

# CORE RULES BESTIARY EXPANDED

## BLIGHTED NYSS

The blighted Nyss are the degenerate and corrupt servants of the dragon Everblight. Once members of a rugged race that inhabited the frozen north amid the imposing peaks of the Shard Spires, the blighted Nyss have since marched to war in their master's service. Already appearing markedly different from their Iosan cousins, being taller and more physically robust and having black hair and extremely pale skin, the blighted Nyss bear the signs of their unnatural origins. Their twisted bodies and minds emphasize their more predatory nature, prone to malice and cruelty. Their figures are leaner and their features distorted by blight. With unblinking eyes, sharpened teeth, extended jaws, patches of scales, and sharp bone spurs, they appear wholly unnatural.

Some, like the striders, are even more profoundly warped, with musculature and bone structures entirely unlike their original species. Such augmentations allow them to move swiftly and kill more efficiently. While many blighted Nyss have had their sense of identity replaced by an ingrained loyalty to their draconic master, those called abbots have achieved serenity with the emptiness within them. They have embraced the emotional void to achieve perfection with the blade and are supremely deadly combatants.

### BLIGHTED NYSS ARCHER

SPD	STR	MAT	RAT	DEF	ARM
6	4	5	5	13	11
WILLPOWER		INITIATIVE		DETECT	SNEAK
7		13		6	6



SWORD	
POW	P+S
3	7



NYSS BOW			
RNG	ROF	AOE	POW
12	1	—	10

### ABILITIES

**Fast Reload** – This character gains one extra quick action each turn that can be used only to reload a ranged weapon.

**Nyss** – This character gains +3 ARM against cold damage but suffers –3 ARM against fire damage.

VITALITY	5
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BASE SIZE	SMALL
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ENCOUNTER POINTS	3
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### BLIGHTED NYSS STRIDER

SPD	STR	MAT	RAT	DEF	ARM
7	6	5	6	15	11
WILLPOWER		INITIATIVE		DETECT	SNEAK
9		15		8	8



SWORD	
POW	P+S
3	9



NYSS BOW			
RNG	ROF	AOE	POW
12	1	—	10

### ABILITIES

**Fast Reload, Nyss** – See Blighted Nyss Archer.

**Fleet Foot** – When this character runs, he moves at SPD x 3.

**Pathfinder** – This character can advance through rough terrain without penalty and can charge across obstacles.

**Prowl** – This character is virtually invisible while in the shadows or in terrain that grants a degree of concealment. He gains Stealth while within terrain that provides concealment, the AOE of a spell that provides concealment, or the AOE of a cloud effect.

VITALITY	5
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BASE SIZE	SMALL
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ENCOUNTER POINTS	5
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### BLIGHTED NYSS SWORDSMAN

SPD	STR	MAT	RAT	DEF	ARM
6	7	7	4	14	13
WILLPOWER		INITIATIVE		DETECT	SNEAK
10		16		6	6



#### NYSS CLAYMORE

POW	P+S
4	11

#### ABILITIES

Nyss – See Blighted Nyss Archer.

Fearless – This character never suffers the effects of Terror.

Weapon Master – This character gains an additional die on his melee damage rolls.

**VITALITY** 6

**BASE SIZE** SMALL

**ENCOUNTER POINTS** 5

### BLIGHTED NYSS ABBOT

SPD	STR	MAT	RAT	DEF	ARM
6	7	8	4	16	13
WILLPOWER		INITIATIVE		DETECT	SNEAK
10		15		7	8



#### NYSS CLAYMORE

POW	P+S
4	11

#### ABILITIES

Fearless, Weapon Master – See Blighted Nyss Swordsman.

Nyss – See Blighted Nyss Archer.

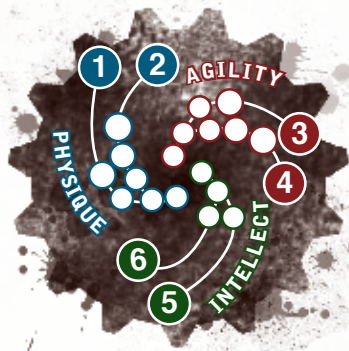
**Cleave** – When this character incapacitates one or more enemies with a melee attack made with his claymore during his turn, immediately after the attack is resolved the character can make one additional melee attack. A character can gain only one additional attack from Cleave each turn.

**Feat Points** – This character starts each encounter with 1 feat point. He is allocated 1 feat point at the start of each of his turns. He can only have up to 1 feat point at a time.

**Sidestep** – When this character hits an enemy character with a melee weapon, he can advance up to 2" after the attack is resolved. This character cannot be targeted by free strikes during this movement.

**BASE SIZE** SMALL

**ENCOUNTER POINTS** 8



### BLIGHTED NYSS SORCERER

SPD	STR	MAT	RAT	DEF	ARM
6	4	4	5	14	10
WILLPOWER		INITIATIVE		DETECT	SNEAK
9		13		6	7



#### SWORD

POW	P+S
3	7

#### ABILITIES

Nyss – See Blighted Nyss Archer.

**ARCANE** 4

Will Weaver

**BASE SIZE** SMALL

**ENCOUNTER POINTS** 6

**SPELLS** COST RNG AOE POW UP OFF

**BLIGHT BLAST** 3 8 4 13 NO YES

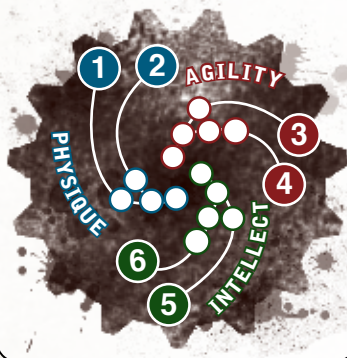
Blight blast causes corrosion damage. The AOE remains in play for one round. Non-blighted characters entering or ending their turn in the AOE suffer 1 point of corrosion damage.

**ICE BOLT** 2 10 — 12 NO YES

Ice Bolt causes cold damage. On a critical hit, the character hit becomes stationary for one round unless he has Immunity: Cold.

**WIND RAVAGER** 3 SELF CTRL — NO NO

While in the spellcaster's control range, enemies cannot make ranged attacks. Wind Ravager lasts for one round.



**Loot:** Beyond their weapons, blighted Nyss carry little that would be considered valuable by other races, and anything they do carry is likely to be tainted by the dragon's blight.

