinges, allowing the bow to be folded up when not in use, taking up much less space as a result. This modification is uncommon and largely associated with assassins who prize folding shortbows for their ease of concealment and silence. It takes 1 full-round action to fold or unfold a folding shortbow or longbow. Folding crossbows generally have hinges in the stock and in the bow, allowing for the weapon to compact almost as neatly as a folding bow. Collapsing or assembling a folding crossbow requires 2 full-round actions. Cost: +20 gp added to the cost of the basic bow, so a folding, composite shortbow costs 90 gp.

Hollow Hilt: Outfitting a weapon with a hollow compartment in the hilt provides the user with space to secretly store a Fine item, such as two or three lockpicks, a single rolled-up and folded scroll, a vial, flint and steel, needle and thread, or a signal whistle, and the like. The hollow hilt modification is particularly popular with rogues, for obvious reasons. Cost: +10 gp

Hooked Weapon: Several of the most famed and skilled weapon smiths have made their names forging hooked weapons, a tradition said to have originated among goblins. Such weapons have one or more hooked protuberances, giving them the distinct benefit of being able to perform trip attacks, providing the weapons are of Small size or larger. Forging a hooked weapon requires an additional Craft (weaponsmith) skill check (DC 15) in addition to the skill check required to craft the weapon itself. It is possible to purchase a weapon that is both hooked, masterwork, and/or barbed, although each element requires a separate successful Craft (weaponsmith) skill check, and all costs are cumulative. Cost: +100 gp.

Injector Mechanism: The injector mechanism fits the tip of a piercing weapon with a small, internal mechanical device into which a single dose of a liquid alchemical or other substance can be poured. Upon striking and piercing a target, the mechanism injects the liquid directly. Excessive use of acid within the mechanism will ruin it, typically within 6+1d4 such uses. The injector mechanism must be integrated as the weapon is being created; it cannot be added later. For obvious reasons, injector mechanisms are strongly identified with assassins. Cost: +100 gp added to the cost of the basic weapon.

Spring-loaded Blades: Spring-loaded, hidden blades can be added to almost any weapon with a haft large enough to conceal a blade. Since these hidden blades are contained within a larger weapon, this is also an ideal way to conceal a poisoned blade, and skilled assassins are known to employ spring-loaded blades combined with injector mechanisms. As such, spring-loaded blades, while highly functional, have acquired a somewhat sinister reputation. Individuals apprehended by watchmen and discovered to be in the possession of such a weapon will automatically be detained and questioned harshly.

Attached to a larger weapon, spring-loaded blades tend to be a bit more awkward to wield. Unless the wielder takes the Exotic Weapon Proficiency (concealed blade), the use of a weapon with a spring-loaded blade suffers the standard non-proficiency penalties; the staffspear, described earlier, being the only exception. Adding a spring-loaded blade to a wood-hafted weapon is, of course, easier than adding one to a steel-hafted one. Cost: +15 gp added to the cost of a wood-hafted weapon, +35 gp added to the cost of a steel-hafted weapon.

Twin-Bolt Crossbows: As with firearms, it is possible to construct dual-branched hand, light, and heavy crossbows, utilizing an over-under configuration. Such weapons are rather expensive, but allow the user to fire twice without reloading, or fire both bolts simultaneously at a single target with a -2 penalty to attack, rolling damage twice. Reloading has to be done separately for each bolt and reload times for each bolt are identical to those for standard crossbows (i.e., reloading one bolt on a twin-bolt light crossbow is a move action, while reloading both bolts would require 2 move actions or 1 full-round action). Rumors also exist of a tri-bolt crossbow emerging in some parts of Cygnar, but these are few and far between. Cost (twin-bolt): +150% added to the usual cost of the basic crossbow, so a twin-bolt heavy crossbow would cost 125 gp.

ORIGIN OF THE FIREARM

No one can say when the actual first firearm came into being, but it is most certainly considered a milestone invention for the rebellion effort against the Orgoth. The members of the Order of the Golden Crucible, founded in secret to preserve the knowledge of alchemy and develop weapons for the rebellion, were tinkering with explosive and projectiles for many years before the first rifle with the patented *pinlock* mechanism surfaced around 80 AR.

By this time, the Orgoth had been putting down the first great rebel attacks; the Iron Fellowship had been quashed and the wizards of the Kerwin-inspired Circle of the Oath had been summarily hunted down and slaughtered. Many of the wizards who had survived this purge retreated east. They regrouped in Leryn, sending out tentative feelers for other survivors to gather there. Together, with a number of skilled alchemists, these ragtag survivors formed the now famous Order of the Golden Crucible. Passing themselves off as alchemists proved to be a convenient cover for these wizards in those early

days. Their hunted status forced them to focus on more subtle enchantments, and they engaged in fashioning weapons that would not be easily detected.

The actual design of the first firearm is credited to Oliver Gulvont, an engineer and dabbler in alchemy who was born, raised, and educated in Caspia, and later relocated to Leryn. Over time, Gulvont acquired friends and associates in the budding Order of the Golden Crucible, and became a willing collaborator on their schemes. His intent was to contribute to the evolution of the crossbow; although he managed to craft a prototype firearm, he lacked a substance explosive enough to properly hurl a metal slug with sufficient, damaging force.

After considerable experimentation with flammable substances, some members of the Crucible developed blasting powder. It was discovered that arcane energy could enchant a pair of powders to interact explosively. These black and red powders, combustible when mixed, were contained in separate silk pouches, and Gulvont's pinlock—the prototype to today's popular *forcelock* mechanism—was adjusted to pierce the wrapping in order to rapidly combine the two elements. It was several more decades before the process was perfected.



Firearms of Khadoran and Ordie design

Guns and powder were not cheap to produce, requiring considerable skill and craftsmanship. Nonetheless, the Order spent a fortune crafting as many weapons as possible in order to get them into the eager hands of those who had formed what was called the Army of Thunder. As history tells, this was another doomed rebellion army, but it made a lasting

impact on the Orgoth and liberated the Llael Province, if but momentarily. Although the Army of Thunder was quickly put down and destroyed through overwhelming Orgoth numbers, the city of Leryn remained liberated under the protection of the Order of the Golden Crucible, and it became an important stronghold for the rebels that would eventually succeed in pushing the tyrannical Orgoth out of western Immoren forever.

GUNWERKS

The breechloader was a crucial development in the history of firearms. Any other developments have simply been extensions of that technology, and most gunsmiths are content to produce quality firearms without experimenting with new designs. In part this is due to the need for costly, specialized equipment. Reboring and augmenting rifle barrels requires modified milling equipment and changes to the breech receiver requires new casting molds. Once a gunsmith has acquired all of the machinery necessary to produce quality firearms, why would he want to invest more in experimenting with new designs that require modified machinery? Economics and a lack of inventive gunsmiths have led to the development of a status quo in firearm production, and the recent flooding of the firearms market with cheap knock-offs. However, a few intrepid souls are attracting attention with innovative modifications to standard firearms.

