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ROLEPLAYING UNLEASHED

Welcome to the first book in a new roleplaying game line designed to let players step into the role of western Immoren's powerful and barbaric races. It is a dark reflection of the urban life depicted in previous Iron Kingdoms roleplaying books. With a vast number of player races and opportunities previously unavailable to roleplaying game groups, *Iron Kingdoms Unleashed* is a unique experience of roleplaying in the savage wilderness, where survival of the fittest—and the fiercest—is the rule.

In the process of writing, testing, and revision, some projects evolve to take on a shape no one could have predicted at the outset. The book in your hands is just such a project. This volume was originally conceived as a supplement to the *Iron Kingdoms Full Metal Fantasy Roleplaying Game*, but it became clear as we worked that this was a wholly different game. It set players loose on an entirely new path in the world of the Iron Kingdoms, an experience that deserved its own core book with all the detail we could cram into it.

Rather than tying ourselves down to what we had written about the urban dwellers of the Iron Kingdoms, the decision to make *Unleashed* a core rule book freed us up to write exactly what we wanted to say. It allowed us to modify the *Iron Kingdoms Full Metal Fantasy* rules as needed to make everything work in a way that made sense, was fun to play, and reflected the tone of the wilds.

This book showcases the world of western Immoren in a whole new light. It provides an up-close and personal look at the wilderness of western Immoren, including the cultures, organizations, and creatures that fill the diverse unspoiled places spread across the continent. It is the culmination of many months of effort by a team of talented individuals working together to provide the most entertaining (and uncivilized) roleplaying game experience possible. Much as HORDES followed WARMACHINE, *Iron Kingdoms Unleashed* follows *Iron Kingdoms Full Metal Fantasy*, adapting and refining what came before it. Building on the award-winning *Full Metal Fantasy* rules, *Unleashed* started with a strong foundation of gameplay that is fast, furious, and fun and threw in a hearty measure of cannibalistic magic and vicious monsters.

At its core, the Iron Kingdoms roleplaying games are about playing heroic individuals performing incredible deeds—but what qualifies as a "hero" is very different beyond the walls of civilization. In the eyes of settled societies, the heroes of *Unleashed* are bloodthirsty monsters, savage and hungry beasts that emerge from the darkness like fanged nightmares. Within their own communities, however, these wild heroes are fighting to preserve their homes and traditions from the steady encroachment of the industrialized world. Well, that and looking to take a bite out of anything that passes within reach of their jaws.

Whether this is your first time exploring the world of western Immoren and the Iron Kingdoms roleplaying game line or you are a veteran of many hard-fought battles over the course of long-running campaigns, this book gives you everything you need to start your adventures in the wilds of the Iron Kingdoms. So dig in, and get ready to unleash your wild side.

WHAT IS A ROLEPLAYING GAME?

A roleplaying game is a collaborative storytelling game that takes place in the imagination of the players, with a set of rules providing the framework for resolving dramatic conflict. Players take on the role of characters in the game, with one player assuming the mantle of the Game Master. The Game Master crafts a story for the other players to experience. The scope of this story can be small, following a group of travellers over the course of a few days as they struggle to achieve a particular goal, or it can be expansive, sending that same group to the farthest reaches of the world to do battle with great armies and change the course of history.

WHAT YOU NEED TO PLAY

You only need to have a few things before you start adventuring in the wilds of the Iron Kingdoms. In addition to this book, you'll need a small group of people. One person—typically the one most familiar with the rules—takes on the role of the Game Master, and the other players create characters to be the heroes of the story. Groups can vary in size from two to six (or more!) players, but most game groups have a Game Master and four or five players.

Each player needs a character sheet to track his character's abilities, skills, and advancements over the course of the game. You can track this information however you like, but we've included a character sheet at the end of this book (p. 466) for you to photocopy and use. To maximize your enjoyment of combat encounters you will want a 32 mm scale model to represent each character, a tape measure or ruler marked in inches to measure movement and attack ranges, and a few six-sided dice. (Six will be plenty.) The range of HORDES and WARMACHINE models offer a ton of options to use as the basis of your own character model, and a gallery of inspirational conversions is included at the back of this book.

The Game Master will need a table or surface where he can set up or draw the battlefield, and it's a good idea to have a handful of tokens to keep track of things during the game. The battlefield can be as simple as a few sketches to outline significant features like buildings, forests, and lakes, or it can feature detailed terrain pieces that transform the table into a dramatic landscape.

HOW LONG THE GAME WILL LAST

One of the great things about a roleplaying game is that it lasts as long as you want it to. It all depends on the story the Game Master wishes to tell. A typical session lasts between two and four hours and most groups meet to play regularly (usually once a week). Campaigns, made of a series of sessions strung together to build the story, can be as short one or two sessions. Larger, more complex campaigns can last months or even years! The campaign is limited only by the imagination of its players and Game Master.

THIS BOOK AND OTHER RESOURCES

This book is the core rulebook for *Iron Kingdoms Unleashed*. It serves as an introduction to the wilderness of western Immoren and its inhabitants and contains all the rules you will need to play the game. The first chapter, "The Wilds," delves into the wilderness of western Immoren, providing a detailed overview of its history and its widely varied peoples and geography. This chapter gives you a glimpse of life in the untamed reaches and explains how the many cultures of the wilds differ and interact with one another. The next chapter, "Characters," covers the rules for characters and how to create them, what they can do, and how they advance over time. This is where you will learn about the diverse races, careers, and abilities that define characters in the game.

"The Game" details the core rules of the game. This chapter covers how to resolve combat and determine the success and failure of skills as well as explaining the rules for surviving in the unforgiving wilderness. "Magic of the Wilds" explores the mysterious arcane powers of the wilderness. This is where you will find information on the spells the shamans, sorcerers, and warlocks of western Immoren wield as well as the rules for building the powerful stone constructs called wolds. "Warbeasts" covers the massive creatures the wild races have transformed into potent tools of destruction. This chapter contains all the rules for training and developing warbeasts into fully fledged characters in your games. "Gear and Bone Grinding" contains all the gear a wilderness explorer could ever want. It covers rules for weapons, armor, and equipment as well as the poisons, traps, and wilderness alchemy used by the wild cultures of western Immoren.

"Creatures" explores some of the deadly beasts and races inhabiting the wilderness. This chapter is where you will find a range of creatures for player characters to test their strength against, ranging from relatively innocuous options like troll whelps all the way up to the deadly feral warpwolf. The last chapter, "Game Mastering *Unleashed*," provides suggestions for the Game Master on how to run games set in the wilds. It contains guidance and recommendations for building encounters and creating compelling stories for your players to experience, including story threads you can use to inspire your own campaigns. At the end of the book you will find appendixes that provide templates that can transform creatures in a number of different ways, player resources like character sheets, and more, and an index.

This book is just the beginning of your adventure in the untamed regions of western Immoren. Later publications will delve into the cultures that exist on the fringes of western Immoren, exploring their society, history, magic, and warriors. Along the way the rules will expand with new equipment, careers, and abilities to help you vary your playing experience.

GAME TERMS

The following game terms appear throughout this book. Become familiar with them now for ease of reference.

- **Game Session –** A game session is when you sit down with your friends to play the *Iron Kingdoms Unleashed Roleplaying Game*. It is a real-world event, not an in-game duration of time. For example, getting together with friends for a night of play is a single game session.
- **Game Master –** The Game Master is the individual running the game, narrating the story, and setting the scenes. Before playing *Unleashed*, a potential Game Master should familiarize himself with the setting by reading through this book, paying particular attention to the chapter "Game Mastering *Unleashed*" (p. 436).
- **Player character (PC) –** A player character is a character controlled by a player. Contrast with non-player character.
- **Non-player character (NPC) –** Non-player characters are the background cast of the game and are controlled by the Game Master. NPCs include all monsters, antagonists, and allies with which the player characters interact. Contrast with player character.
- **Enemy –** An enemy is any character (PC or NPC) doing something in opposition to the acting character.



THE WILDNESS WITHIN

Welcome to western Immoren, a world where the civilized nations of mankind blend magic and technology, wars of dominance are fought between ancient rivals over long-contested lands, and great predatory creatures stalk the countryside ready to devour anything that crosses their path. These nations were shaped by a long and bloody history of warfare. Not so long ago, western Immoren was subjugated by the Orgoth, terrible invaders from across the seas that plunged the region into a dark age of servitude, but over the centuries the people of western Immoren joined their strength and fought to drive the evil occupiers from their land. In the aftermath the continent was carved into mighty nations: the Iron Kingdoms.

Yet between the cities of these recognized nations are great swathes of land that are both unsettled and undeveloped. Across western Immoren humanity has erected cities of thriving industry, but humanity's control ends at the city walls. Beyond lie vast expanses of dark and untamed wilderness, where a more savage population dwells. Mankind's cities are little better than bulwarks keeping the great press of the natural world, in all its ferocity and splendor, at bay.