**Lore:** The blighted Nyss have been irrevocably changed in body and soul through their association with Everblight. The fell magic worked by these creatures is the result of an unholy union of innate ice sorcery and the raw energy of dragon blight.

## BLOAT THRALL

The bloat thrall is crudely assembled from the bodies of half a dozen men with no regard for anatomy. The thrall's flesh is stretched over skeletal armature of iron and fitted with a thick iron valve mounted directly into its bowels. Before it is unleashed on the enemies of Cryx, the thrall's body is pumped full of caustic sludge.

**Loot:** Bloat Thralls lack any impulse or capacity to carry anything that could be considered loot. However, alchemists have had some success harvesting organic acids from the residues resulting from despoiler cannon attacks. A character at the site of a recent despoiler cannon hit can make an Alchemy + INT roll against a target number of 14 to collect residue. If the roll is successful, the character collects the equivalent of d3 units of organic acid. If the roll fails, the character cannot collect enough residue from the site to be worth his time.

**Lore:** Bloat thralls are created to support Cryxian forces in battle.

### BLOAT THRALL

SPD	STR	MAT	RAT	DEF	ARM
4	7	5	4	10	14
WILLPOWER		INITIATIVE		DETECT	SNEAK
8		10		4	1



#### BLUDGEON

POW	P+S
3	10



#### DESPOILER CANNON

RNG	ROF	AOE	POW
12	1	5	14

### ABILITIES

**Death Blast** – When this character is incapacitated, center a 5' AOE on it, then remove it from play. Characters within the AOE suffer a POW 14 blast damage roll.

**Undead** – A bloat thrall is not a living character and never flees.

### VITALITY

15

### BASE SIZE

MEDIUM

### ENCOUNTER POINTS

6



# CEPHALYX

Dwelling far beneath the surface of Caen, the enigmatic cephalyx are known to few but feared by all who have encountered them. Their hierarchy prizes sadism and pragmatic biological experimentation above all. Each cephalyx floats effortlessly above the ground, the sound of clacking metal blades the only sound to mark its passage. Evidently possessed of a unique telepathic ability, the cephalyx do not speak aloud but respond to the orders of their superiors instantly. The goals and civilization of this terrible race is unknown, and the only apparent motivation for their raids is the acquisition of slaves for their twisted experiments.

Those unfortunate enough to be taken captive can hope for little, as they will be converted into mindless drudge slaves or their body parts used as components in the alteration of others. The cephalyx install complex devices into the flesh of drudges, granting them tremendous strength at the cost of free will. Drudges will fight to the death for their masters. The agonizing surgeries performed upon the brains of drudges preclude any hope of reversal for the process, leaving death in battle as their only escape.

**Loot:** Cephalyx encountered outside their lairs rarely carry anything valued by other societies. Their lairs are likely to hold a wealth of technological and extreme surgical devices of dubious purpose and inhuman manufacture.

**Lore:** Cephalyx are a poorly understood and extremely hostile species. Their only real contact with outsiders are the nocturnal raids they conduct to capture slaves for medical experimentation. Only Cryx has been able to make meaningful contact with them; the nature of those negotiations is unknown but likely includes the barter of captives otherwise destined to become thralls.



## CEPHALYX MIND SLAVER

SPD	STR	MAT	RAT	DEF	ARM
6	5	6	4	14	13

WILLPOWER	INITIATIVE	DETECT	SNEAK
11	14	6	6



### PROSTHETIC BLADES

POW	P+S
5	10

## ABILITIES

**Anatomical Precision** – When this character's melee damage roll fails to exceed the ARM of the living enemy hit, that character suffers d3 damage points.

**Fearless** – This character never suffers the effects of Terror.

**Floating** – This character can advance through rough terrain without penalty and can charge across obstacles. Additionally, this character cannot be knocked down.

**Leader** – Drudges gain +1 on their attack and damage rolls while within 5" of one or more cephalyx.

**Sacrificial Pawn** – When this character is directly hit by an enemy ranged attack, you can choose to have one friendly, non-incorporeal drudge within 3" of this character directly hit instead. That character is automatically hit and suffers all damage and effects.

ARCANE	3
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Will Weaver

COMMAND RANGE	7
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VITALITY	6
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BASE SIZE	SMALL
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ENCOUNTER POINTS	4
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SPELLS	COST	RNG	AOE	POW	UP	OFF
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INFLUENCE	1	10	—	—	NO	NO
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The spellcaster makes a contested Willpower roll against target living enemy hit by this spell. If the spellcaster loses, nothing happens. If the spellcaster wins, his controller takes control of the character hit. The character immediately makes one normal melee attack, then Influence expires.

PSI BLAST	2	SP8	—	12	NO	YES
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The attack ignores LOS.

**CEPHALYX OVERLORD**

SPD	STR	MAT	RAT	DEF	ARM
6	6	7	4	17	14
WILLPOWER		INITIATIVE		DETECT	SNEAK
13		16		9	8


**PROSTHETIC BLADES**

POW	P+S
5	11

**ABILITIES**

Anatomical Precision, Fearless, Floating, Sacrificial Pawn – See Cephalyx Mind Slaver.

**Feat Points** – This character starts each encounter with 1 feat point. He is allocated 1 feat point at the start of each of his turns. He can only have up to 1 feat point at a time.

**ARCANE** 5

Will Weaver

**COMMAND RANGE** 9

**BASE SIZE** SMALL

**ENCOUNTER POINTS** 11

**SPELLS** COST RNG AOE POW UP OFF

**DECELERATION** 3 SELF CTRL — NO NO

While in the spellcaster's control area, friendly characters gain +2 DEF and ARM against ranged attacks. Deceleration lasts until the start of the spellcaster's next turn.

**INFLUENCE** 1 10 — — NO NO

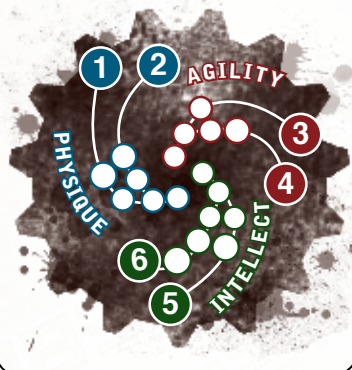
The spellcaster makes a contested Willpower roll against target living enemy hit by this spell. If the spellcaster loses, nothing happens. If the spellcaster wins, his controller takes control of the character hit. The character immediately makes one normal melee attack, then Influence expires.