In Korsk, noted gunsmith Grigor Vislovski has created the "true Khadoran firearm." He, along with many other Khadorans, feels that bigger is always better; hence, Grigor specializes in some of the heaviest rifles seen anywhere in western Immoren. This extra weight means extra steel, all of which serves to reinforce the barrel, and such an alteration allows for heavier charges of blasting powder, thus a heavier kick, greater range, and increased stopping power.

Khadorans everywhere rant about the new Vislovski. Indeed, the rifle has become so popular that Grigor has recently expanded his shop and hired on additional gunsmiths to try to keep up with demand. This is an unprecedented development in what has generally been a small craft business. Where an independent gunsmith would normally engrave his own name into the lock and breech of any rifle he had created, all rifles created in Grigor's shop bear the stamp of the Vislovski Gunwerks. Grigor himself has become so busy that he spends the

majority of his time training new smiths, and overseeing the quality of the rifles produced in his workshop. So, while one may not be able to acquire a rifle fashioned by Grigor himself, he personally guarantees the quality of his rifles.

Imitators produce heavy rifles similar to those introduced by Vislovski, but many are shoddy and unfortunate accidents have occurred involving ruptured breeches and barrels and the like (see "Shoddy & Flawed Firearms" callout). Rumors hint that Vislovski Gunwerks may be responsible for some of these accidents, but these claims are far from substantiated. On the subject of rumors, it is said that Vislovski has been awarded a royal contract from Queen Vanar XI to produce heavy military rifles for Khador's troops. If this is true, Vislovski Gunwerks could soon become the topmost firearm manufacturer in all of Khador. Already, many able gunsmiths are seeking better fortunes working for Grigor Vislovski rather than trying to keep their own shops running.

Among Rynnish gunsmiths in Llael, the opposite trend exists; it is unclear which gunsmith began the trend, but lighter, more easily concealed pistols have become very popular. While Vislovski Gunwerks has a near stranglehold on the heavy rifle market, gunsmiths throughout Llael specialize in light pistols. Good names like Grifler, Dunmont, and Erlicher guarantee a quality arm, but one must be wary of cheap imitations. Some gunsmiths have gone so far as to stamp similar names—Grifter, Dummont, or Enlichter—onto their cheap pistols in an attempt to fool the unsuspecting into thinking they are getting a great deal.

In addition to light pistols, gunsmiths in Llael are known for producing concealable firearms. Some say this is at the behest of the Unseen Hand, while others say it is merely their Llaelese natures showing through in their craft. A common example is the Rynnish walking stick. Appearing as nothing more than a finely crafted walking stick or gentleman's cane, the metal shaft is a carefully designed firearm. A swivel plate on the bottom of the device twists aside for firing, and then snaps firmly in place to avoid clogging the barrel with dirt. The breech is cleverly concealed within the grip of the walking stick, as is the trigger and a special locking pin to ensure that the weapon is not fired inadvertently.

Cygnaran gunsmiths, on the other hand, are a fiercely independent breed who often scoff at the

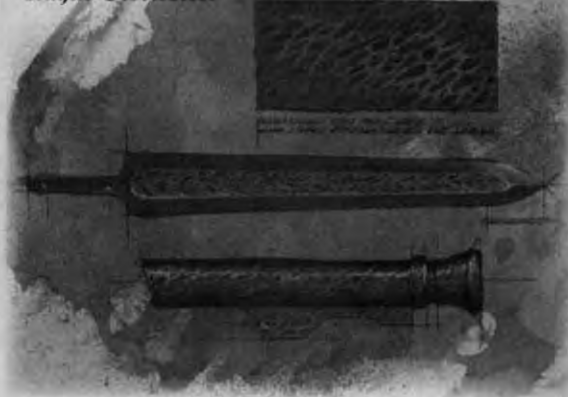
notion of forming gunwerks. Their knowledge is their own, guarded jealously and passed down to a few worthy apprentices. Nevertheless, some of the more enterprising—and generally younger—gunsmiths in Cygnar have leapt at the opportunity to serve the Crown, producing large quantities of innovative weapons for the elite. Currently, this has resulted in the formation of two large gunwerks competing for royal contracts, and leading gunsmiths from both outfits work furiously to outdo one another. Silas Fonworth's Clockwerk Arms is the leading smithery in Clockers Cove. There he drives his smiths uncompromisingly, trying to find a rifle or pistol design that will put him ahead of the competition. Silas is extremely fond of the notion of adding clockwerk mechanisms onto firearms, and he has come up with some interesting contraptions, notably the Clockwerk Arms pepperbox pistol and revolving rifle.

Fonworth's competition is Burke Radliffe of Radliffe Gunwerks in Caspia. Presently, Radliffe has produced two somewhat remarkable weapons: the Radliffe twoshot rifle, a multiple shot, single barrel rifle, a version of which is used by Cygnar's long gunner troops today; and the Radliffe quad-iron pistol, a heavy, multi-barrel pistol that fires all four barrels at once. The twoshot rifle is actually the precursor to the current military-issue rifle made famous by Cygnar's long gunners; while the revolving cylinder long gun is more accurate and much faster to use, its complex design is only available to the Cygnaran military. Meanwhile, there are plenty of smaller smitheries continuing to produce quality rifles and pistols for independent parties throughout Cygnar: the Cygnaran Arms Company in Mercir, the Steelwater Armory, and Pitt's Pistols in Corvis, to name a few.

While human gunsmiths continue to craft more innovative firearms, the smiths of Rhul keep improving on their existing designs. Gunsmiths have been experimenting with a wide variety of metals, looking for alloys better suited to the construction of firearms. Steel works well, but it results in heavy pistols and rifles. The Vislovski rifle is a perfect example of what the smiths of Rhul are trying to avoid. They continue to search for light metals with the strength of steel, and in this quest some Rhulfolk in Ghord's Axe District have forged barrels, breeches, and firing mechanisms from a new iron-alloy called *serricsteel* (see "Legacy of Clan Serric" callout). This metal is lighter than steel but just as durable. However, the smiths of Rhul have discovered that the resulting improved accuracy comes

at some cost; while their rifles hit just as hard and are more accurate than standard human rifles, the bullets are more likely to punch through their target, actually causing less internal damage.

Rhulic Serricsteel



LEGACY OF CLAN SERRIC

MUCH OF THE CYGNARAN METAL TRADE WITH RHUL HINGES ON THE AVAILABILITY OF A SPECIAL ALLOY DEVELOPED BY THE METALLURGICAL ARTISANS OF CLAN SERRIC. MASTER ARTISANS OF CLAN SERRIC, THROUGH CENTURIES OF CAREFUL EXPERIMENTATION AND REFINEMENT, HAVE CREATED AN ALLOY THAT IS TRULY THE HARDEST KNOWN METAL TO DATE: SERRICSTEEL, THEY CALL IT.

THE RESULT OF SOPHISTICATED METALLURGIC TECHNIQUES AND A CAREFUL FOLDING PROCESS WHEREIN STRIPS OF THE ALLOY ARE LAYERED, TWISTED, AND THEN FORGED TO CREATE A METAL OF UNSURPASSED STRENGTH AND HARDNESS, SERRICSTEEL IS TRULY PLEASING TO THE EYE. WHEN POLISHED, THIS MAGNIFICENT METAL HAS A LUSTROUS SHEEN THAT RUNS FROM BLuish GREY TO NEARLY VIOLET. GUN BARRELS AND BLADES SHOW WHORLS AND LINES OF COLOR; HOWEVER, BLADES ALSO SHOW A STRANGE RIPPLED, SHADOWY PATTERN ALONG THE HONED EDGE THAT IS NOT SEEN IN OTHER APPLICATIONS OF THE METAL.