These feral places are home to deadly creatures, savage tribes, and cults dedicated to dangerous and bloodthirsty gods. Amid the forests and swamps, atop frozen mountains, and in parched deserts, the wild peoples vie for power and territory in tribal warfare that rivals anything the armies of man could muster. Wielding ancient magic and deadly weapons, the denizens of the wilderness struggle for survival against the hostile environment itself, all while fighting off those who seek to claim their lands and destroy their people. The wars they fight often pass unnoticed by civilization's inhabitants, but they are as bloody and brutal as any conflicts between warring nations.

Fighting alongside these wild tribes are mighty creatures called warbeasts. Warbeasts are the greatest weapons in a tribe's arsenal, massive and ferocious creatures with the strength to cleave through enemies and tear down fortifications. Commanding the warbeasts are warlocks, tremendously powerful sorcerers, shamans, or druids with the ability to control a group of warbeasts telepathically. Through this shared telepathic bond, a warlock can drive his warbeasts into the heart of the enemy to rip them apart barehanded—or bare-taloned, or bare-tentacled, as the case may be.

Warlocks are masters of the arcane, but they are not alone in the ability to command the forces of magic. There are others in the wilds who keep their own mystical traditions, such as the gatorman bokors, who commune with and command the spirits of the dead, or their bone grinders, grisly meat-wizards who render down the flesh of fallen creatures, friends, and foes and create potent fetishes from the flesh of the dead to tap into the arcane potential of life itself. In western Immoren, the supernatural is a real and dynamic force that can be used as a tool by those with the power to command it.

Though humans think they dominate western Immoren, the wilderness is filled with other races. Living in isolated communities hidden in the hinterlands, these peoples are bound by their own laws, not those written by men in distant cities. In the vast tracts of unspoiled land between the walled communities of mankind lies another world, a savage world that ultimately follows only one law: eat or be eaten.

In the swamps, ravenous gatormen and scheming bog trogs battle for control of wetland territory that few others would consider quite so valuable. In the dense forests and among the mountains, kriels of indomitable trollkin, durable pygmy trolls, and feral Tharn carve out homes, battling one another for prime patches of real estate.

Across the wilderness, secretive gatherings of the Circle Orboros, a group of druids working tirelessly to forestall an impending apocalypse, subtly manipulate their unwitting neighbors. The agendas of these blackclads reach far, and few places in western Immoren remain untouched by their mystic work. They are masters of subversive manipulation and often instigate strife and even wars. When their schemes are discovered the blackclads can suffer backlash, so they have learned to go about their business with the utmost stealth.

Scattered like chaff on the wind, the last survivors of Nyss society search desperately for a home, allying themselves to any who will take them in. They work as mercenaries, scouts, and brigands and can be found fighting alongside nearly every group in western Immoren, provided the price is right.

In all places the inhabitants of the wilds have to deal with the press of the Iron Kingdoms themselves. Men of those nations incessantly intrude upon the wilderness to harvest natural resources that feed the needs of their industrialized society. On occasion these humans come offering trade in return for safe passage and the right to harvest lumber and mine, but most often they simply push in and take what they desire. Those who try the former are sometimes allowed to live; those who try the latter are usually strung from the trees as a warning to the next person who might attempt such a thing.

In order to survive in this inhospitable land, travelers must be well armed and band together with others possessing the grit and fortitude to prevail against the threats that come from every side. There are countless ways to navigate the trackless wilderness in search of prosperity, but many lead to death and ruin. Which fate is in store for you?


IRON KINGDOMS
CAPITAL
CITY
FORTRESS
FEATURE OF INTEREST
RAILROAD
ROAD
MOUNTAINS
HILLS
FOREST (temperate)
FOREST (boreal)
SWAMP
SCALE (in miles)
25 50 75 100 200 300 400
N
S
E
W
BLOODSTONE MARCHES
MEREDIUS
Wailing Sea
Sea of a Thousand Souls
Gulf of Cygnar
NORTHFORGE
WESTERN MIDLUNDS
EASTERN MIDLUNDS
NORTHERN MIDLUNDS
SOUTHERN MIDLUNDS
WESTSHORE
SOUTHPOINT
CASPIA
IMER
MERYWYN
CORVIS
CYGNAR
KHADOR
THURIA
SCHARDE ISLANDS
CORSK
KORSK
SKELL
CLOCKERS COVE
RAINSMARKET
PT. BOURNE
FLURIN
CAERLEG'S CREEK
DRAGONSPINE PEAKS
ROTTERHORN
ICTHOSA
ANCIENT ICTHIER
SHYRR
IRYSS
RHYDDEN
LAEDRY
ELSINBERG
RORSCHIK
MERCIR
BLACKWATER
DREGGSMOUTH
CLOUDSDOWNS
THE GNARLS
WESTINMARSH
STEELWATER FLATS
SULONMARCH
GEDORRA
VARHDAN
TERNON CRAG
CARRE DOVA
BERCK
HEARTHSTONE
ARMANDOR
TARNA
FIVE FINGERS
CERYL
NEW LARKHOLM
ORYEN
KING'S VINE
IRONHEAD STATION
RAMARCK
MANSGRAVE
SHIELDPOINT
HIGHGATE
FENNMAR
RAELTHORNE
CUTTENROCK
MOROVAN
WARMWALL MOUNTAINS
GIANT'S HEAD
CHARLEHAST ISLAND
DRAGONSMOOR
BLACKROCK
THE RUE
SKROVENBERG
KHARDOV
PORT VLADOVAR
CORBHEN
MIDFAST
VOLNINGRAD
NEW VROGGEN
KHADORAN LLAEL
FREE LLAEL
NORTHERN CRUSADE
THORNWOOD FOREST
BLINDWATER LAKE
ALMARE
OLGUNHOLT
BERCK HARBOR
CARRE DOVA
BAY OF STONE
SHEARWATER NARROWS
SEA OF A THOUSAND SOULS
WESTINMARSH
BLACKROCK
BLACKWATER
SKELL
DREGGSMOUTH
MERCIR
CLOCKERS COVE
HIGHGATE
SOUTHPOINT
GULF OF CYGNAR
CASPIA
IMER
SULONMARCH
GEDORRA
VARHDAN
ANCIENT ICTHIER
ICTHOSA
SHYRR
IRYSS
RHYDDEN
LAEDRY
ELSINBERG
RORSCHIK
MERYWYN
CORVIS
TERNON CRAG
BLOODSTONE MARCHES
NORTHERN MIDLUNDS
EASTERN MIDLUNDS
WESTERN MIDLUNDS
SOUTHERN MIDLUNDS
NORTHFORGE
CYGNAR
KHADOR
THURIA
SCHARDE ISLANDS
CORSK
KORSK
SKELL
MEREDIUS
WAILING SEA
SEA OF A THOUSAND SOULS
GULF OF CYGNAR



THE WILDS

CREATION AND THE GODS OF CAEN

The cultures inhabiting the wilds have origins stretching before the written word, before language itself. They rely on a wealth of myth and lore to explain the world and its beginning, speaking to a time before any intelligent thing walked the wild places. Not all these legends agree, and each people have their own tales, some starkly contrasting.

Among dwellers of the wilds, the blackclad druids of the Circle Orboros represent an unbroken fellowship spanning millennia dedicated to controlling the chaos of nature, understanding and manipulating those dwelling in the wilds, and comprehending the mysteries of creation. Despite their claims of mastering the deeper lore, however, others who predate their order have myths that are older still. Foremost among the early races are the trollkin, the most widespread and successful of the goddess Dhunia's children.

Even before they learned to carve runes in stone, the trollkin shared stories of their divine Great Mother and the Devourer Wurm, their violent father. Trollkin legends extend deeper into the mists of prehistory than anything preserved by man.

DHUNIA AND THE DEVOURER WURM

Dhunia was the first to emerge from the endless chaos that once was all that was. Her body became the world, Caen. When Dhunia awoke on the first day, she was alone. The emptiness saddened her, and she began to weep. Her tears created the rivers, lakes, and oceans. Then living creatures and plants sprang up; verdant pastures and towering forests grew; and buzzing insects, chirping birds, and docile beasts soon populated the lands. To light the world she made the sun for the day and the three moons Calder, Laris, and Artis to shine amid the stars at night.

All life came from Dhunia and she was filled with intense joy, which became the first summer. After some time, the Great Mother saw that the creatures multiplied and filled the lands, eating the plants faster than new ones could grow. Soon they would not have enough to eat. She knew that the great summer had to end so the grasses and trees could sleep and awaken refreshed in the spring. All living things had to be part of the cycle of birth, growth, and renewal; Dhunia knew she must allow death and destruction into the world.

To do this, Dhunia birthed the first and most formidable predator, the Devourer Wurm. The Devourer was a bestial, forever-changing monstrosity that spawned endless horrors and ravenous beasts. Its rage manifested as storms and earthquakes that scattered the abundant herds and heralded the end of the first life cycle. The Wurm brought hunger and predation. When the first living creature killed and ate another, the Wurm was there, tasting blood and seeking to slake its inexhaustible hunger.