**PSI BLAST** 2 SP8 — 12 NO YES

The attack ignores LOS.

**TELEKINESIS** 2 8 — — YES \*

Place target character completely within 2" of his current location. When Telekinesis targets an enemy character, it is an offensive spell and requires a magic attack roll. A character can be affected by Telekinesis only once per round.


**CEPHALYX DRUDGE**

SPD	STR	MAT	RAT	DEF	ARM
5	8	5	2	11	14
WILLPOWER		INITIATIVE		DETECT	SNEAK
9		10		4	2


**WEAPON AUGMENTATION**

POW	P+S
5	11

**ABILITIES**

**Fearless** – See Cephalyx Mind Slaver.

**Eyeless Sight** – This character ignores cloud effects and forests when determining line of sight. This character ignores concealment and Stealth when making attacks.

**Tough** – This character is incredibly hardy. When this character is disabled, roll a d6. On a 5 or 6, the character heals 1 vitality point, is no longer disabled, and is knocked down.

**VITALITY** 7

**BASE SIZE** SMALL

**ENCOUNTER POINTS** 3


# MACHINE WRAITH

The machine wraith is a nightmarish apparition with the ability to possess and control steamjacks. These specters are sometimes bound and enslaved to necromancers of Cryx, who use them to sow death and discord among the armies of the Iron Kingdoms. While usually ghostly and difficult to perceive, machine wraiths display unsettling mechanical elements affixed to their forms. They drift like shadows across the lonely battlefields they haunt.

**Loot:** Unless it is actively in possession of a steamjack, a machine wraith will never have anything that can be considered loot.

**Lore:** The origin of these creatures is still a topic of some debate. While it is clear they are undead monstrosities with the power to possess steamjacks, their exact nature has yet to be established. Some scholars believe the machine wraiths are the souls of dead arcane mechanics unwilling to pass on to Urcaen, while others maintain they are the restless spirits of slain warcasters or fallen priests of Cyriss. Whatever the case, their howling metallic calls chill the marrow of even the staunchest warriors.



## MACHINE WRAITH

SPD	STR	MAT	RAT	DEF	ARM
7	4	6	0	14	12
WILLPOWER		INITIATIVE		DETECT	SNEAK
8		11		4	7



### CLAWS

POW	P+S
4	8

## ABILITIES

**Incorporeal** – The machine wraith can move through rough terrain, solid objects, and other characters. Blessed weapons affect the machine wraith normally. Spells and magical weapons can damage this character but roll one fewer die on damage rolls. No other weapons can damage the machine wraith.

**Terror [14]** – Machine Wraiths have Terror [14].

**Undead** – A machine wraith is not a living character and never flees.

**Possession** – While B2B with a steamjack with a functional Cortex system, the wraith can make a full action to take control of the steamjack. When the wraith takes control of a steamjack, remove its model from the table.

Effects on the wraith when it is removed from the table expire. The steamjack loses its turn this round and will afterward take its turn during the wraith's place in the initiative order.

If the steamjack was bonded, while it is in its former warcaster's control area during its activation its former warcaster can spend focus points to attempt to regain control of it, at 1 focus point per attempt. The warcaster and the wraith then make contested Willpower rolls. If the warcaster's total is higher, it regains control of the steamjack and the wraith is forced out of the steamjack. If they tie or the wraith wins, it maintains control of the steamjack.

After resolving an attack in which the steamjack being controlled by the wraith suffered 1 or more damage points, the wraith must make a Willpower roll against a target number of 14. If the wraith fails this check, it is forced out of the steamjack.

The wraith can exit the steamjack at the start of any of the possessed steamjack's turns.

If the wraith exits or is forced from the steamjack, control of the steamjack returns its former controller. Place the wraith's model back on the table within 3" of the steamjack. If the steamjack was inert when the wraith possessed it, the steamjack becomes autonomous. The wraith is destroyed if the possessed steamjack is wrecked before it exits the steamjack.

## BASE SIZE

MEDIUM

## ENCOUNTER POINTS

3

(Encounter Points 5 instead if the party includes one or more steamjacks)



## MECHANITHRALL

Mechanithralls are the technologically augmented thralls stitched together from battlefield dead. They are the foot soldiers and cannon fodder of Cryx's sprawling armies. They haunt the battlefields of their creation and can be found anywhere Cryxian forces have infiltrated.

The brute thralls are massive mechanithralls assembled from the likes of ogrun and trollkin dead. They are the shocktroopers among Cryx's teeming legions of mechanithralls.

**Loot:** Mechanithralls lack any impulse or capacity to carry with them anything that could be considered loot.

**Lore:** Mechanithralls are created in great numbers by the necrosurgeons who prowl in the aftermath of battle in search of raw materials for their industry.

### MECHANITHRALL

SPD	STR	MAT	RAT	DEF	ARM
6	7	5	4	12	12
WILLPOWER	INITIATIVE	DETECT	SNEAK		
8	12	3	2		



### STEAMFIST

POW	P+S
4	11

Mechanithralls can fight with both steamfists without penalty.

Instead of making an attack with each steamfist separately, a mechanithrall can attack with both fists simultaneously. Make one attack roll for both fists. If the attack hits, the POW of the damage roll is equal to the STR of the mechanithrall plus twice the POW of the steamfist.

### ABILITIES

**Undead** – A mechanithrall is not a living character and never flees.

VITALITY	6
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BASE SIZE	SMALL
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ENCOUNTER POINTS	4
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### BRUTE THRALL

SPD	STR	MAT	RAT	DEF	ARM
6	9	6	4	12	14
WILLPOWER	INITIATIVE	DETECT	SNEAK		
10	12	3	2		



### HEAVY STEAMFIST

POW	P+S
5	14

Brute thralls can fight with both steamfists without penalty.

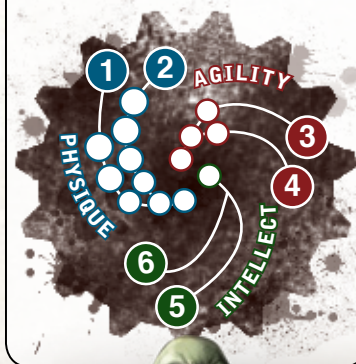
Instead of making an attack with each heavy steamfist separately, a brute thrall can attack with both fists simultaneously. Make one attack roll for both fists. If the attack hits, the POW of the damage roll is equal to the STR of the brute thrall plus twice the POW of the heavy steamfist.