TRUE, OR *QUENCHED*, SERRICSTEEL, WHICH RANGES IN COLOR FROM DARK VIOLET TO SEA GREEN, IS THE FINAL PRODUCT OF THIS SECRET METALLURGICAL PROCESS INVOLVING EXPENSIVE ALCHEMICAL BATHS AND QUENCHING DURING THE REFINING AND WORKING PROCESS. HOWEVER, QUENCHED SERRICSTEEL IS RARELY AVAILABLE FOR TRADE OR SALE OUTSIDE OF RHUL AND THE MAJORITY OF THE METAL TRADED TO CYGNAR AND THE OTHER KINGDOMS IS UNQUENCHED SERRICSTEEL.

AS THE HARDEST METAL KNOWN, SERRICSTEEL FILLS THE ROLE OF ADAMANTINE IN THE IRON KINGDOMS FOR THE PURPOSES OF DAMAGE REDUCTION.

SPECIAL MATERIALS

WHILE A VARIETY OF UNIQUE MATERIALS AND ALCHEMICALS DO EXIST IN WESTERN IMMOREN, THE BULK OF THE STANDARD SPECIAL MATERIALS LISTED IN THE DMG—ADAMANTINE, DARKWOOD, DRAGONHIDE, AND MITHRAL—ARE NOT AVAILABLE. ADAMANTINE, DARKWOOD, AND MITHRAL SIMPLY DO NOT EXIST. DRAGONHIDE, ON THE OTHER HAND, IS SO RARE

THAT NO ONE KNOWS HOW TO WORK WITH IT. ADDITIONALLY, MOST SANCTUARY CRAFTSMEN WOULD NEVER AGREE TO TOUCH THE STUFF FOR FEAR OF ITS TAIN AND THE RETRIBUTION THAT MIGHT COME THEIR WAY SHOULD A DRAGON DISCOVER WHO IS MAKING ARMOR FROM ACTUAL DRAGON HIDE.

SERRICSTEEL: CREATED BY THE TALENTED METAL SMITHS OF RHUL, THIS UNIQUE STEEL ALLOY IS THE HARDEST METAL KNOWN THROUGHOUT WESTERN IMMOREN. SERRICSTEEL ADDS TO THE QUALITY OF A WEAPON OR SUIT OF ARMOR. HOWEVER, THERE ARE TWO VARIETIES OF SERRICSTEEL. THE ONE USED IN MOST ARMOR AND WEAPONS IS GENERALLY THE LESSER VARIETY OF SERRICSTEEL, ALSO KNOWN AS UNQUENCHED SERRICSTEEL. ITEMS MADE FROM THIS LESSER SERRICSTEEL ARE LIGHTER THAN NORMAL AND MORE DURABLE THAN STANDARD STEEL. THEY ARE ONE-FIFTH THE NORMAL WEIGHT OF STEEL ARMOR AND WEAPONS AND HAVE 20 HIT POINTS PER INCH OF THICKNESS AND HARDNESS 15.

TYPE OF SERRICSTEEL ITEM	ITEM COST MODIFIER
LIGHT ARMOR	+600 GP
MEDIUM ARMOR	+1,000 GP
HEAVY ARMOR	+1,500 GP
WEAPON	+300 GP

QUENCHED SERRICSTEEL IS FAR MORE DURABLE THAN UNQUENCHED, BUT ALSO MUCH MORE EXPENSIVE. BLUDGEONING AND SLASHING WEAPONS FASHIONED FROM QUENCHED SERRICSTEEL HAVE THE NATURAL ABILITY TO BYPASS HARDNESS WHEN SUNDERING WEAPONS OR ATTACKING OBJECTS, IGNORING HARDNESS LESS THAN 15. ADDITIONALLY, WEAPONS AND ARMOR MADE FROM SERRICSTEEL ARE LIGHTER THAN NORMAL, AT ONE-FIFTH THE NORMAL WEIGHT FOR A STANDARD ITEM. SO, A SUIT OF FULL PLATE MADE FROM TRUE SERRICSTEEL WOULD WEIGH 40 POUNDS INSTEAD OF THE NORMAL 50 POUNDS.

DUE TO ITS LIMITED AVAILABILITY AND EXPENSE, WEAPONS AND ARMOR MADE FROM QUENCHED SERRICSTEEL ARE ALMOST ALWAYS MASTERWORK ITEMS. THUS, QUENCHED SERRICSTEEL WEAPONS GENERALLY HAVE A +1 ENHANCEMENT BONUS ON ATTACK ROLLS, AND THE ARMOR CHECK PENALTY FOR SERRICSTEEL ARMOR IS LESSENED BY 1. REMEMBER THAT THESE BONUSES DO NOT APPLY IF A NON-MASTERWORK ITEM IS SPECIALLY COMMISSIONED. OBVIOUSLY, ITEMS WITHOUT METAL PARTS CANNOT BE MADE FROM SERRICSTEEL. HOWEVER, IT WOULD NOT BE UNREASONABLE TO COMMISSION A WAR CLUB OR QUARTERSTAFF MADE FROM SERRICSTEEL, THOUGH THE ITEM'S NORMAL WEIGHT WOULD BE DOUBLED.

WEAPONS, ARMOR AND SHIELDS MADE FROM SERRICSTEEL HAVE ONE-THIRD MORE HIT POINTS THAN NORMAL. SERRICSTEEL HAS 30 HIT POINTS PER INCH OF THICKNESS AND HARDNESS 20.

TYPE OF QUENCHED SERRICSTEEL ITEM	ITEM COST MODIFIER
LIGHT ARMOR	+3,000 GP
MEDIUM ARMOR	+5,000 GP
HEAVY ARMOR	+7,500 GP
WEAPON	+1,500 GP

As the demand for high-quality firearms increases, the advent of more gunworks throughout the Iron Kingdoms is likely. It requires ingenuity and cutthroat competition to rise above the rest of the market, and rumor has it that both Clockwerk Arms and Radcliffe Gunworks are attempting to develop a revolutionary firearm that combines the convenience of having multiple shots loaded at once while avoiding the increased weight of multiple barrels. If this rumor is true, western Immoren could be on the verge of yet another revolution in firearm technology.

WEAPONS-GUNWORKS FIREARMS

Clockwerk Arms Pepperbox: One of the latest developments from Clockwerk Arms is a multiple barreled pistol that's been affectionately dubbed the "pepperbox." This pistol is crafted from a hefty block of steel into which four narrow barrels are bored. The barrels rotate using a clockwork mechanism such that the pistol is ready to fire again after the first shot, allowing skilled warriors to fire a quick volley. The pistol's wielder can fire up to four shots in one round, as a full attack action dependent on the number of attacks allowed by the wielder's base attack bonus.