And yet the Devourer was not content. It prowled the world seeking more challenging prey, and soon its baleful eyes swept across Dhunia. She knew a fleeting moment of fear, the terror of the hunted. Eventually the Devourer overcame and ravaged the Great Mother. Sensing the life quickening within her, Dhunia rested and winter settled over the lands of Caen. With the coming of spring, the Ravaged Mother gave birth to children that exhibited qualities of both their divine father and mother—able to be savage and violent yet also noble and honorable. In various times these races have been closer to one or the other of their primal parents, devoting their worship to either Dhunia or the Wurm.

Desiring a reprieve from the predations of the Great Beast, Dhunia fostered a skilled hunter from the strongest and most cunning of her children: Menoth. While humans claim Menoth created the world, Dhunians know this to be untrue: his first task was to hunt and slay wild beasts. Dhunia bestowed upon him the power, virility, and strength to fight the Wurm. Their clashes would take them across the face of Caen, changing the shape of continents and shattering mountains. Wherever Menoth passed as he hunted the Wurm across Caen, humanity arose, proving to be consumed by the same desire to tame the wilds. Menoth eventually chased the Wurm from Caen and into a shadowy realm born of the Wurm's nightmarish dreams, a place humans call Urcaen.

Consumed by battle lust, Menoth forgot the Great Mother, and so his children disregard the legends of Dhunia's chosen, that everything comes from the Great Mother and all things go to her in the end. Her love of all creatures is such that when a living thing dies, she places its spirit back into her womb, comforting it until the time comes for it to be reborn. In this way, life never truly dies but returns to the Great Mother to be born again. Those races that turned their back on Dhunia did not accept her embrace, and their souls follow Menoth and the Wurm to Urcaen after death. There they experience countless horrors and must band together to endure. There is a reason Urcaen is also sometimes called Hell.

DHUNIA'S CHILDREN

While the trollkin now worship Dhunia almost exclusively, in the earliest days most worshipped their divine father. The hunger of the Wurm was embodied in the trolls, those beasts related by blood to the trollkin but filled with even more savagery, strength, and appetites. The first and mightiest of the primal trolls were the mountain kings, enormous immortal creatures born from where the blood of Dhunia and the Wurm struck the mountain peaks.

The mountain kings were among the earliest creatures formed of the violent union between the Wurm and Dhunia. They in turn spawned the rest of trollkind, including the trollkin. Mountain kings were fonts of generative power, their tissues so teeming with life that lesser trolls formed within their flesh to be shed behind them. These first trolls were ageless and undying. They laired high atop mountains across Immoren, sleeping for decades between horrific feeding frenzies. Each was fiercely territorial and willing to devour anything that disturbed it.

When trollkin emerged on Caen they were smaller and weaker than trolls but also smarter. They owed less of their nature to the Wurm and were favored of Dhunia, who saw in them the capacity to understand. Taking advantage of the gift of intelligence, trollkin quickly spread across the face of Caen, banding together to subdue or drive away any dangerous beasts that challenged them. They built the first villages and raised their voices in the first songs. The only places they did not go were the high caves where the mountain kings laired.

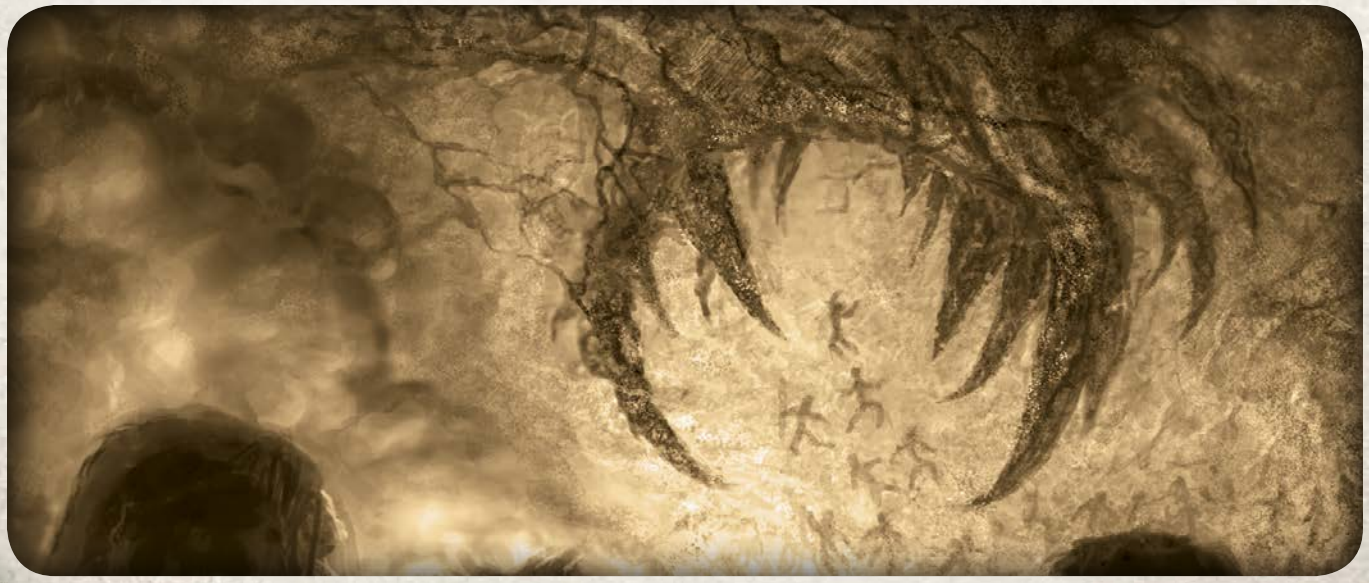
Soon the kin spread so far and wide that they forgot where they were forbidden. In retaliation for their intrusions, the mountain kings descended from their peaks to lay waste to everything in their paths. Entire forests, lakes, and hills vanished into their gaping maws. The remaining trollkin banded together to subdue these giant beasts and chain them beneath the earth. There they still rest, filled with rage and hunger even as they sleep. Over the centuries they sometimes rouse to test their chains, struggles that manifest as earthquakes and landslides.

With the mountain kings subdued, Dhunia brought other children into the world, including powerful ogrun, belligerent farrow, and the small but agile gobbers and bogrin. These races she favored, but soon they were outnumbered by humanity

THE BLACKCLADS AND THE PRIMAL POWER OF ORBOROS

While most of humanity has lived in fear of the Devourer Wurm and its children, largely remaining ignorant of the Great Goddess, one ancient and secret society has spent time and effort to understand the world's cosmology. The blackclads of the Circle Orboros draw supernatural power from the chaos embodied by the Wurm. They describe the natural world in a way not entirely dissimilar to that of Dhunian shamans but with a complex philosophy and a systematic approach of their own. By dint of their powers and esoteric mysticism, the blackclads exist outside human society.

The blackclads believe both the Wurm and Dhunia are manifestations of a single primal and all-pervasive entity they call Orboros. By their philosophy, Caen and therefore Dhunia represents the tangible physicality of Orboros, while the conscious will and the most violent impulses of Orboros are embodied in the Devourer Wurm. The druids of the Circle are often mistaken as priests or prophets of the Devourer, a misconception they used to manipulate Devourer worshippers. In truth, while the blackclads draw their power from the Wurm they do not serve or worship it.



as well as the reckless and aggressive spawn of the Wurm, including races more directly descended from the Beast of All Shapes.

ASPECTS OF THE GREAT BEAST

In the wild places among wilderness tribes there is a plentitude of hungry beings named and worshipped as gods. The Devourer Wurm has many names and many fierce children. Some of its children are thought to be just aspects of the Beast of All Shapes, assumed to embody his hunger on Caen.

One of the Wurm's fiercest progeny, Kossk, spawned the gatormen. Gatormen speak of Kossk as a giant reptile, sometimes described as an alligator, other times a gatorman with a tremendous gaping maw large enough to swallow the world. All legends of Kossk describe its hunger and cold malevolence, its eagerness to consume. It does not think or plan. Its only desire is to consume and grow. It is an entity of pure and terrifying purpose.

Bog trog mystics do not talk of their origins but describe a powerful and monstrous creature named Ashiga, an undying cold-blooded beast they believe is slumbering and awaiting their call to awaken and destroy the enemies of the bog trogs. Bog trog mist speakers have many enemies they are eager to introduce to Ashiga. Whether Ashiga is a god or a beast is not known, nor does it matter to the bog trogs. Ashiga is Ashiga, just as Kossk is Kossk.

OTHER GODS AND ANCIENT POWERS

At the dawn of the world there were few gods, only the primal powers that gave rise to all that would be. As life prospered and multiplied, other godlike things emerged to lay claim to parts of the world. Some of these beings created people in the hopes of being worshipped. Though much discussed, the origin of these divinities is seldom known for certain, even among their most devoted worshippers.

THE GODS OF MAN

Menoth was the first god of humanity, their Creator, though it is not known if the creation of man was his intention. For a long time these soft-skinned and almost helpless creatures had to fend for themselves amid a hostile world where they were prey. The Dhunians believe their birth was likely an accident.