### ABILITIES

**Undead** – A mechanithrall is not a living character and never flees.

BASE SIZE	MEDIUM
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ENCOUNTER POINTS	7
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# OGRUN

Ogrun are a race of fierce, formidable individuals who tower over most other races and are capable of remarkable feats of strength. Generally they are a tremendously honorable people who have earned a place for themselves in the Iron Kingdoms, both as laborers and as peerless warriors. While scattered tribes of ogrun still exist in isolated pockets, most have integrated into the kingdoms' cultures. The largest concentration of ogrun is found in Rhul, where they are counted as full members of the dwarven clans to whom they have sworn fealty.

Ogrun loyalty is legendary, and they have a reputation for being among the most dedicated and fierce bodyguards in western Immoren. Mercenary ogrun are deemed more trustworthy and reliable than other sell-swords and can command a premium wage. Ogrun are also found throughout the Scharde Islands, and these ogrun are quite violent and dangerous. While just as loyal as their mainland counterparts, they have dedicated themselves to the lich lords, Satyxis captains, and other leaders of the Nightmare Empire of Cryx.

**Loot:** An ogrun's wealth is often in his weapons and armor, although those performing mercenary work are likely to carry coin as well. Ogrun seek out the best weapons and armor they can afford, so their gear is likely to be above average in quality.

**Lore:** Ogrun are a race of fierce warriors whose legendary strength and battle prowess is matched only by their unswerving loyalty. They are often found serving important Rhulfolk as mercenary bodyguards, and in the human kingdoms many have taken up similar work protecting nobles, crime bosses, or bandit leaders. While most ogrun are honorable, they do not see it as their duty to question the choices of those they serve.



## OGRUN BODYGUARD

SPD	STR	MAT	RAT	DEF	ARM
5	7	6	4	10	15
WILLPOWER		INITIATIVE		DETECT	SNEAK
11		13		6	3



### HALBERD

POW	P+S
4	11

This weapon has Reach.

A character fighting two-handed with a halberd gains +2 to his charge attack damage rolls with this weapon.



### SHIELD

POW	P+S
1	8

## ABILITIES

**Huge Stature** – This character can wield a weapon in one hand that usually requires two hands to wield, but he suffers –2 to attack rolls with that weapon.

**Load Bearing** – This character is well practiced at fighting while wearing heavy armor. Reduce the SPD and DEF penalties from the armor the character wears by 1.

**Shield** – This character's ARM with shield is 17.

**Shield Guard** – Once per turn, when a friendly character is directly hit by an attack while within 2" of this character, this character can become the target of the attack and be automatically hit instead. This character cannot use Shield Guard if he is incorporeal, knocked down, or stationary.

## BASE SIZE

MEDIUM

## ENCOUNTER POINTS

7

## OGRUN MARAUDER

SPD	STR	MAT	RAT	DEF	ARM
6	6	6	5	11	14
WILLPOWER		INITIATIVE		DETECT	SNEAK
9		13		5	5



### OGRUN WARCLEAVER

POW	P+S
6	13

This weapon has Reach.



### SCATTERGUN

RNG	ROF	AOE	POW
SP8	1	—	12

## ABILITIES

**Huge Stature** – See Ogrun Bodyguard.

**Cleave** – When this character incapacitates one or more enemies with a melee attack made with a great weapon during his turn, the character can make one additional melee attack immediately after the attack is resolved. A character can gain only one additional attack from Cleave each turn.

**Quick Work** – When this character kills one or more enemies with a melee attack during its combat action, immediately after that attack is resolved this character can make one ranged attack. To make a ranged attack, the character's ranged weapon must be loaded.

**VITALITY** 9

**BASE SIZE** MEDIUM

**ENCOUNTER POINTS** 6



## SATYXIS

The Satyxis are an ancient race of savage warrior women shaped by the blighted blood of a dragon slain long ago by Lord Toruk. A Satyxis is as strong as she is fierce, and a blow from her horns is enough to fracture a man's skull or send even an ogrun reeling. The Satyxis are infamous sea reavers, and many can be found in Cryx's pirate fleet.

**Loot:** Most Satyxis encountered by PCs will be pirates and raiders who prey on the vessels and coastal towns of the mainland kingdoms. As such, they are likely to carry coins from a variety of nations and goods stolen from far and wide.

**Lore:** The Satyxis are fierce and cruel warriors infamous for their bloodletting in the name of Lord Toruk. Wherever they are encountered, death follows.

### SATYXIS RAIDER

SPD	STR	MAT	RAT	DEF	ARM
7	5	6	4	14	12
WILLPOWER	INITIATIVE	DETECT	SNEAK		
8	14	4	7		



#### LACERATOR

POW	P+S
4	9

Lacerators are the cursed chain whips favored by Satyxis raiders.

This weapon has Reach.

Attacks from lacerators ignore ARM bonuses from bucklers and shields.

On a critical hit, the character hit is knocked down.

When a lacerator damages a bonded steamjack, the steamjack's controller suffers 1 damage point.



#### HORNS

POW	P+S
3	8

On a critical hit, the character hit is knocked down.

### ABILITIES

**Skills (stat already included):** Climbing – 6, Intimidation – 7, Rope Use – 6, Sailing – 6, Swimming – 7

**Gang** – When making a melee attack targeting an enemy in melee range of another friendly character, this character gains +1 to melee attack and melee damage rolls. When making a melee attack targeting an enemy in melee range of another friendly character with this ability, these bonuses are increased to +2.

**VITALITY** 6

**BASE SIZE** SMALL

**ENCOUNTER POINTS** 4

### SATYXIS RAIDER CAPTAIN

SPD	STR	MAT	RAT	DEF	ARM
7	5	7	6	16	12
WILLPOWER	INITIATIVE	DETECT	SNEAK		
9	16	5	8		



#### LACERATOR

POW	P+S
4	9

Lacerators are the cursed chain whips favored by Satyxis raiders.

This weapon has Reach.

Attacks from lacerators ignore ARM bonuses from bucklers and shields.

On a critical hit, the character hit is knocked down.

When a lacerator damages a bonded steamjack, the steamjack's controller suffers 1 damage point.



#### HORNS

POW	P+S
3	8

On a critical hit, the character hit is knocked down.