However, this remarkable, revolving barrel design is not without complications. The pistol is heavy, unwieldy, and reloading is a difficult and time-consuming chore once the pistol is emptied. Not only does each barrel have to be loaded separately, but the clockwork mechanism has to be disengaged to load it and re-engaged once loading is complete. The pepperbox uses modified small pistol charges, requiring one per barrel, and takes 5 standard actions and a successful Craft (small arms) check (DC 14) to fully reload. The

Clockwerk Arms Pepperbox



clockwork mechanism requires a standard action to disengage and re-engage, so reloading a single barrel would take 2 standard actions. The Craft (small arms) check is the same in either case. Ammunition cost: 5–6 gp per shot.

Clockwerk Arms Revolving Rifle: Using the clockwork technology developed for the pepperbox pistol, the craftsmen of Clockwerk Arms have also devised a revolving, three-barreled rifle. Similar to the pistol, the rifle barrel is formed, bored, and honed from a single length of steel. Grooves have been carved between the barrels to reduce the weight somewhat, but it is still a heavy and rather unwieldy weapon. And, as with the pistol, the remarkable clockwork mechanism rotates the barrel assembly after firing such that the next barrel is ready to fire, allowing up to three shots as a full attack action. Reloading is likewise a time-consuming and difficult process mainly due to the extra clockwork parts involved in the rifle. The revolving rifle uses modified long rifle charges, one per barrel, and takes 4 standard actions and a successful Craft (small arms) check (DC 16) to fully reload. The clockwork mechanism requires a standard action to disengage and re-engage, such that reloading one barrel would take 2 standard actions. The Craft (small arms) check is the same in either case. Ammunition cost: 7–9 gp per shot.

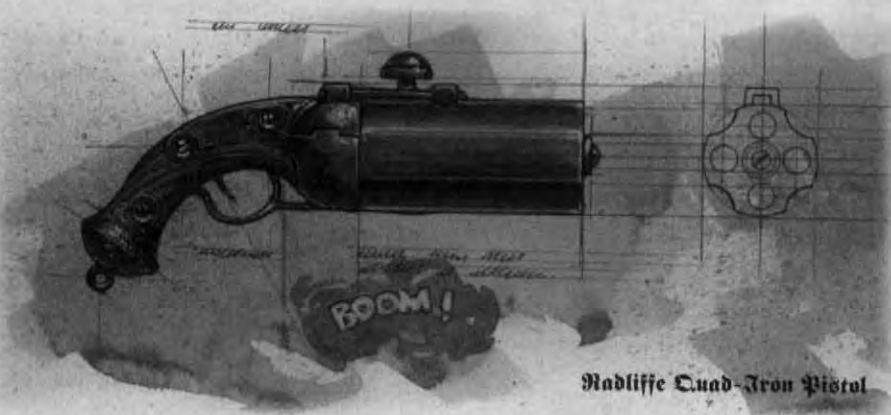
Radliffe Quad-Iron

Pistol: A pistol to truly strike fear into the hearts of one's adversaries, the Quad-Iron is a heavy, four-barreled pistol that fires all its barrels at once. Like the Clockwerk Arms pepperbox, the quad-iron's barrels are all bored into a single piece of steel, though in the case of the quad-iron, Radliffe Gunwerks has been using a short, steel cylinder rather than the more rectangular blocks used by Clockwerk Arms. The barrels are all kept fairly small in diameter to help reduce the bulk of steel necessary to accommodate the barrels.

With all four barrels firing at once, shooting the quad-iron is treated as a single attack against a single

opponent, requiring only one attack roll, and the damage listed on Table 3–2: Weapons is the total damage for one volley from the pistol. The Radliffe quad-iron requires a specialized charge packet initially designed by the Order of the Golden Crucible in conjunction with Radliffe Gunwerks. This packet fills the large, powder chamber in the pistol and contains all four bullets, requiring a certain amount of finesse to load into the pistol's breech. Reloading a quad-iron pistol requires 1 standard action and a successful Craft (small arms) skill check (DC 16). Ammunition cost: 16–18 gp per shot.

Radliffe Twoshot Rifle: When one mentions the term "long gun," the Radliffe Gunwerks twoshot rifle is what usually comes to mind. This intriguing design has a single trigger and two firing mechanisms on a single barrel. Two charges are loaded simultaneously into the barrel, separated by a wool spacer. The wool spacer prevents ill-timed misfiring of the rear-most charge as the forward charge is touched-off.



Radliffe Quad-Iron Pistol

An odd-looking rifle, the rearmost mechanism is a standard rifle firing pin, while the forward mechanism utilizes an odd, hammer-like device that pierces the forward blasting powder charge through a small hole in the side of the barrel. This extra hole in the side of the barrel does steal a little punch from rounds fired, but the advantage of having the fire power of a double-barreled rifle with the weight of a single barrel more than makes up for this slight loss of compression. Both shots can be fired in the same round using the full attack action or the Rapid Shot feat.

The Radliffe twoshot rifle uses standard long rifle ammunition. Reloading the twoshot rifle requires 2

standard actions and a successful Craft (small arms) check (DC 14). If the rifle wielder is in a hurry to get off a third shot, a single charge can be loaded into the rifle in 1 standard action, the same Craft (small arms) check is still required. Ammunition cost: 8–10 gp per shot.

Rynnish Holdout Pistol: This small, easily concealed pistol has become very popular on the streets of Laedry and Five Fingers. It is available in both a single-shot and a double-shot version. The double-shot version is also known as a swivel loader. The pistol barrel is crafted from a single block of steel, into which two small barrels are bored. The entire barrel swivels on the receiver frame. The barrels are aligned one above the other when the pistol is ready to fire, and can be swiveled to

arms) check (DC 12). Completely reloading a double-shot pistol requires 3 standard actions. Ammunition cost: 5–6 gp per shot.

Rynnish Walking Stick: It is extremely difficult to determine whether a gentleman's walking stick is simply a stylish cane, or in actuality a deadly firearm. To the uninitiated, the concept of hiding a firearm in a cane may seem preposterous. If a character has never encountered such a contraption before, he needs to make a successful Knowledge (firearms) skill check (DC 12) to even suspect that it is something more than a simple cane. If the Knowledge check succeeds, or if the character suspects that someone might be carrying a Rynnish walking stick, he must make a successful

Spot check (DC 18) to accurately determine whether the cane in question truly is a Rynnish walking stick.

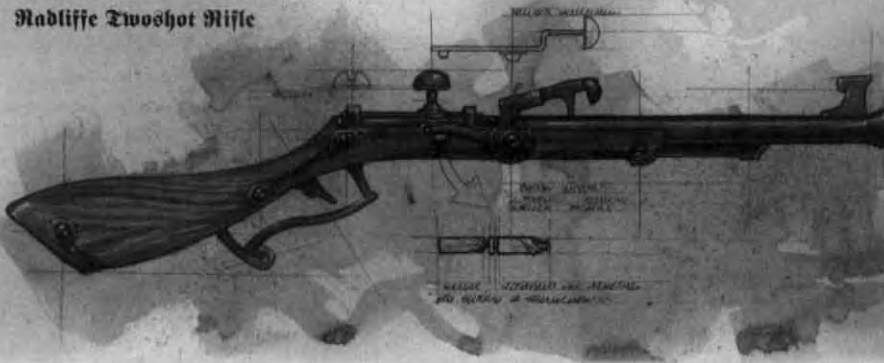
Preparing a Rynnish walking stick to fire, by opening the swivel plate on the barrel, requires a move action. Firing a Rynnish walking stick without opening the swivel plate is indeed

an unfortunate accident, causing the weapon to explode in the wielder's hands. This explosion does 4d4 points of damage to the individual holding the walking stick and the explosion will also hit individuals within 5 feet of the shooter (2d4 points of damage, Reflex save (DC 14) for half). The Rynnish walking stick uses a modified small pistol charge. Reloading a Rynnish

walking stick requires 2 standard actions and a successful Craft (small arms) skill check (DC 12). Ammunition cost: 5–6 gp per shot.