Most humans forgot Menoth and turned to the Wurm, begging the Great Beast for help becoming better hunters so they could hunt and eat and live. After a long era, Menoth returned to Caen and was angry to see his people praying to the Beast of All Shapes, his eternal enemy. He demanded their worship and in return offered the means by which this race could endure. He instructed his people in forging weapons and igniting fires to drive away the wilds. Menoth then showed them how to erect walls to keep beasts away and gave them the means to grow food by watering the ground. For this he demanded obedience and adherence to his True Law.

In time humans would find new gods. In a later era a pair of Twins were born, one male and one female, who were smarter and better spoken than all others. These two offered new ways to think and act as well as values to consider other than obedience, which angered the Menite priests who ruled the human cities. The male was Morrow and his sister was Thamar. These two surpassed their mortal limits to become gods, and religions were founded in their names.

Morrow believed in honor, generosity, and kindness. He asked his followers to work together but also to think for themselves and ask questions. Thamar told her followers to trust only themselves and to do anything necessary to acquire knowledge and power. She taught them that the rules others set down about what is right were a means to enslave them and said each person could make his own laws. Menites did not care for either of these faiths. The priests tried to have the Twins' followers all killed but failed to stamp them out. As to what Menoth the god thinks of Morrow or Thamar, no one knows. Occupied with fighting the Devourer Wurm, he may not have noticed them.

These new gods went to Urcaen and made domains for themselves. In time other heroes of their faiths followed their examples to become powerful spirits called ascendants and scions. Many humans worship these ascendants and scions together with Morrow or Thamar, giving them a great deal to talk and write about. Humans seem to enjoy hearing their own words.

More recently some few humans claim to have found a god named Cyriss. She is a goddess of the stars, of numbers and complex clockwork machines. Only learned tinkerers serve this goddess, working to create perfect machines within their forges. Those who serve her become machines themselves and worship her in their metal-walled temples below the earth.

NYSSOR AND THE DIVINE COURT

The Nyss people worship Nyssor, whom they call the Winter Father among other names. He was one of the elves' several gods, once eight in number. Four of these, including Nyssor, governed each season. The other four looked after the passage of time, governing intervals like day and night. All but two of those eight gods are now gone, with only winter and spring left—Nyssor the Winter Father and Scyrah the Maiden of Spring.

What happened to the other elven gods is a long tale connected to the rise and fall of the first civilization of the elves. Though elves are long-lived, their time on Caen as a race has been short. They were created, they rose to a considerable height, and then they fell.

The Divine Court of elven myth came to be in a place called the Veld. The elves say their gods came from the moons and the sun and that these gods saw human souls spilling into Urcaen to join Menoth or the Wurm. Lacyr, their leader, decided they should also create a people of their own.

So the elves were created, Lacyr bearing them to term. Lacyr did not intend to let her people roam Caen without guidance, as Menoth had done. Once the elves had spread and multiplied,

the Divine Court made itself known and granted them wisdom. With such direct guidance from their gods, the elves spread across eastern Immoren and created the Empire of Lyoss. Individual tribes of other races were no match for the elven armies. They might have spread across the entire continent if a tragedy of their own making had not sealed their doom.

The gods of the Divine Court yearned to be closer to their people and envisioned the construction of a great bridge between their realm and that of the living. The people of Lyoss were tasked with building this bridge, and when it was at last completed, the people gathered in celebration and welcome.

When the gods stepped into this world, something went horribly wrong. There was a vast and terrible explosion, one that split the very continent in two. Fire so hot it could melt mountains filled the sky, while blocks of flaming stone hurled through the elven cities. The gods of the elves saved as many of their people as they could. With Lyoss destroyed, its surviving people fled west, abandoning their lands to find shelter in an isolated region they called Ios.

For thousands of years the nation of Ios languished, its people suffering from barrenness, shorter lives, and diseases they had never known before. Eventually it became clear to their gods that they had lost their power and were weakening. They could not stay on Caen, as the mortality of the world had infected them. To restore themselves they must return to the Veld, though they did not know how. With many tearful farewells, the gods left Ios to find a way home.

Less than a century after the departure of the gods, there was a stirring in the smallest Iosan city—Darsael, built in devotion to Nyssor. This city and its people had never been well loved by the rest of Ios, as winter was a season no one welcomed. The rest of Ios did not stir as the people of Darsael abandoned their homes and left Ios without a word of explanation.

The people of Darsael followed a prophet named Aeric, whom they believed had been given a divine vision by Nyssor. According to Aeric, the Winter Father's chosen people were to depart Ios and journey far to the northwest. There they would find a region of perfect and endless winter. Aeric said they must become a people apart, master a new way of life, and in their new home await the return of Nyssor.

These chosen people became the Nyss. They made their trek, enduring much hardship. The lands they crossed were hostile and unknown, and many perished. Eventually the Nyss reached the Shard Spires in the far north, a region so frozen that even the hardiest tribes would not dwell there. They relied on their faith and will to endure. They became a tribal people, forsaking civilization and learning to hunt to feed their own. They marked the perimeter of their territories with warning stones and slaughtered any who stepped past them. They learned to ride the sure-footed ulk of the mountains as mounts, forming a bond with these swift creatures. They had become what Nyssor wanted them to be—a cold and hard people, hunters and survivors.

For a long time life was good and simple. Then—after several generations had passed and all had forgotten what it was like to live among the gods—Nyssor, Father Winter, returned to his people alone. He said that he and the other gods were dying, and his only chance of preserving himself was to entomb his flesh in ice. Nyssor did just that, garbing himself in winter cold until he was encased. His priests vowed to protect him.

Far from the frozen lands of the Nyss, within the wooded glades of Ios, another goddess returned. Scyrah came to the elven capital and then fell into a deep slumber from which she has yet to awaken. So it was the two last gods of the elves returned to their people changed and diminished, and the fate of the other gods remains a mystery. Those still missing are called the Vanished, and many elves think they are forever dead.

The afterlife of the elves is now an uncertain thing. Once Iosans thought their goddess of night, Ayisla, watched the gates of the Veld and weighed the souls of the slain to see if they were worthy. Those not ready were sent back to be born anew, while those who were ready were let in to enjoy an eternity with the gods. No one knows what became of this cycle since the gods came to Caen and then suffered tragedy. The Nyss hope they will join the Winter Father one way or another but cannot say with any certainty that this is what awaits them. They seek to take what joy they can in life and do not speak of what transpires after death.

THE GREAT FATHERS OF RHUL

Not all pantheons of the new gods are filled with such tragedy. Some of their stories begin in sorrow but end in triumph, and so it is with the myths of Rhul.

The dwarves believe that long before they themselves were created, their gods had to free themselves from their own creator, a mountain-god named Ghor dwelling in *Kharg Drogun*, or "the Land Beneath." Ghor carved thirteen servants from crystals taken from himself, and these became his shackled slaves. Each held a seed of divinity and dreamed of eventual freedom.

After much hardship, the thirteen devised a plan. They convinced Ghor they should build a massive tower to serve as a monument to his power. They also persuaded him that such a tower must use the peerless stone, ore, and minerals from within his depths. In the process of erecting this tower, the thirteen slaves mined the depths of Ghor, weakening their creator. They revealed their rebellion when they collapsed the tunnels connecting those mines, toppling the mountain and killing Ghor.

Now free, these thirteen stone-made gods crossed into the northern mountains of Caen and there set about creating what would eventually become the dwarven people. First, these gods shaped from river clay thirteen wives for themselves, the Claywives. Rhulfolk believe the Great Fathers are literally their progenitors, having sired the first dwarves upon the Claywives, founding the first thirteen clans of Rhul.

The Great Fathers created the foundations for the Rhulic civilization, laying down their edicts in what would become the Codex, a holy text and a library of law. Then they departed Caen, returning with the Claywives to Kharg Drogun. There they secured their realm and invited the dwarves to rejoin them in the afterlife. The dwarves are a people of substantial industry who have thrived amid their mountain homes, securing their borders from invasion and reaping profit from their mines. Their gods look after them but do not seem inclined toward strife with other powers.

TORUK THE DRAGONFATHER

The dragons are great and imperishable horrors once thought to be spawned by the Devourer Wurm. Over time it has become increasingly obvious that they are not like other living things and are part of neither Dhunia nor the Wurm. They are something altogether other and unnatural, beings perhaps neither alive nor dead, neither god nor beast, but perhaps all these things at once. They are immortal and unbelievably powerful, and all dragons originate from Toruk the Dragonfather.

For sixteen centuries Toruk has been worshipped as a god by those in the island empire of Cryx. Countless tales and legends describe destruction wrought by the Dragonfather, but none tell of his origin. All who have beheld his vast wings or his fury can speak only of their dread and fear, of the futility of trying to combat the creature. Those who worship the Dragonfather claim he has always been present, even when the world itself was forming, and they revere him as the First God of Caen.