#### PISTOL

RNG	ROF	AOE	POW
8	1	—	10

### ABILITIES

**Skills (stat already included):** Climbing – 6, Intimidation – 8, Rope Use – 6, Sailing – 7, Swimming – 7

**Gang** – See Satyxis Raider.

**Battle Plan: Desperate Pace** – This character can spend 1 feat point to use Battle Plan: Desperate Pace. Using a battle plan is a quick action. For one round, friendly characters that follow the character's orders gain +2" movement.

**Feat Points** – This character starts each encounter with 1 feat point. She is allocated 1 feat point at the start of each of his turns. She can only have up to 1 feat point at a time.

**COMMAND RANGE** 6

**BASE SIZE** SMALL

**ENCOUNTER POINTS** 7



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### SATYXIS BLOOD WITCH

SPD	STR	MAT	RAT	DEF	ARM
7	5	5	4	15	12
WILLPOWER		INITIATIVE		DETECT	SNEAK
9		15		6	7



#### WITCH BLADE

POW	P+S
4	9

The witch blade is a magical weapon.



#### HORNS

POW	P+S
3	8

On a critical hit, the character hit is knocked down.

#### ARCANE

3

Will Weaver

#### BASE SIZE

SMALL

#### ENCOUNTER POINTS

5

#### SPELLS

COST RNG AOE POW UP OFF

**BLOOD RAIN** 3 8 3 12 NO YES

Blood Rain causes corrosion damage. Characters hit suffer the corrosion continuous effect.

**FOG OF WAR** 3 SELF CTRL — YES NO

Characters gain concealment while in the spellcaster's control area.



## SKORNE

The skorne are a cruel and warlike race from eastern Immoren, far across the Bloodstone Marches. They are slavers with fearsome powers over life and death. The martial society of the skorne is dominated by powerful houses. For the godless skorne, the best death is one where they fall in glorious combat and are deemed worthy of having their spirits preserved in sacral stones and revered for centuries.

Among the complex skorne caste system, Praetorians are elite sword-wielding warriors of high stature while Venators are a less prestigious warrior class disdained for their use of ranged weapons. The ranking tyrants are the powerful leaders of the skorne, respected both for their tactics and their skill in battle. They are provided the best arms and armor available by their houses. Mortitheurges are skorne arcanists who have complete mastery over their art, which draws power from suffering and death.

**Loot:** Skorne society is highly disciplined and organized. Most of the skorne met in western Immoren will be members of a vast army and will seldom carry more than their weapons and a few personal items. If a skorne discovers an object of potential significance to his superiors, however, he is likely to carry it until it can be handed over. Skorne weapons and armor are well crafted and considered exotic to some collectors, who may pay a premium for them.

**Lore:** The skorne are a savage and hostile race known for raiding settlements, cities, and even military fortresses bordering the Bloodstone Marches. They were first seen in the west after 603 AR when they followed Vinter Raelthorne IV across the Bloodstone Marches and attempted a failed assault on Corvis. They have since been seizing territory east of Cygnar and making fortifications for themselves.

### SKORNE PRAETORIAN

SPD	STR	MAT	RAT	DEF	ARM
6	6	6	4	13	14
WILLPOWER		INITIATIVE		DETECT	SNEAK
9		13		4	3



#### SWORD

POW	P+S
3	9

Praetorians can fight with a sword in each hand without penalty.

Instead of making an attack with each sword separately, a Praetorian can attack with both blades simultaneously. Make one attack roll for both swords. If the attack hits, the POW of the damage roll is equal to the STR of the Praetorian plus twice the POW of this weapon.

#### ABILITIES

**Precision Strike** – When this character hits with a melee attack, he chooses the aspect/branch/column that is hit.

VITALITY	7
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BASE SIZE	SMALL
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ENCOUNTER POINTS	3
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### SKORNE VENATOR

SPD	STR	MAT	RAT	DEF	ARM
6	5	5	5	13	13
WILLPOWER		INITIATIVE		DETECT	SNEAK
13		8		12	4



#### SWORDS

POW	P+S
3	8



#### REIVER

RNG	ROF	AOE	POW
12	1	—	10

The reiver is a gas-driven rapid-fire needle thrower detectable by its loud whine while in operation.

This weapon gains +1 to damage rolls against characters with medium bases and +2 to damage rolls against characters with large bases.

#### ABILITIES

NONE

#### VITALITY

6

#### BASE SIZE

SMALL

#### ENCOUNTER POINTS

4



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### SKORNE TYRANT

SPD	STR	MAT	RAT	DEF	ARM
5	7	7	5	12	15
WILLPOWER		INITIATIVE		DETECT	SNEAK
11		14		5	3



#### WAR SPEAR

POW	P+S
4	11

This weapon has Reach.



#### SHIELD

POW	P+S
0	7

### ABILITIES

**Battle Plan: Call to Action** – This character can spend 1 feat point to use Battle Plan: Call to Action. Using a battle plan is a quick action. When he does so, friendly characters in his command range that are under his command that are knocked down immediately stand up.

**Feat Points** – This character starts each encounter with 1 feat point. He is allocated 1 feat point at the start of each of his turns. He can only have up to 1 feat point at a time.

**Load Bearing** – This character is well practiced at fighting while wearing heavy armor. Reduce each the SPD and DEF penalties from the armor the character wears by 1.

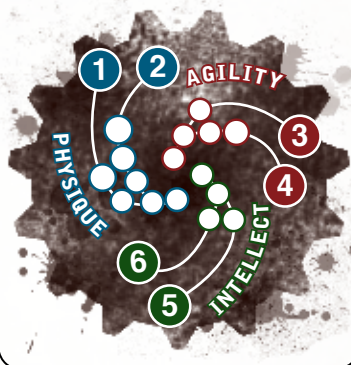
**Shield** – This character's ARM with shield is 17.

**Weapon Master** – This character gains an additional die on his melee damage rolls.

**COMMAND RANGE** 7

**BASE SIZE** MEDIUM

**ENCOUNTER POINTS** 10



### SKORNE MORTITHEURGE

SPD	STR	MAT	RAT	DEF	ARM
6	5	5	4	14	11
WILLPOWER		INITIATIVE		DETECT	SNEAK
9		14		7	6



#### SWORD

POW	P+S
3	8

**ARCANE** 4

Will Weaver

**BASE SIZE** SMALL

**ENCOUNTER POINTS** 4

**SPELLS** COST RNG AOE POW UP OFF

**BONE SHAKER** 2 8 — 12 NO YES

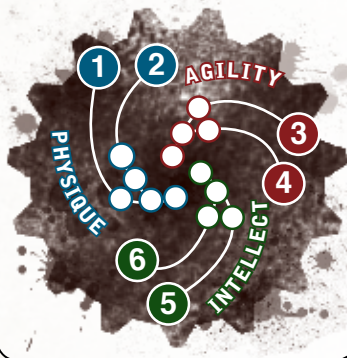
When this spell destroys a living or undead character, before removing the character you can immediately make a full advance with the destroyed character followed by a normal melee attack, then the destroyed character is removed from the table. The destroyed character cannot be targeted by free strikes during this movement.