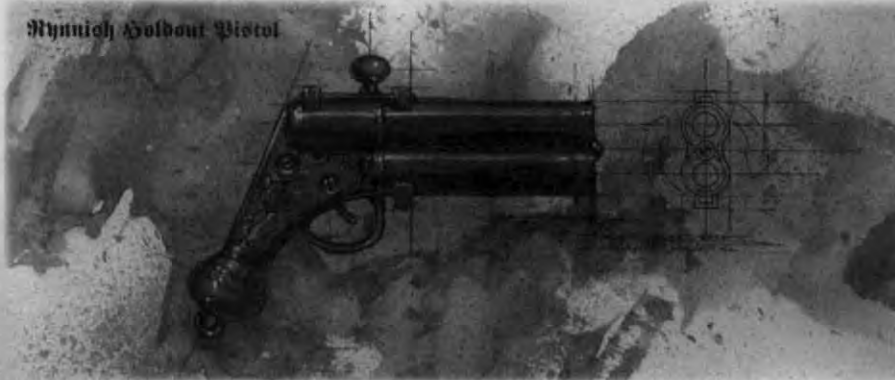
Serricsteel Rifle and Military Rifle: Serricsteel rifles and military rifles use standard long and military rifle charges, respectively. Serricsteel

Nadliffe Twoshot Rifle



open the ends of both barrels for loading. There is only a single trigger and it fires the uppermost of the two barrels. After the first shot, the barrel must be rotated 180 degrees bringing the second barrel into position for firing. Readyng the second barrel to fire is a move action. Holdout pistols use a slightly modified small pistol charge. Reloading a single-shot holdout pistol takes 2 standard actions and a successful Craft (small

Rynnish Holdout Pistol



rifles are identical to standard long and military rifles in terms of reload time, though their light construction makes them somewhat easier to reload in terms of the required Craft (small arms) checks—serricsteel rifle (DC 8) and serricsteel military rifle (DC 10). Ammunition cost: 8–10 gp per shot (long rifle) and 10–12 gp per shot (military rifle).

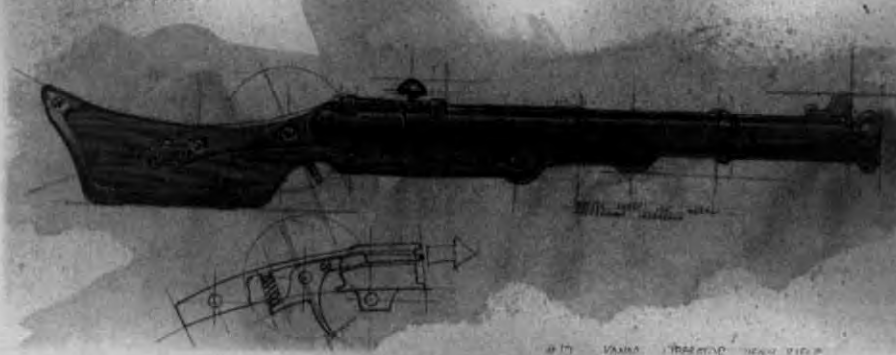
Vislovski Rifle: Reloading the Vislovski rifle takes 1 standard action and requires a successful Craft (small arms) check (DC 12). The Vislovski rifle applies a modified long rifle charge, using nearly as much blasting powder as a standard military rifle charge. Ammunition cost: 10–12 gp per shot.

Vanar Liberator: Dubbed the Vanar Liberator by Vislovski himself, the Khadoran heavy military rifle is a true terror on the field. This ultra heavy rifle weighs a full twenty pounds and requires blasting powder charges using 200 grains of powder, twice the amount used in standard long rifle charges. Reloading the Vanar Liberator takes 2 standard actions and requires a successful Craft (small arms) check (DC 14). Ammunition cost: 16–18 gp per shot.

SHODDY & FLAWED FIREARMS (OPTIONAL RULE)

OCCASIONALLY, UNSCRUPULOUS OR HARRIED GUNSMITHS HAVE INTRODUCED IMPERFECT WEAPONS INTO THE MARKET. SOMETIMES THIS IS SIMPLY THE RESULT OF PRESSURE TO TURN OUT MORE FIREARMS, PARTICULARLY IN TIMES OF WAR. IN OTHER CASES, GUNSMITHS MAY HOPE TO RECOUP LOSSES BY PASSING OFF BAD OR DAMAGED FIREARMS AS FULLY FUNCTIONAL WEAPONS. WHEN PLAYERS OR NPCs UNKNOWINGLY USE IMPERFECT FIREARMS, THE DM SHOULD KEEP TRACK OF PENALTIES TO THE CHARACTER'S ATTACK ROLLS AND CHECK FOR POTENTIAL CATASTROPHIC FAILURES. IN MOST CASES, PLAYERS WON'T IMMEDIATELY REALIZE THAT THEY ARE USING SHODDY OR FLAWED FIREARMS (SEE BELOW).

Vanar Liberator



SHODDY FIREARMS RESULT WHEN A GUNSMITH RUSHES TO COMPLETE THE WEAPON, SOMETIMES FINISHING CONSTRUCTION IN HALF THE NORMAL TIME. OTHER CORNERS MAY ALSO HAVE BEEN CUT DURING THE PROCESS, INCLUDING THE USE OF INFERIOR MATERIALS AND A LACK OF FINISHING TOUCHES. SHODDY FIREARMS RESULT FROM CRAFT (GUNSMITHING) SKILL CHECKS THAT FAIL BY LESS THAN 5. THEIR FUNCTIONAL, BUT POORLY BUILT, COMPONENTS IMPOSE A -2 CIRCUMSTANCE PENALTY ON ATTACK ROLLS WITH THE FIREARM. HONEST GUN MERCHANTS SELL THESE FIREARMS FOR 75% OF THEIR NORMAL VALUE—IF THEY SELL THEM AT ALL. SHODDY FIREARMS ARE STILL CONSIDERED VALUED WEAPONS BY POORLY EQUIPPED MILITIAS OR RURAL TOWNSHIPS.