Inhabitants of the wilds know only that Toruk and his brood are monstrosities to be avoided at all costs. The creatures' blighted presence twists the land, and living things become disfigured and strange in their presence. Yet some few people revere the dragons and turn to their service in exchange for power or protection. This is most common among tribes whose members have become blighted.

Toruk spawned the other dragons in ancient times, before the continent was cracked in two. Legends say this most powerful and fearsome being on Caen grew tired of his lonely existence and sought the veneration of creatures worthy of him, since mortals were to him like gnats. So he took his heartstone, his athanc, and divided it into smaller pieces, keeping the largest within himself. Each fragment of his athanc grew into another dragon, lesser than their father, but beyond the strength and power of any mortal.

The Dragonfather expected that each dragon would mirror him in form and intellect. What he did not expect was for each to be as arrogant and spiteful as he was. These were not creatures who had it in their nature to obey. Instead the dragons turned on their father and sought to consume him.

Toruk was more potent and cunning than his spawn, but together they could threaten even him. The clash between dragons was terrible, but Toruk ultimately prevailed. He cast down several of his progeny; the rest scattered to all ends of Caen. Toruk set about seeking to consume them, one by one, hoping to reclaim his essence and undo the mistake of their creation.



THE OLD WITCH

Most creatures of ancient legend are long vanished, the truth of their deeds unknown. There is, however, an immortal being who walks Caen still, though her origins are lost to the mists of time. This is the ancient crone Zevanna Agha, known today as "the Old Witch of Khador." The tales say that when Menoth first walked Caen in search of the Devourer Wurm, he found the Old Witch waiting for him, already wizened and stooped.

Zevanna Agha is well known to people of the northern wilderness and appears in the oldest trollkin sagas. Since ancient times she has whispered in the ears of kings and chieftains, fostering human civilization in the north. She is a creature to be dealt with carefully, if at all. The possessor of vast wisdom, she has been both an ally and adversary of the blackclads. Dark deeds are associated with her, including feeding on children and bringing plague and death by way of carrion crows. She has been attributed with the gift of prophecy, the ability to peer into the future, and she is thought to manipulate the strands of fate with both her actions and her words.

THE LORD OF THE FEAST

Known by many other names, such as the Walking Hunger and the Blood King, the Lord of the Feast is a timeless entity that can appear anywhere tremendous slaughter wets the earth. An emaciated but towering warrior bearing a crown of antlers and wielding an ancient blade of tarnished iron, the Feast Lord arrives amid flocks of ravens and crows to indulge an appetite for bloodshed. The greater the carnage, the more fierce and tireless he becomes.

How long the Feast Lord has walked Caen no one knows, though his legend was known to the ancient Molgur. In times

of old he was a chieftain famed for his prowess as both a killer and a hunter. He held elaborate feasts in his hall where his warriors gathered. Every man he killed and every beast he ate he offered to the Wurm. As age began to take its toll, his skills waned and he began to fear death—above all else he feared dying with an empty belly.

He prayed to the Devourer and asked it grant him a boon—that he would not die of starvation and that death would be unable to claim him so long as he was hungry. The Wurm heard his prayer and gave him what he wished, and more. The chieftain was given the strength of his youth but became famished and filled with an unending hunger, a void within him equal to his devotion to the Beast of All Shapes.

The Feast Lord is always starving for the taste of meat and thus cannot perish. Whenever his body is cut down, it transforms into a flock of scattering crows, banished but not defeated. At the next site of slaughter he may appear again, indulging his endless appetite.

WURMWOOD, THE TREE OF FATE

The name Wurmwood inspires dread in even the eldest shamans. This ageless tree has a mind and a will that are filled with malice. Its scarred and leafless branches are strung with bones—the bleached remains of thousands of years of offerings. The tree's roots drank of the blood of the first creature killed on Caen and Wurmwood felt hunger. Hunger for death and thirst for blood.

The Tharn look to the Tree of Fate as an emissary of their god and seek to worship at its skull-lined trunk and beseech it for visions of the future. Wurmwood is not rooted to a single place but instead appears at will as if it had always been in the chosen location. Wherever it shows itself, those who worship the Wurm soon come, bringing freshly slain offerings to pour blood to feed its roots. Those who pray before it sometimes receive visions of the future.

Often Wurmwood is tended by a blackclad called the Oathkeeper, a druid draped in vines. What arrangement there is between the blackclads and this immortal power is known only to the omnipotents. To outside eyes it seems the Oathkeeper is more imprisoned slave than ally.

PRIMAL HISTORY

The line where legends end and history begins is hazy, and the truth often lies buried between. History itself is an endless well and much has been forgotten. This is particularly true for races who never recorded the past in stone or have no tradition of storytelling or song. Gatormen, farrow, Tharn, bog trogs, gobbers and bogrin—few of these peoples recall their ancient days. Only trollkin with their krielstones and scrolls and the blackclads with their accumulated lore have marked the years. Through them, the old stories are remembered.

DOMINANCE OF THE TRIBES

For countless generations the lives of the peoples of the wilds changed little. Constant violence, bloodshed, and death worked to strengthen the next generation. A balance had been achieved, like that between predator and prey. For the strongest and best-adapted races this tribal existence has never been abandoned. Civilization arose among the softer races who needed to band together to survive.

The first great civilizations were those of the elves and the dwarves. These races had been born late into the world, so their gods feared for them and gave them the knowledge and power to erect stone cities to divide them from the wilds. So rose Lyoss in the east and Rhul in the northern mountains of western Immoren.

Humanity is a paradox, dangerous despite being frail. They cannot endure the environments they stubbornly seek to tame. Yet this clannish race is inventive, able to adapt through engineering and invention. This prompted some humans to become civilized, while others preferred the tribal existence and only partially embraced the benefits of civilization. The divide between tribal and civilized humans seems a result of the long era when Menoth, occupied fighting the Wurm, turned from those he had created. Humanity had to come to grips with the wilds to survive.

THE RISE OF THE MOLGUR

Before the rise of the first human civilizations, there were the Molgur—not a single nation or empire but a loose confederation of tribes. The Molgur arose from struggles for dominance and survival among the trollkin, ogrun, goblins, and humans that worshipped the Devourer Wurm. This shared faith allowed common cause and shared traditions. Disparate tribes found ways to coexist even amid constant strife and conflict. Between bloody feuds, barter and trade was established between these tribes, as was cooperation in raids against rivals and mutual enemies.

The Molgur had no central authority; each tribe was led by its own chieftain, barbarian king, or revered elders. Various tribes identifying as Molgur frequently clashed with one another in fights that could be vicious and bitter. Nevertheless, their shared traditions enabled them to arbitrate disputes and fight over limited resources without seeking the utter extinction of rivals.

No later civilization has recognized the accomplishments of the Molgur, dismissing them as a mindless and savage horde. Yet they once held more territory than any modern empire, with tribes stretching from the frozen north to the Wyrmwall Mountains. Despite their barbarity and instability, the Molgur walked the line between peace and war, and life for most in these villages was good. The oldest among them were respected for their wisdom so long as they stepped down from leadership to make way for the young. Conflict and violence were not viewed as horrific but a natural and sometimes joyous aspect of life. The greatest heroes were remembered in songs and stories passed down through the generations.

The wilds held no fear for the Molgur. They knew ways through the wilderness and hunted its fiercest beasts. The Molgur embraced its member races as nearly equals, each worthy in its own way, contributing whether by brawn or cunning, though strength was respected more than intellect.

The villages of the Molgur were thriving places with skilled craftsmen shaping leather, carving wood and stone, and sometimes forging simple metals. Their methods were old, passed down and

MOONS, MONTHS, AND DATES

Caen has three moons, each with its own cycle. Calder is the largest, shining with a blue-white radiance, with the shortest cycle. It orbits Caen every twenty-eight days, undergoing steady phases of waxing and waning. Laris, the middle-sized moon, is speckled red-brown and far dimmer. It follows a long, elliptical orbit, circling Caen only four times a year. Smallest of all is Artis, which follows a polar orbit and circles Caen approximately three times a year. Dual full moons—Calderfull and Larisfull—occurs twice yearly, when the cycles of Calder and Laris overlap. Nights of all three moons being full are even rarer.

Numerous legends and superstitions involve the conjunctions of the moons. Blackclads know the ley lines experience power surges when all three moons move into alignment in the night sky, and the beasts of the wilderness and groups tied to the primal world like the Tharn mark such occasions by feasting on human flesh.

The 28-day cycle of the largest moon, Calder, is used throughout western Immoren to demark the passage of a month. Caen's year has 13 months (52 weeks or 364 days), with each season being 91 days. The civilized nations name the months of the year, but most wilderness peoples prefer to mark time in reference to seasons or solstices.

The reckoning of dates is of little importance to wilderness peoples. They prefer to speak in terms of proximity to significant legendary events or the lives of notable ancestors. An event might be described as transpiring "in the time of Horfar Grimmr" or "after the Time of the Burning Sky." More recent events are described by the passage of generations or significant local events, such as "before the river flooded." But for convenience major events in this chapter are depicted with standard Iron Kingdoms dates.