**BOUNDLESS CHARGE** 2 6 — — NO NO

During its turn, target character can charge without spending focus or being forced and gains +2" movement and Pathfinder when it charges. Boundless Charge lasts until the start of the spellcaster's next turn.

**HAND OF FATE** 2 6 — — YES NO

Target character gains an additional die on attack and damage rolls. Discard the low die in each roll.

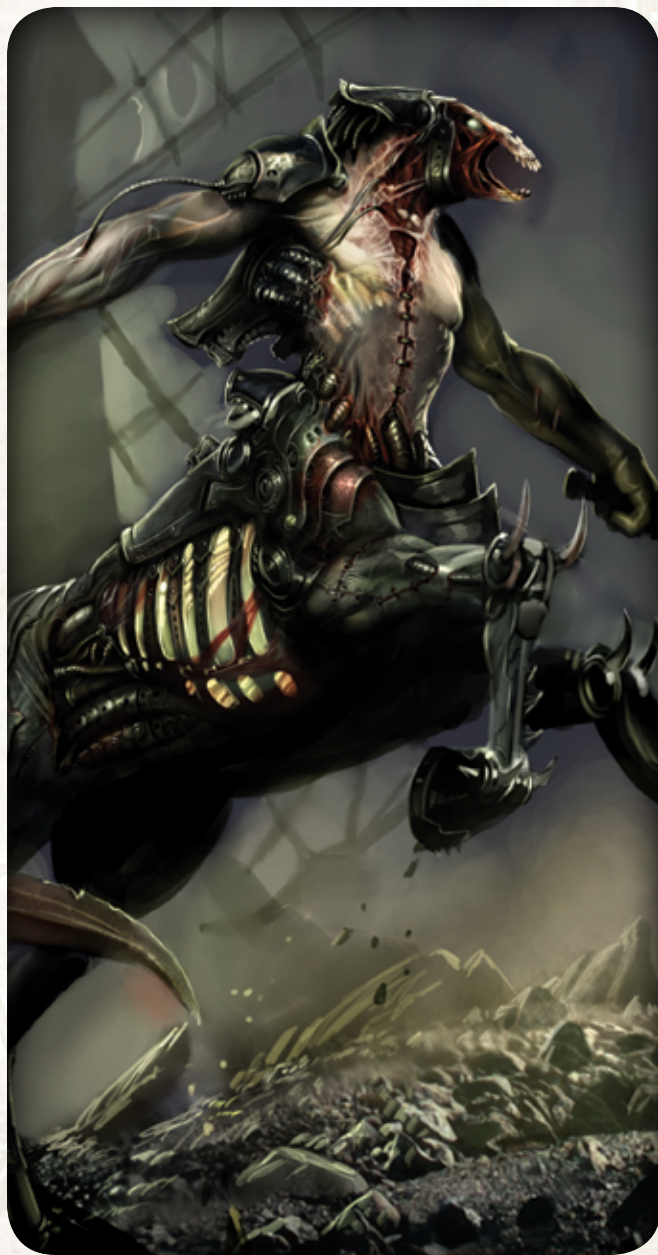


## SOULHUNTER

Among the most powerful thralls ever created, a soulhunter is an unholy vision of terror incarnate. Its menacing mass of plating, piping, gears, furnace, and flesh is an amalgamation designed for swift ferocity. Its steam-enhanced flesh and musculature is fused with the powerful body of a Scharde-bred charger. The hungry necrotite furnace within its equine ribcage burns with a baleful corpse-fire and vents choking black smoke from the ominous flues running along its reinforced spine. Eager to claim the vitality of the living, these fetid abominations scour the battlefield for any who would stand against them, breathing in the souls spilled forth from their many victims.

**Loot:** Aside from the souls they claim, soulhunters travel with nothing of value.

**Lore:** Soulhunters are created by Cryx and used as light cavalry in the Dragonfather's wars.



### SOULHUNTER

SPD	STR	MAT	RAT	DEF	ARM
8	7	6	4	14	14
WILLPOWER		INITIATIVE		DETECT	SNEAK
8		13		5	1



#### SCYTHE

POW	P+S
6	13

This weapon has Reach.

This weapon is only usable by a Soulhunter.



#### SICKLE

POW	P+S
4	11

When it destroys a living enemy character with this weapon, immediately after the attack is resolved the soulhunter heals d3 vitality points.

This weapon is only usable by a Soulhunter.



#### HOOVES

POW	P+S
4	11

### ABILITIES

The soulhunter can make one attack with each of its melee weapons during each of its turns without penalty.

**Body Count** – The soulhunter gains 1 soul token each time it destroys a living character. It can have up to 3 soul tokens at a time. During its turn, the soulhunter can spend soul tokens to boost attack or damage rolls at one token per boost.

**Cavalry Charge** – The soulhunter can make Cavalry Charges using its Hooves as the Mount attack.

**Undead** – A soulhunter is not a living character and never flees.

### VITALITY

10

### BASE SIZE

LARGE

### ENCOUNTER POINTS

8

(Additionally, the Game Master can choose to start soulhunters with soul tokens. For each soul token a soulhunter has at the start of the game, increase its Encounter Points by 1.)



## THARN

The Tharn are Devourer Wurm worshipers that were once human but have changed into something more primal and savage over countless generations worshipping their bestial god. Tharn exist in the wild places of western Immoren, far away from the teeming cities of the Iron Kingdoms where they can practice their blood rites and barbaric rituals in seclusion.

Some male Tharn, called ravagers, have the capacity to call on the Wurm in combat to transform and become larger and more physically powerful. Many female Tharn have even more subtle powers but are no less savage and ferocious. When they call on the Wurm, they gain heightened predatory senses that augment their killing strikes.

**Loot:** Tharn tend to wear totems and jewelry fashioned from their kills. They may also have items stripped from those they have bested in combat, kept as trophies.