FLAWED FIREARMS ARE PRODUCED WHEN A GUNSMITH BOTCHES HIS CRAFT (GUNSMITHING) SKILL CHECK BY 5 OR MORE, BUT INSISTS ON FINISHING THE JOB IRREGARDLESS. THESE FIREARMS HAVE ONE OR MORE DAMAGED COMPONENTS. THE PENALTIES RESULTING FROM THESE FLAWS DEPEND ON WHICH COMPONENT IS DAMAGED. GENERALLY, A FLAWED FIREARM ONLY HAS ONE OF THESE PROBLEMS, BUT SPECTACULARLY FLAWED GUNS HAVE BEEN FOUND ON THE MARKET (PENALTIES ARE CUMULATIVE FOR MULTIPLE FLAWED PARTS). THE DM CAN PICK ONE OR MORE OF THE FLAWS BELOW, OR ROLL 1d3 TO RANDOMLY DETERMINE THE WEAPON'S FLAW.

FLAWED BARREL: IMPOSES A -2 PENALTY TO ALL ATTACK ROLLS. THERE IS A 10% CHANCE THAT A BULLET BECOMES LODGED IN THE BARREL ANY TIME THE WEAPON IS FIRED. IF ANOTHER SHOT IS FIRED BEFORE THE OBSTRUCTION IS CLEARED, THE FIREARM EXPLODES—INFLECTING 1/2 THE NORMAL WEAPON DAMAGE TO THE WIELDER AND DESTROYING THE WEAPON. CLEARING THE BARREL REQUIRES A GUNNER'S KIT AND A CRAFT (SMALL ARMS) CHECK (DC 12) FOR PISTOLS AND (DC 16) FOR RIFLES.

FLAWED STOCK: IMPOSES A -2 PENALTY TO ALL ATTACK ROLLS. ADDITIONALLY, EACH TIME THE FIREARM IS FIRED THERE IS A 10% CHANCE IT FALLS APART. THE STOCK MUST BE REPLACED AND THE FIREARM REASSEMBLED BY A TRAINED GUNSMITH.

FLAWED RECEIVER: EACH TIME THE WEAPON IS FIRED THERE IS A 10% CHANCE THAT THE WEAPON MISFIRES, REQUIRING IT TO BE CLEARED AND RELOADED, RESULTING IN LOSS OF AMMUNITION. THERE IS AN ADDITIONAL 5% CHANCE THAT ANY MISFIRE RESULTS IN THE FIREARM EXPLODING, INFLECTING 1/2 THE NORMAL WEAPON DAMAGE TO THE WIELDER AND DESTROYING THE WEAPON. CLEARING A MISFIRE REQUIRES A SUCCESSFUL CRAFT (SMALL ARMS) CHECK USING THE STANDARD RELOAD CHECK WITH A +4 DIFFICULTY MODIFIER. NOTE, ANY WEAPON UTILIZING A PINLOCK MECHANISM RATHER THAN A FORGELOCK IS CONSIDERED TO HAVE A FLAWED RECEIVER.

AT THE DM'S OPTION, AN INDIVIDUAL FIRING A SHODDY WEAPON CAN DETECT THE IMPERFECTION ON A SUCCESSFUL CRAFT (SMALL ARMS) CHECK (DC 15). FLAWED FIREARMS ARE

TABLE 3-1: GUNWERKS AND THE GUNSMITH

Item	Materials Cost	DC
Pistol, Clockwerk Arms pepperbox	100 gp	22*
Pistol, Radcliffe Quad-Iron	117 gp	22*
Pistol, Rynnish holdout	67 gp	23*
Rifle, Clockwerk Arms revolving	300 gp	26*
Rifle, Radcliffe two-shot	200 gp	25*
Rifle, Rhulic serricsteel long	200 gp	22**
Rifle, Rhulic serricsteel military	250 gp	22**
Rifle, Vislovski	184 gp	22*
Rynnish walking stick	100 gp	25*
Vanar Liberator	117 gp	24*

*All of these designs are unique to a specific gunsmith or gunwerks. A gunsmith unfamiliar with the workings of these designs would need to have one week per 100 gp in materials necessary to study the design in an attempt to copy it.

**While serricsteel rifles use a standard design, it is impossible to create one of these rifles without the proper materials and knowledge of forging serricsteel. Without access to materials from a gunwerks producing these rifles and the Rhulic trade-secret for creating and forging this special alloy, it is impossible to create serricsteel firearms.

EASIER TO DETECT (DC10). AFTER FIRING MULTIPLE SHOTS FROM A SHODDY OR FLAWED FIREARM, AN EXPERIENCED GUNMAN (BASE ATTACK BONUS +5) CAN EASILY DETECT THAT THE WEAPON IS SUBSTANDARD.

ANYONE WITH RANKS IN CRAFT (GUNSMITHING) CAN INSPECT A FIREARM BEFORE PURCHASE TO ATTEMPT TO DISCERN IF IT IS SHODDY (DC 20) OR FLAWED (DC 15). THESE PROBLEMS ARE ALWAYS EASIER TO DETECT WHEN ACTUALLY FIRING THE WEAPON.

WEAPONS-STANDARD FIREARMS

In addition to the wide variety of new and innovative firearms created in the gunwerks and skilled gunsmith's shops, an abundance of standard model firearms are obtainable if one knows where to look. Some of these weapons have recently come down in value with the appearance of more advanced firearms, but they are still quite serviceable. Some collectors even place great value on historical firearms that can be traced or were used in important battles or by important individuals. In general, gunsmithies and black markets have begun to circulate these weapons in the past decade and they have become more accessible.

SHOOTING FROM THE HIP

PISTOLS ARE DESIGNED TO BE FIRED WITH ONE HANDED. A CHARACTER CAN FIRE, BUT NOT LOAD, ANY PISTOL WITH ONE HAND. A CHARACTER CAN ALSO FIRE A PISTOL WITH EACH HAND, BUT SUFFERS A PENALTY ON ATTACK ROLLS AS IF ATTACKING WITH TWO LIGHT WEAPONS. THESE PENALTIES CAN BE OFFSET WITH THE TWO-PISTOL FIGHTING AND IMPROVED TWO-PISTOL FIGHTING FEATS.

WHILE RIFLES ARE DESIGNED TO BE USED IN TWO HANDS, A CHARACTER CAN FIRE, BUT NOT LOAD, A RIFLE WITH ONE HAND AT A -4 PENALTY ON ATTACK ROLLS. A CHARACTER CAN ALSO FIRE A RIFLE WITH EACH HAND, SHOOTING FROM THE HIP. THIS IS TREATED AS IF THE CHARACTER WAS ATTACKING WITH TWO ONE-HANDED WEAPONS AND THE PENALTIES ARE CUMULATIVE WITH THE PENALTIES FOR ONE-HANDED FIRING. THESE PENALTIES ARE ALSO OFFSET BY THE TWO-PISTOL FIGHTING AND IMPROVED TWO-PISTOL FIGHTING FEATS.

Blunderbuss: A somewhat unrefined weapon, at best considered a prototype since it is dangerous to operate, the blunderbuss looks rather similar to a military rifle, but with a larger barrel and firing chamber. It fires a large, improvised charge containing multiple mismatched projectiles or scavenged shrapnel, sending them out in a scatter spray within a short range. The shot does considerable damage, can hit more than one target, and is effective against some creatures not regularly affected by piercing damage, such as skeletons.