The standard dating system was created by humans and divides history into two distinct epochs defined by the struggle against the Orgoth. Older dates count backward from the start of the Rebellion against the Orgoth and are listed as BR (Before Rebellion), while recent dates count forward and are listed as AR (After Rebellion). The "present day" of *Iron Kingdoms Unleashed* is loosely 608 AR.

preserved. The sophistication of their crafts varied considerably from tribe to tribe, though most were armed with weapons of wood and stone. The shaping of bronze was known to the largest villages, where simple smithies blazed.

According to the legends, the blessings of the Wurm were strong among the tribes of the Molgur. Some human tribes could channel the power of the Devourer to flow into their bodies, transforming into hulking brutes with bestial strength and savagery. These were the ancestors of the Tharn. Devourer shamans boasted other gifts of their predatory god and used them to terrorize the Menite humans who eventually settled in the plains and valleys near the Black River.

One of the enduring legacies of the Molgur was a shared language, created from a variety of previously dissimilar tongues. Languages descended from the ancient Molgur tongue are still spoken today by trollkin, ogrun, gobbers, bogrin, Tharn, and many human wilderness tribes.

THE FIRST CIVILIZATIONS OF MAN

Four thousand years after the rise of the elves and dwarves, Menoth returned to mankind to give them the guidance needed to become civilized. This lore was not shared by all, however. Menoth wanted some of his children to succeed better than others. He is an angry god and was embittered by how many of his children had gone over to the Wurm.

The one who heard the words of Menoth the Lawgiver most clearly was a man named Cinot. This priest received the Gifts of Menoth, the tools whereby humanity would rise to dominance. These gifts are considered the foundations of Menite civilization: the Flame, the Wall, the Sheaf, and the Law.

The Flame gave humans fire, by which they could work even in winter or in the dark of night. It also burned their foes and served to forge weapons of war. The Wall let these people pile worked stone until it reached the sky, surrounding their towns and dividing them from the wilds. The Sheaf gave mankind the knowledge of sowing seeds and reaping grain, providing ample food they could store against winter. The Law gave them the codes by which they determined who would rule and who would serve and laid down the ways their strict god would be praised and remembered.

THE KINGDOM OF MORRDH

Some former Menites settled in a valley amid the vast forest now called the Thornwood. A religious schism resulted in these people abandoning the worship of the Lawgiver, but they retained the gifts of civilization and employed these to create well-fortified settlements. The people of Morrdh killed and drove away the people of the wilds, seizing what lands they wished. Morrdhic armies were led by lords boasting dark powers hitherto unknown to Immoren. The Lords of Morrdh could make the dead rise to fight in their stead.

Though little remains now of Morrdh but ruins buried in the swampy depths of the Thornwood, tales of the Black Kingdom are still told by the light of campfires across western Immoren. Some gatorman tribes unearth the abandoned stones and put them to new use, finding they are redolent with ancient spiritual power.

In accepting these gifts humanity vowed to tame the natural world, to exploit its resources and subjugate its inhabitants where it was possible, and to isolate themselves from the wilderness where it was not. For the people of the wilds, these gifts represented the forsaking of freedom and oneness with the wilds, the giving up of the hunt. These tribes of humanity ceded the wilds to those more able to survive them.

Cinot applied these gifts to found the city of Icthier. Led by other prophets, these early Menites spread northward and then west, creating lasting townships and fiefdoms where they went. As Menoth's people spread across western Immoren, so too did their faith.

TIME OF THE BURNING SKY

Around 4000 BR by human reckoning, the sky in the east lit with a supernatural intensity, burning day and night for a time and putting profound fear in all who saw it. Throughout Immoren there was a rise in freakish unseasonable weather: fierce howling winds, tornadoes, and hurricanes together with frequent shaking of the earth. In some places the earth cracked open and lava flowed like blood. Ash and fire fell from the sky.

As strange as these sights must have seemed to the peoples of western Immoren, what they witnessed was only the distant echo of a tremendous calamity in the east. Soon enough in the west the weather and climate returned to normal, and the Time of the Burning Sky became just one of many legends.

What no one in the west knew was that this sight signified the collapse of the mightiest and largest civilization on Immoren—the elven Empire of Lyoss, which had endured for six thousand years. Only the dwarves in their northern mountains had some apprehension, having had limited contact and trade with the people of Lyoss.

Immoren had been fractured and changed by the cataclysm. A deep chasm called the Abyss opened at the center of the continent. The region surrounding this became the Stormlands, an unnatural and violent region, where unrelenting lightning raged. A large portion of central Immoren, once fertile and lush, became barren and blasted, creating the Bloodstone Desert that divides the continent. Many creatures were left irrevocably changed by this period, particularly in eastern Immoren.

The city of Icthier felt the impact of the Time of the Burning Sky more singularly than elsewhere in the west: the sudden desolation left farmlands barren and forced the Menites to abandon this sacred place. This exodus from Icthier put them on a collision course with the Molgur as they moved into the untamed wilds.

THE SHIELD OF THRACE

The Menites began to settle in the fertile region where the Black River emptied into the ocean. They discovered these to be excellent lands, rich in resources for all their needs. The soil was amenable to crops, the ocean offered ready fishing, and both quarries and mines were established nearby, allowing the creation of new settlements and towns. These new outposts of civilization were perilously close to the territory held by the barbarian tribes, however, and were regularly set upon by the southern Molgur.

The Molgur descended from the Wyrmwall Mountains or the forests at their base to attack any poorly defended settlements on the fringes of the frontier. Tributes were demanded, with dire consequences for those who did not provide sufficient recompense to the war chiefs.

Initially the Menites were easy prey, unprepared to defend themselves. What the Molgur chiefs did not apprehend was that the descendants of Icthier would become a force to be reckoned with. This was a people unlike any other they had faced.

Tharn legends tell of the first clash with a formidable Menite warrior named Valent at a place called Thrace. Filled with holy zeal, Valent slaughtered the Tharn by the score. He united the Menites of the Black River delta and became the first great priest-king of the era. In 2800 BR at the mouth of the Black River he founded the Hold of Calacia, a fortress that would in time become a thriving city.

A long wall of connected fortifications was built at his behest to protect the region's farmlands; this was the Shield of Thrace. With its protection the people of Calacia thrived and multiplied. They mastered the working of iron and steel, allowing their soldiers superior weapons and armor. They demonstrated discipline and tactics by which they humbled the warriors of the Molgur. Menite priests marched among them chanting prayers that could summon fire to drive away those who revered the Wurm.

For centuries the Calacians fought to protect themselves, seeking mostly to hold their lands and only occasionally to expand them. The Molgur continued to raid any assailable settlements and occasionally gathered in sufficient numbers to penetrate the Shield of Thrace. Calacian soldiers fought against them as they were able, but the wall was vast and could not be completely garrisoned. There were always places vulnerable to attack.

Though countless battles were fought between the Molgur and the people of Calacia over the following centuries, a hostile equilibrium was established between these peoples. It was not until the rise of the zealous and bloodthirsty ruler Priest-King Golivant that matters took a turn. Unlike Valent, Golivant was not content to protect his people but sought to break the Molgur entirely. He significantly expanded the armies of Calacia and, when ready, ignited the first Menite crusades, seeking to slaughter all who worshipped the Wurm. Uninterested in spoils or vengeance—motives the chiefs might have understood—Golivant was bent on obliteration, burning entire Molgur villages to the ground.

HORFAR GRIMMR

Although the eastern tribes were surprised and appalled at Golivant's bloody crusades, the Molgur were not a people inclined toward collective action. Villages yet untouched were glad for the misfortunes of their rivals, and even when driven from their lands, proud Molgur chiefs did not acknowledge weakness or ask for aid. Molgur warbands had drawn

strength from a multitude of villages in the past, but it had always been on the promise of easy plunder, not for mutual defense.



Only the mighty trollkin chieftain Horfar Grimmr understood the true threat posed by Calacia and moved to oppose Golivant directly. Grimmr went to one Molgur village after another and confronted their chieftains. He challenged their courage and demanded they bow to him and band together to wage war against Golivant. Duels were fought, with Grimmr and his staunchest champions attaching dozens of tribal banners to their cause. He promised that together they would shatter the Shield of Thrace and burn Calacia to its foundations. He wielded the axe Rathrok, the World Ender, said to be a weapon that could channel the strength and hunger of the Wurm. With this axe in hand and backed by a monumental war host, victory against the forces of Calacia seemed certain.

Those who followed Grimmr represented the largest and strongest Molgur horde ever assembled. They stormed out of the Wyrmwall Mountains toward a clash where the fate of the wilds and civilization itself lay in the balance. Human historians insist the Molgur crashed against the Shield of Thrace and were shattered—but this war was not so simple.

Trollkin legends describe how the far-flung defenders manning the wall were not prepared for such an onslaught. Grimmr had chosen his attack well and descended on the Shield at dozens of locations, his warriors bearing ladders hewn from logs. They overwhelmed the defenders and seized portions of the wall.