**Lore:** The Tharn are a savage race that lives on the fringes of civilization. They have many strange and dark powers through their association and worship of the Devourer Wurm. Though Tharn look human and once may have been, they are now something else.

### THARN RAVAGER

SPD	STR	MAT	RAT	DEF	ARM
6	8	7	5	13	14
WILLPOWER		INITIATIVE		DETECT	SNEAK
11		15		7	7



### THARN AXE

POW	P+S
5	13

This weapon has Reach.

**Powerful Charge** – This character gains +2 to charge attack rolls with this weapon. This weapon can only be used two-handed. This weapon requires STR6 to use.

### ABILITIES

**Skills (stat already included):** Climbing – 5, Intimidation – 6, Jumping – 10, Survival – 6, Swimming – 10

**Fearless** – This character never suffers the effects of Terror.

**Heart Eater** – This character gains a corpse token each time he destroys a living enemy with a melee attack. This character can have up to three corpse tokens at a time. He can spend corpse tokens during his turn to boost an attack or damage roll or to make an additional melee attack at one token per boost or additional attack.

**Pathfinder** – This character can advance through rough terrain without penalty and can charge across obstacles.

VITALITY	7
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BASE SIZE	MEDIUM
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ENCOUNTER POINTS	6
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Additionally, the Game Master can choose to start ravagers off with corpse tokens. For each corpse token a ravager has at the start of the game, increase his Encounter Points by 1.

### THARN RAVAGER CHIEFTAIN

SPD	STR	MAT	RAT	DEF	ARM
6	8	8	5	14	14
WILLPOWER	INITIATIVE	DETECT	SNEAK		
12	16	8	8		



#### THARN AXE

POW	P+S
5	13

This weapon has Reach.

**Powerful Charge** – This character gains +2 to charge attack rolls with this weapon.

This weapon can only be used two-handed. This weapon requires STR6 to use.

### ABILITIES

**Fearless, Heart Eater, Pathfinder** – See Tharn Ravager.

**Skills (stat already included):** Climbing – 6, Intimidation – 7, Jumping – 11, Survival – 7, Swimming – 11

**Battle Plan: Go to Ground** – This character can spend 1 feat point to use Battle Plan: Go to Ground. Using a battle plan is a quick action. Until they move, are placed, or are engaged, friendly characters that follow this character's orders gain cover, do not suffer blast damage, and do not block LOS.

**Feat Points** – This character starts each encounter with 1 feat point. He is allocated 1 feat point at the start of each of his turns. He can only have up to 1 feat point at a time.

**Pursuit** – This character can spend 1 feat point during his turn to use this ability. When this ability is used the character names one enemy. For the rest of the encounter, when that enemy moves during his turn, immediately after the enemy ends his movement this character can make a full advance. A character can use this benefit only once per encounter unless the original subject of this ability is destroyed, at which point the character can spend a feat point to use this benefit again.

**COMMAND RANGE** 6

**BASE SIZE** MEDIUM

**ENCOUNTER POINTS** 9

Additionally, the Game Master can choose to start ravager chieftains with corpse tokens. For each corpse token a ravager chieftain has at the start of the game, increase his Encounter Points by 1.



### THARN WITCH

SPD	STR	MAT	RAT	DEF	ARM
7	6	6	4	13	11
WILLPOWER	INITIATIVE	DETECT	SNEAK		
10	15	6	6		



#### SACRAL BLADE

POW	P+S
3	9

This is a magical weapon.

### ABILITIES

**Skills (stat already included):** Climbing – 6, Jumping – 8, Survival – 6, Swimming – 8

**Pathfinder** – See Tharn Ravager.

**Prowl** – This character is virtually invisible while in the shadows or in terrain that grants a degree of concealment. He gains Stealth while within terrain that provides concealment, the AOE of a spell that provides concealment, or the AOE of a cloud effect.

**ARCANE** 4

Will Weaver

**BASE SIZE** SMALL

**ENCOUNTER POINTS** 3

**SPELLS** COST RNG AOE POW UP OFF

**INHOSPITABLE GROUND** 3 SELF CTRL — NO NO

While in the spellcaster's control area, other characters treat open terrain as rough terrain. Inhospitable Ground lasts until the spellcaster's next turn.

**MIRAGE** 3 6 — — YES NO

During the spellcaster's Control Phase after upkeep has been paid, target friendly model's controller can place him anywhere completely within 2" of his current location.

**PURIFICATION** 3 SELF CTRL — NO NO

Continuous effects, animi, and upkeep spells in the spellcaster's control area immediately expire.



## TOTEM HUNTER

The totem hunter originates across the ocean from somewhere deep within the wilds of the southern continent of Zu, and very little is known about its native culture, beliefs, or language. Its main motive is clear: it lives to hunt. The totem hunter values its kills above all else and retains grisly totems from its most formidable adversaries. Its hunts are accompanied by sacred rituals through which the hunter hopes to capture a portion of each kill's essence.

**Loot:** In addition to its exotic weaponry, a totem hunter is likely to be in the possession of several grisly totems claims from its kills. While these totems are of great spiritual value to the hunter, they are likely to be of little value to anyone else.

**Lore:** Totem hunters have been known to spare unworthy kills after having defeated them. If the hunter believes killing a particular prey will not bring it strength or honor, it may be willing to let its prey live.



### TOTEM HUNTER

SPD	STR	MAT	RAT	DEF	ARM
7	8	8	4	15	15
WILLPOWER		INITIATIVE		DETECT	SNEAK
12		16		7	8



#### POLEARM

POW	P+S
6	14

This weapon has Reach.



#### ARM SPIKE

POW	P+S
3	11

### ABILITIES

**Skills (stat already included):** Climbing – 8, Jumping – 11, Survival – 7, Swimming – 10

The totem hunter can make one attack with each of its melee weapons during each of its turns without penalty.

**Bounding Leap** – This character is capable of preternatural feats of athleticism. Once during each of its turns in which it does not run or charge, it can spend 1 feat point to pitch itself over the heads of its enemies into the heart of battle. When this character uses Bounding Leap, place it any where within 5" of its current location.

**Cagey** – When this character becomes knocked down, it can immediately move up to twelve feet (2") and cannot be targeted by free strikes during this movement. This benefit has no effect while this character is mounted. While knocked down, this character is not automatically hit by melee attacks and its DEF is not reduced. It can stand up during its turn without forfeiting its movement or action.