It does have some drawbacks. Primarily, there is a 1-in-20 chance each time the blunderbuss is fired that it will misfire and explode, doing 2d4 damage to the wielder. As well, the blunderbuss requires three standard actions to load, as its improvised ammunition is two part: the shrapnel load first, followed by a powder charge.

The blunderbuss' effective firing range is 30-feet and attacks two adjacent targets within line of sight. The primary target takes half damage from the blast

on a successful Reflex save; any adjacent target if struck automatically takes half damage. The required save DC is equal to the shooter's attack roll. Blunderbusses are typically three feet in length. Reloading requires 2 standard actions and a Craft (small arms) skill check (DC 14). Ammunition cost: special.

Carbine, Military: Originally created for elite dragoons—mounted infantry—the carbine bridges the gap between the military pistol and military



rifle, resembling a cut-down rifle, or oversized pistol. Typically, the military carbine is between two and three feet long, making it much handier to use than a rifle but reducing its range in the process. A military carbine (fitted with a scope) is pictured on pg. 51 of LOLS. The military carbine uses military rifle ammunition. Reloading a military carbine requires 2 standard actions and a Craft (small arms) skill check (DC 10). Ammunition cost: 10–12 gp per shot.

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

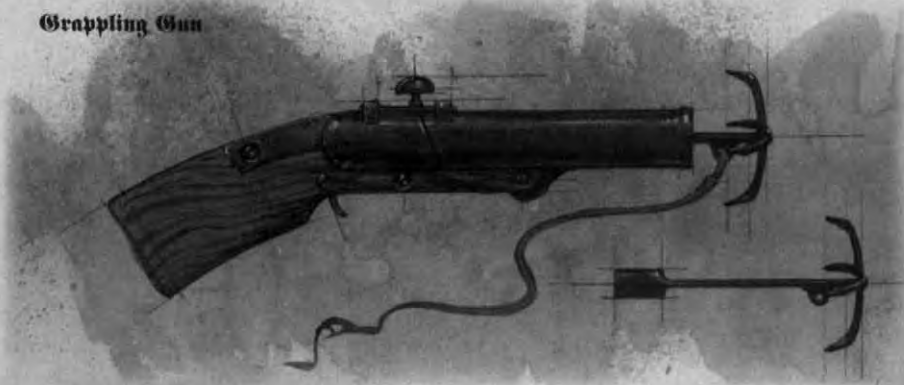
only one barrel can be loaded, if desired. Cost: +150% added to the usual cost of the basic firearm. Weight: +50% to the weight of pistols, +75% to the weight of rifles. So, a double-barreled military pistol would cost 750 gp and weigh 7 1/2 pounds! Ammunition cost: as per firearm type.

Grappling Gun: An unusual innovation used for boarding, the grappling gun is a cut-down rifle with a heavy, broad barrel modified to propel a stout grappling hook and line. The grappling gun uses the explosion provided by a modified rifle charge to propel the grappling hook. Although it lacks effectiveness as a weapon, the grappling gun can fire a grappling hook much further than it can be thrown and with greater accuracy. The grappling gun uses modified military

rifle ammunition (10 gp per charge). Grappling hook and rope must be purchased separately. Reloading a grappling gun requires 3 standard actions and a Craft (small arms) skill check (DC 12). Ammunition cost: 10 gp per shot.

Harpoon Gun: Similar to the grappling gun, the harpoon gun is a specially designed firearm made to propel a harpoon over long distances. Harpoon guns typically have short, stout barrels and are fitted with iron rings that can be used to tie off the harpoon line and to anchor the harpoon gun into a secured mounting,

Grappling Gun



usually on a ship. A harpoon gun can fire either a small or medium harpoon, and each inflicts increased damage due to the powerful, penetrating force of the gun. The actual range of a harpoon gun is limited by the amount of rope or cable attached to the harpoon. See the description of the harpoon for special rules regarding harpoon use. Reloading a harpoon gun requires 3 standard actions and a successful Craft (small arms) check (DC 10). Ammunition cost: 10–12 gp per shot.

Musket, or Musket Pistol: Another firearm from by-gone days, the musket is not nearly as accurate as modern firearms due to the lack of rifling in the barrel. Muskets in the Iron Kingdoms tend to be muzzle-loading firearms, but breechloaders do exist as a rarity. Forge-lock muskets are becoming more common, many as retrofits, but the occasional and less reliable pinlock musket can still be found in the arms market (see the description of flawed receivers in the “Shoddy & Flawed Firearms” callout). Because the musket barrel is not rifled, it’s possible to safely tamp a powder cartridge down through the muzzle. Breechloaders developed when rifling became popular, since the rifling sometimes slit open the delicate silk cartridges, causing dangerous accidents. Reloading a musket pistol is a move action requiring a Craft (small arms) skill check (DC 4), while reloading a musket takes 1 standard action and a skill check (DC 8). Ammunition cost: 8–10 gp per shot (musket) and 6–8 gp per shot (musket pistol).

Pistol or Rifle, Pinlock: A holdover from an earlier era, the pinlock firearm is a primitive sort of arm by today’s standards. However, they are still in use in some backwaters where newer firearms have yet to be seen or by folk who simply can’t afford modern guns. The pinlock arm can use the same powder charge as modern guns and the same breechloading technology, but the pinlock mechanism is not as effective or as reliable as the modern forge-lock, as it relies on an accurately placed load to allow the black and red blasting powders to mix and ignite, and the housing for the cartridge is usually not as accommodating as forge-locks (see the description of flawed receivers in the “Shoddy & Flawed Firearms” callout). Indeed, despite being a breechloading weapon, some wielders still use a flat-ended tamp to compact the powder cartridge into its housing to ensure an effective discharge. Reloading a pinlock pistol requires 1 standard action and a Craft (small arms) skill check (DC 8), while reloading a rifle

takes 2 standard actions and a skill check (DC 12). Ammunition cost: 5–6 gp per shot (pinlock pistol) and 6–8 gp per shot (pinlock rifle).

Pistol, Military: A large, powerful pistol commonly issued to military officers, the military pistol is one full foot in length with a broad, heavy barrel. The military pistol requires 1 standard action and a Craft (small arms) skill check (DC 8) to reload. Ammunition cost: 8–10 gp per shot.

Pistol, Small: At only nine inches in length, the small pistol is handy to use and relatively easy to conceal, as well as being cheaper than most other firearms. Reloading a small pistol requires 1 standard action and a Craft (small arms) skill check (DC 6). Ammunition cost: 6–8 gp per shot.

Rifle, Long: This rifle uses a smaller projectile and lacks the impact power and range of the military rifle. However, it is considerably lighter and less cumbersome. As the name implies, these rifles are long, generally four 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. Reloading a long rifle takes 1 standard action and a Craft (small arms) skill check (DC 10). Ammunition cost: 8–10 gp per shot.

Rifle, Military: The military rifle is somewhat rare as there are few dedicated rifle regiments in the Iron Kingdoms, although they are increasing in use particularly in Khador and Cygnar. Typically around four feet in length and slow to operate, the military rifle is a powerful weapon with substantial range. It requires 2 standard actions and a Craft (small arms) skill check (DC 12) to reload. Ammunition cost: 10–12 gp per shot.