For a time Horfar Grimmr and his forces plundered the heartlands of Calacia. Grimmr sought to restrain his followers, to pull them back to the wall to prepare for the battle to come, for he knew that Golivant had not yet shown his strength. But the Molgur were not so easily controlled. With the taste of victory on their tongues they rampaged, ignoring the warnings of their chieftain.

Just as Grimmr suspected, Golivant was even then raising an imposing army at Calacia. He marched forth to reclaim what had been taken. Scattered and disordered, the Molgur were unprepared for the Menite army, which possessed all the discipline they lacked. Soon a large number of the Molgur had been killed or captured, and Golivant moved to confront Horfar Grimmr directly. They fought several battles in the shadow of the Shield of Thrace, and the Molgur were put on the defensive, yielding ground before the holy fire of the Menites.

As these battles became desperate, more of the Molgur broke and fled. Only the resolute stayed with Horfar Grimmr, as they were surrounded. Rathrok took a weighty toll on the Calacians, but Golivant refused to fall. Eventually the trollkin chieftain was battered into submission and taken alive. He was made an example of atop the wall, within sight of what Molgur remained: Horfar Grimmr was strapped to a Menofix and wracked by the Menites, who sought to break him.

In this Grimmr defied them, spitting curses upon his enemy until his life's blood left him. So powerful were his epithets that their transcription had a power of its own—words that resound down through the centuries with the power of the Wurm and the resolve of the trollkin kriels. His last act of defiance was not lost on the Molgur. Though they retreated into the mountains they continued to fight against the Calacians in the months and years to come. They would never gather in such strength again, though, and their efforts ultimately proved fruitless. The Menites would endure, while the Molgur would dwindle.

THE DHUNIAN AWAKENING

Although it would take them many centuries to be fully extinguished, the Molgur had been delivered a mortal wound with the death of Horfar Grimmr. Priest-King Golivant and his descendants continued to expand their realm. They gathered armies to hunt the Molgur, burning their villages and rooting them out wherever they could be found. Eventually these tribes fled the Wyrmwall Mountains entirely, scattering to the far north and the islands in the west.

The largest tribes went north, though they would find no respite. Priest-King Khardovic arose from among the horselords of the plains beyond Morrdh and set about his own crusades. Worshipers of the Wurm were put to the sword or flame wherever they could be found, though the Menites were reluctant to chase them into the mountains or the deep forests. In time there were none who would identify themselves as Molgur, though their legacy endured in legends.

The shattering of the Molgur had a lasting impact on nearly every people living in the wilds. First, the amity among



THE KALMIERI

The stories of Horfar Grimmr and the other Molgur champions were not set down in stone for centuries after his death but were instead preserved by word of mouth. These stories became an essential part of trollkin tradition. When these tales were inscribed, the runic depictions were abstracted and simplified from the versions of the tales told by chroniclers, who were expected to bring the stories to life. The stories of Horfar Grimmr and his companions have been collected as a epic tale called *The Kalmieri*.

This saga includes *The Kalmieri Grimmr*, also called *The Grimmkar*, relating Horfar's deeds in detail, but also other kalmieri focusing on Horfar's closest companions. These include his young champion Lokan Stoneheart as well as Blodsul, Felken, and the ogrun Korune Stonemet, who led thousands of his people against the Shield of Thrace. Other trollkin heroes, each with their own legends, include Felltongue Rothnor, Kallel Marott, Haymor Nine-maker, Jalema Krossten, Anmay the Deep-Forged, Rolund, and Hyelda.

Within *The Kalmieri Grimmr* is a strange passage regarding Rathrok, shown gifted to Horfar Grimmr by a crone resembling the witch Zevanna Agha. Northern scholars find it hard to reconcile this myth, asking why she would meddle with southern Molgur. One theory is that Rathrok was not a gift but a curse. The axe emboldened Horfar Grimmr to attack Golivant and so brought about the fall of the Molgur. This prompted the surviving tribes to flee north, where they were eradicated by the crusades of Priest King Khardovic. Khardovic's legacy led to the Khardic Empire and lasting civilization in the north.

the Molgur races did not last, as each turned inward in their efforts to survive. Humans willing to give up their barbaric ways were allowed to convert to the worship of Menoth, but the Menites saw other races as unrepentant servants of the Wurm. Slaughtered and driven out, these races dwindled and were forced to seek remote places where they could eke out a frugal existence. Some barbarians refused to kneel. The Tharn survived the early Menite crusades, as did several other wild human tribes such as the Vorgoi and Vindol.

As a result of the hardships that had befallen these tribes during the waning years of the Molgur, many gobbers, bogrin, ogrun, and trollkin abandoned the worship of the Devourer Wurm. They still acknowledged him as their divine father, but they blamed the Beast of All Shapes for the excesses that had led to the downfall of the Molgur. Most of those who survived turned to their divine mother, Dhunia, whose powers of fertility were sorely needed. Devourer worship persisted only in isolated places, particularly on the western islands and among the most insular communities.

The Dhunian awakening was most profound among the trollkin kriels, leading to a powerful sense of kinship among them. Dhunian shamans began to explore the ties of blood connecting trollkin to full-blood trolls, eventually approaching trolls and learning to communicate with them. Full-blood trolls answered the call to join the kriels. They assisted in rebuilding villages, carrying stone and wood, or defending the kriels from their enemies. This kinship allowed the emergence of trollkin warlocks who could commune with trolls and command them in battle. With such creatures supporting them, the kriels prospered.

FOUNDING OF THE CIRCLE ORBOROS

The trollkin were not alone in experiencing a mystical awakening after the collapse of the Molgur. The organization known as the Circle Orboros was created in the aftermath of the Menite crusades, built amid the ashes of the Molgur. The founding of this organization is shrouded in mystery. It is believed that its

first members were a group of unnaturally long-lived human mystics and shamans who had developed a strong sympathetic understanding of the Devourer Wurm. From its earliest days the masters of this organization entered into binding pacts with powerful supernatural beings such as the Tree of Fate.

Druids of the Circle Orboros were the first to systematically study and understand the primordial power of the Wurm. They identified a phenomenon known since the dawn of humanity, whereby some youths were born different from their peers, possessing predatory instincts, a connection to wild animals, and the ability to summon the raw elements. Such youths went through a time of madness in their early years, confused by unusual sensations and strange powers. This was called the wilding, which represented a direct connection to Orboros, an entity the druids described as encompassing both the Wurm and the natural world.

Among the human tribes of the wilderness, the children who underwent the wilding were viewed as blessed and became shamans of the Wurm, proving to be capable spiritual leaders. But in civilization, such children were thought cursed, touched by darkness. Among the strictest Menite communities such children were sometimes killed to save them from themselves. The druids made it a priority to find and collect those born with this talent, to teach them to harness their powers.

Druids saw the rise of Menite civilization as a cosmological peril, one that would change the world. The nature of this threat had been proven by the actions of Golivant and Khardovic, each of whom had reshaped western Immoren through bloodshed. The Circle Orboros knew there would be no return to a time when civilization held no sway. Yet they felt compelled to organize and stand against the encroachment of structured society, and they set themselves to the futile task of slowing its spread.

Members of this organization did not set about preserving the untamed wilderness for its own sake but rather because of a greater underlying struggle. All the battles of history, from the foundation of the first Menite settlements to the fall of Horfar Grimmr, were but reflections of the strife between the Devourer Wurm and Menoth. So far as the Circle Orboros was concerned, neither of these gods could be allowed to win the struggle—victory for either would have dire consequences for Caen. The world would endure only so long as these two divinities were locked in a clash with no end.

The shattering of the Molgur had tipped the scales in Menoth's favor. The most perceptive druids foresaw that in centuries to come the wilderness would be choked off by cities, roads, and the industry of man. The spread of these was akin to cancerous tumors across the body of Orboros. If Orboros were weakened too much, it would provoke the Devourer Wurm to abandon his clash with Menoth and return to Caen in a frenzy of destruction. Amid his wrath, mankind would be obliterated along with all other races of Caen. The Circle Orboros took a stand against that inevitable doom.

Those who joined the Circle, also called blackclads, swore pacts to try to limit the rise of cities, whether by culling populations, weakening dams, toppling walls, burning fields, or encouraging the spread of diseases wherever humanity gathered. They were too few to stop all progress but worked to delay an apocalypse the Menites seemed eager to hasten.

In the process they worked to master power over the natural forces, tapping into ley lines below the surface of the world. They learned to control certain breeds of wild beasts and to construct guardians of wood and stone. They sought to understand and influence various wilderness peoples, employing them as an information network and sometimes as unwitting pawns in their far-reaching plans. The blackclads became respected and feared in the deep wilds, seen as prophets and sages.

Tribal peoples who continued to worship the Devourer Wurm often entered into alliances with blackclads, viewing them similarly to their own shamans. The Circle Orboros fostered relationships with these peoples, even borrowing able-bodied warriors for their strength of arms. These warriors evolved into a group called the Wolves of Orboros, a secret society with members among hundreds of scattered villages and towns.