**Fearless** – This character never suffers the effects of Terror.

**Feat Points:** This character starts each encounter with 1 feat point. It is allocated 1 feat point at the start of each of its turns. It can only have up to 1 feat point at a time.

**Pathfinder** – This character can advance through rough terrain without penalty and can charge across obstacles.

**Prowl** – This character is virtually invisible while in the shadows or in terrain that grants a degree of concealment. It gains Stealth while within terrain that provides concealment, the AOE of a spell that provides concealment, or the AOE of a cloud effect.

**Sprint** – If during its turn this character incapacitated or destroyed one or more enemies, at the end of its turn it can make a full advance.

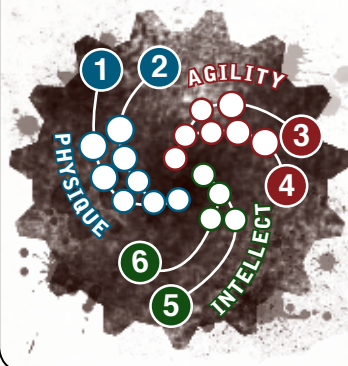
**Vendetta** – This character can spend 1 feat point during its turn to use this benefit. When this ability is used this character names one enemy. For the rest of the encounter, this character gains boosted attack rolls against that enemy. The totem hunter can use this benefit only once per encounter unless the original subject of the Vendetta is destroyed, at which point this character can use this benefit again at a cost of 1 feat point.

### BASE SIZE

MEDIUM

### ENCOUNTER POINTS

14



## TROLLKIN

Trollkin are a strong, hardy, and tradition-minded people renowned for their tenacity and resilience. They are among the most successful and diverse of the races of western Immoren. Persisting outside the laws of the Iron Kingdoms, trollkin are organized into large tribal societies called kriels, which comprise multiple families called kith. Most trollkin wear distinctive *quitari* patterns that denote their connection to kith and kriel. Trollkin are the most deeply religious of the Dhunian races, and their shamans are spiritual leaders as well as leaders of sizable communities. Strife between the human nations and the trollkin united kriels has grown of late, and although raiding and banditry are rare, trollkin have been known to attack military convoys and perform other acts of violence in the name of the united kriels. Additionally, young trollkin in human cities often band together for mutual protection and solidarity in groups called *shenkriels*, which are akin to gangs. These can be territorial and fierce toward outsiders and may take part in the criminal struggles of a city. Such youths are sometimes exploited as muscle by crime bosses who can earn their respect or otherwise gain influence over their leaders.

**Loot:** Trollkin carry jewelry and other totems made from precious stone and metals, which have far more significance to their owners than their simple material value.

**Lore:** Trollkin are exceedingly tough and can shrug off wounds that would kill a human. Though trollkin are known to inhabit the cities of men and may gather in self-contained communities in the largest, they truly thrive in the wilderness where they prefer to make their villages.

### TROLLKIN WARRIOR

SPD	STR	MAT	RAT	DEF	ARM
5	6	5	4	10	13
WILLPOWER	INITIATIVE	DETECT	SNEAK		
9	12	4	4		



#### AXE

POW	P+S
3	9

### ABILITIES

**Tough** – When this character is disabled, roll a d6. On a 5 or 6, the character heals 1 vitality point, is no longer disabled, and is knocked down.

**VITALITY** 7

**BASE SIZE** MEDIUM

**ENCOUNTER POINTS** 2

### TROLLKIN FELL CALLER

SPD	STR	MAT	RAT	DEF	ARM
6	6	6	5	12	14
WILLPOWER	INITIATIVE	DETECT	SNEAK		
11	14	5	5		



#### WAR HAMMER

POW	P+S
5	11

On a critical hit, a living target hit has a chance to be knocked out by the attack. If the target suffers damage from the attack, he must make a Willpower roll against a target number of 18. If the target succeeds, he stays conscious. If he fails, he is knocked out.



#### SONIC BLAST

RNG	ROF	AOE	POW
SP8	1	—	12

### ABILITIES

**Tough** – See Trollkin Warrior.

**Feat Points** – This character starts each encounter with 1 feat point. He is allocated 1 feat point at the start of each of his turns. He can only have up to 1 feat point at a time.

**Feat: Revitalize** – This character can spend 1 feat point during his turn to regain a number of vitality points equal to his PHY stat immediately. If a character suffers damage during his turn, the damage must be resolved before a character can use this feat. An incapacitated character cannot use Revitalize.

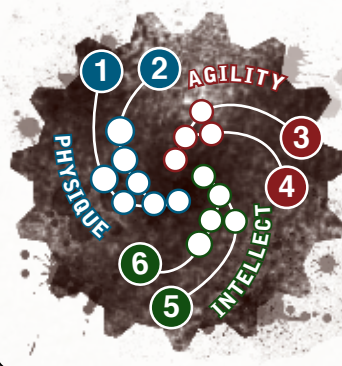
**Fell Call: Heroic Ballad** – This character can use this call as a quick action. For the rest of the round, while in the Fell Caller's command range, friendly trollkin characters are fearless and gain +2 to melee attack rolls. Heroic Ballad lasts for one round.

**BASE SIZE**

**MEDIUM**

**ENCOUNTER POINTS**

**6**



## TROLLKIN CHAMPION

SPD	STR	MAT	RAT	DEF	ARM
5	7	7	4	12	16
WILLPOWER	INITIATIVE	DETECT	SNEAK		
11	15	6	5		



### WAR HAMMER

POW	P+S
5	12

On a critical hit, a living target hit has a chance to be knocked out by the attack. If the target suffers damage from the attack, he must make a Willpower roll against a target number of 18. If the target succeeds, he stays conscious. If he fails, he is knocked out.

## ABILITIES

**Feat: Revitalize** – See Trollkin Fell Caller.

**Tough** – See Trollkin Warrior.

The trollkin champion can make one attack with each of his melee weapons during each of its turns without penalty.

**Feat Points** – This character starts each encounter with 1 feat point. He is allocated 1 feat point at the start of each of his turns. He can only have up to 1 feat point at a time.

**Retaliatory Strike** – When this character is hit by a melee attack made by an enemy at any time other than during his own turn, after the attack is resolved the character can spend 1 feat point to immediately make one normal melee attack against the enemy that hit him.

**BASE SIZE** MEDIUM

**ENCOUNTER POINTS** 9