FIREARM-MELEE COMBINATIONS

A number of weapon smiths have attempted to overcome the slow reload and close combat problems of the pistol by combining it with a melee weapon, resulting in a variety of gunblades, pistol axes, and the like. This incorporation of a pistol into a melee weapon has not been entirely satisfactory, but has seen limited acceptance, particularly among those wealthy enough to afford such unusual contraptions.

The handle of the weapon also functions as the handle of the pistol, while the firing mechanism is generally located at the top of the handle. Only the reloading chamber protrudes from the combination weapon. The pistol's barrel is usually located within a hafted weapon's modified hollow haft, or alongside the blade.

A successful attack with the melee weapon permits a pistol shot at the same target as a free action, with the target being treated as flat-footed for purposes of resolving the pistol attack. For example, Kaeli strikes Tomas (AC 18, +1 Dex, +1 Dodge, +5 chainmail, +1 small steel shield) with her combination longsword-military pistol. She may now attack with her pistol as a free action. For this one attack, Tomas' armor class is 16.

Attacks made using the combination weapon are awkward due to the melee weapon's unusual balance, odd grip, size, and weight. A pistol set within a light weapon has a -1 attack penalty, a pistol set within a one-handed weapon has a -2 attack penalty, and a pistol set within a two-handed weapon has a -4 attack penalty. These penalties apply to all attacks made with the weapon, both melee and ranged. Reloading a combination firearm requires 2 standard actions and a successful Craft (small arms) skill check (DC 12). Rifles cannot be successfully combined with melee weapons.

All combination weapons must be masterwork melee weapons combined with a small or military pistol. The cost for a combination firearm-melee weapon is equal to the cost of the masterwork melee weapon plus the cost of a small pistol plus a 200 gp custom weapon creation fee. For example, a combination longsword-military pistol would cost 815 gp (315 gp masterwork longsword + 300 gp military pistol + 200 gp custom creation fee).

FIREARMS CUSTOMIZATION

Customized and finely-honed firearms are becoming more and more popular as the number of gunsmiths offering these modifications is on the rise. In addition to being available in exceptionally well-crafted masterwork varieties, customizations often increase the overall accuracy, better the range, or significantly lighten a burdensome weapon. Other less common and more sinister modifications are also available for the right price.

Accuracy Customization: Precision bored and refitted, a firearm with the accuracy customization grants the wielder a +1 attack bonus that stacks with the bonuses provided by masterwork quality, precision ammunition, and the Weapon Focus and Greater Weapon Focus feats. Cost: 300 gp.

Barrel Baffle: This odd cylinder attaches to the end of a rifle barrel. Filled with a fine, alchemical powder spread throughout several small compartments, this device muffles the rifle's report when fired. These devices have only been successfully designed for rifles and have some drawbacks. While the baffle does dissipate the bulk of the noise made when firing a rifle, making it almost impossible to locate a concealed shooter based on sound alone, it also shortens the rifle's normal range increment by 30 feet. Each baffle is usable ten times before the alchemical powder must be replaced. Attaching a barrel baffle to a rifle is a standard action. Barrel baffles cannot be used while a bayonet is attached to the rifle. Cost: 40 gp per baffle, 15 gp to replace the powder (Craft [alchemy] DC 12).

Breakdown Customization: Firearms that can be quickly and easily broken down and hidden are widely valued by assassins and others who need to get heavy weapons into areas where they aren't normally allowed. This expensive modification outfits the firearm with a number of locking pins connecting the barrel and stock. Normally, the stock is made to break down into at least two pieces and the firearm is fitted with a shorter barrel for easier concealment. While this does make the weapon less accurate (-2 attack penalty), the benefits usually outweigh this minor inconvenience. A breakdown weapon must be specially ordered, as this modification cannot be retrofitted to an existing weapon. Gunsmiths sometimes offer a custom-designed case for the breakdown rifle at no extra charge. Breaking down or assembling a firearm with this customization requires 2 full-round actions and a successful Craft (small arms) check (DC 8). Cost: Doubles the cost of the firearm.

Embellishment Customization: Custom engraving or filigree can be added to a firearm to enhance its appearance. The cost varies depending on the detail required. Cost: 10-200 gp.

Lightweight Customization: By skimming the barrel, and trimming away excess wood and metal, the

lightweight customization reduces the weight of the firearm by one-third. Cost: 120 gp.

Scope Customization: Precisely mounted on top of a firearm, the scope is essentially a small spyglass providing double magnification, and reducing the Range Increment Penalty from -2 to -1 in the process. An example of scope customization is pictured on pg. 51 of LOLS. Cost: 75 gp.

SHIELD GUNS

A fairly recent innovation, shield guns were the military precursor to the Man-O-War shield cannon. Developed by Simonyev Blaustava and Aleksi Vislovski in the early 570s, shield guns have since come into more widespread use by adventurers, mercenaries, and some militia units. This odd hybrid combines a small firearm, whose barrel protrudes from the center of the shield, with an off-set trigger that can easily be reached with the hand of the same arm to which the shield is attached.

Competent use of a shield gun requires Exotic Weapon Proficiency (shield gun). Untrained individuals have suffered serious injuries using them, and many end up flat on the ground the first time they fire one. Non-proficient use of a shield gun draws the standard -4 penalty on attack rolls and standard penalties for the use of an off-hand weapon. However, those who are not proficient in the use of shield guns must also make a Strength check (see item description for DC) to control the shield after firing. An individual who fails to control the shield suffers 1d3 bludgeoning damage from the kickback and cannot apply the shield's bonus to his armor class until his next turn. To withstand the force

from the blasting powder charge, all shield guns must be constructed from steel.

Blastbuckler: The blastbuckler incorporates a small, extremely short-barreled firearm into the center of a buckler. Non-proficient use requires a DC 12 Strength check to control the shield after firing. Blastbucklers, like all shield guns, are complicated devices and are difficult to reload. Cleaning and reloading requires 2 full-round actions and a successful Craft (small arms) check (DC 14). Ammunition cost: 5-6 gp per shot.

Light Shield Gun: This light steel shield incorporates the equivalent of a short-ranged small pistol into its design. Non-proficient use requires a DC 14 Strength check to control the shield after firing. Cleaning and reloading requires 2 full-round actions and a successful Craft (small arms) check (DC 14). Ammunition cost: 6-8 gp per shot.

Warcaptain's Shield: This heavy steel shield incorporates the equivalent of a short-ranged military pistol into its design. Non-proficient use requires a DC 16 Strength check to control the shield after firing. The warcaptain's shield is slightly easier to clean and reload than the other shield guns due to its larger size. Cleaning and reloading requires 2 full-round actions and a successful Craft (small arms) check (DC 12). Ammunition cost: 8-10 gp per shot.

AMMUNITION

Sometimes simple arrows and bolts just aren't enough for the adventurer-on-the-go or the housebreaker in need of a little assistance. In response to this demand,

weapon smiths produce a number of specialized arrows and bolts—something for almost every occasion.

ARROWS AND BOLTS

Barbed: Commonly used for fishing, these arrowheads feature two to six backwards-facing barbs, ensuring they lodge in the target when they hit. Barbed arrows deal