SPREAD OF THE THOUSAND CITIES

The onset of what human scholars call the Thousand Cities Era was notable to the people of the wilds primarily for how they were increasingly pushed into inhospitable regions. Mankind spread and multiplied, erecting fortified townships and walled villages across the best lands, at the mouths of rivers, and wherever sufficient soil existed for crops. This period also saw some members of wilderness races giving up their traditions to join the humans. Trollkin, gobbers, and ogrun moved to the cities to seek their livelihoods in peace. Though such individuals were not welcomed as equals, they were allowed to contribute and make homes for themselves.

The blackclads of the newly created Circle Orboros found the early centuries of this era to their liking despite the spread of keeps and townships. At first their efforts to forestall human civilization seemed fruitful. Seeking to keep humanity divided, they manipulated a multitude of petty princes and tyrants into destructive wars, forestalling unity and the risk of renewed crusades. However, they knew such efforts would not avail them indefinitely.

A sharper divide began to form between lands tamed by man and the wild places humanity feared. The deep mountains, the impenetrable forests, the swamps—most of these remained in the grip of wilderness peoples, who were slowly regaining their numbers. They could not confront the armed might of the rising city-states on their own terms but if pursued could melt back into their native terrain and slay any who followed.

One of the most momentous historical events of this era was little noted in the wilds: the Ascension of the Twins, the first gods to arise from those who were mortal-born. This era saw the unfolding of the faiths of these gods, whose teachings and philosophies would do much to transform civilization. The Circle Orboros saw the rise of the Twins as a boon to its cause,

splintering the long-held dominance of the Menites. However, the blackclads failed to anticipate how much the teachings of the Twins would strengthen human civilization.

The spread of intellectual thought promoted by these religions eventually prompted new forms of governance and advances in mathematics, engineering, and the natural sciences. These allowed mankind to push deeper into the wilds, to tame landscapes formerly inhospitable, and to build denser and more sprawling cities. Such cities required more farmland to feed their populations; woods were cleared, swamps were drained, and the land was prepared for crops. In all cases, small tribes of bogrin, bog trogs, gatormen, and trollkin were driven out to make room for humanity.

The changes affecting human civilization were slow and subtle. Additionally, there was every sign that the Menites might put an early end to Morrowans and Thamarites alike in the early days of these faiths. Efforts to expunge Morrowans as heretics continued for centuries, but this new faith endured and spread, gaining a lasting hold in the cities of western Immoren.

Despite the efforts of the blackclads, stronger nations and kingdoms began to emerge, consolidating the Thousand Cities. Caspia, the successor state to ancient Calacia, became a major power in the southeast, Midar toward the center of western Immoren, and Thuria on the western coast. In the north there was the eventual rise of Khard, Skirov, Umbrey, and the unification of the Kossites. Eventually Tordor and Rynyr would also grow to dominance.

The early centuries of this era saw the toppling of at least one major kingdom, though the Circle Orboros could claim no credit for it. This was the collapse of the long-enduring and much-loathed Kingdom of Morrdh in 1500 BR, which after a long decline finally met its end amid wars with the Midar. The collapse of this kingdom was a boon to several wilderness peoples in the fringes of the Thornwood and enabled that ancient forest to be reclaimed. Trollkin kriels, Tharn tribes, and gatorman conclaves moved to seize territory once denied them by the armies of Morrdh. With the help of the blackclads and their mastery of earth, Morrdhic ruins sank below the overgrown surface and were forgotten.

BIRTH OF EMPIRES

As stronger kingdoms began to emerge across western Immoren, a tipping point was reached. City-states grew into kingdoms and kingdoms into empires, the most powerful making vassals of their smaller neighbors. So far as the Circle Orboros was concerned, this was the beginning of the end, the start of the decline of their ability to forestall civilization.

The rise of the Khards in the north is counted by the Circle Orboros as one of its first great failures. The blackclads had worked to provoke countless wars among Skirov, Khards, and Kossites for centuries in the northern reaches. It is possible the blackclads overreached when they sought to spread a virulent plague among these small kingdoms. The Khards somehow emerged unscathed, largely resistant to the epidemic that decimated both Kos and Skirov, killing thousands. This ensured the eventual supremacy of the Khards, with Sveynod Skelvoro declaring himself emperor in 1421 BR.

The leaders of the Circle Orboros saw this unlikely outcome as the intervention of Zevanna Agha. The Old Witch had feigned an alliance with the blackclads for centuries before this, then turned on them after learning their secrets. It is thought she conspired to shield the Khards from the plague to ensure the ascension of the Khardic Empire. Kos soon surrendered, followed by the Skirov not long after. In time the Khardic Empire would conquer lands until it stretched across almost half of western Immoren.

The expansion of the Khardic Empire made life in the wilds difficult in the northern reaches, though enough remote and inhospitable places remained for many tribes to endure. Even after Kos surrendered, the Khards had little interest in governing the Scarsfell Forest. Huge regions remained uncultivated, held by northern trollkin and large barbarian tribes. Descendants of the Molgur retained their grip on the Malgur Forest, the Nyschatha Mountains, the Rimeshaws, and the Wolveswood. Kossites remained a people only half-tamed; though thousands moved to cities like Ohk, many more chose to stay amid the Scarsfell and preserve the old ways. One of the few northern peoples to resist the crushing strength of that empire for a time were the eastern horselords, who united to create the kingdom of Umbrey until they, too, were forced to join the Khardic Empire in 716 BR.

While the Khards consolidated power in the north, the foundations for a wholly unnatural empire were laid on the islands to the east. Just before 1000 BR the Dragonfather clashed in the skies once more with his progeny. This time Toruk was driven from the mainland. After centuries of his hunting them, the dragons had organized into an alliance. Putting aside their grudges, Toruk's spawn nearly managed to destroy him and sent him fleeing over the Meredius to the Scharde Islands.

Toruk set about creating a nation amid desolate islands previously ignored by civilization. These lands harbored innumerable barbarians, pirates, raiders, and cutthroats—the outcasts of man. This became the Nightmare Empire of Cryx, a region soon transformed by the dragon that became their lord and god. The pirate kings who had divided these islands among them were transformed into the twelve lich lords of Cryx. Defended by legions of the undead, a dozen pirate fleets, and countless blighted savages, Toruk settled in his capital of Skell to recover from his injuries and plot the downfall of his defiant children. Cryx festered amid shadows and secrecy, a malignancy felt in occasional pirate raids and the emergence of the undead.

Toruk's conquest of the Scharde Islands was keenly felt by the Circle Orboros, which had established an extensive network of sacred sites connecting the ley lines of these islands. Many of the descendants of the Molgur had settled here, preserving worship of the Wurm. The Circle had worked to create lasting alliances among the trollkin, ogrun, and human tribes here, and this effort was thrown into ruin by the Dragonfather. The arrival of Toruk and his blight disrupted the ley lines, while his



minions seized sacred sites and annihilated any who opposed his power. Several of the Circle's most powerful druids were slain, and one betrayed the druids to willingly enter the service of the dragon, granted immortality as an iron lich.

Tribal practices persisted on the farthest fringe islands, though the taint of Toruk and his minions reached far. Those who worshipped the Wurm lived only with the sufferance of Cryx, and many adopted the dragon as their patron unbidden, seeing in that creature an even more tangible and terrible god than the Wurm.

THE ORGOTH OCCUPATION ERA

Few events changed the face of Immoren more than the invasion of the Orgoth in 600 BR. The Orgoth were brutal and implacable reavers originating from beyond the Meredius. This ocean had long been thought impossible to cross, as no Immorese vessel that had sailed west had returned. The invaders came by the hundreds, then thousands, and set about conquering all of western Immoren. It took two long centuries, but in the end the Orgoth dealt a death blow to even the Khardic Empire and dominated every human kingdom on the continent.

The Orgoth were utterly ruthless, committing atrocities that would have caused even the savage Molgur to weep. To their dark gods they offered the blood and souls of the slain, and with their powerful dark magic they struck down their foes with green balefire and raised the dead to fight for them.

The priests of the Immorese seemed all but powerless against these invaders. Menite fire sputtered and died before the onslaught of Orgoth wielding black swords that howled with their own maddened voices. Morrowan priests could do little to treat the unnatural wounds inflicted by these weapons and seemed unable to shield the souls of the fallen. To many Immorese it seemed the gods had forsaken them, though Morrow's faith later became a comfort to many. His teachings provided succor against the misery and darkness of their lives. Faith in Menoth was much diminished in this time—his priesthood, which had long represented authority and leadership, was forced to prostrate themselves in surrender. The Immorese became a people enslaved.

Many tribal peoples initially delighted in witnessing the fall of the human kingdoms, but such celebrations were short-lived. It quickly became clear these invaders represented an even greater peril. After conquering the human nations, the Orgoth demonstrated an interest in the sacred places of the wilds. Sites of blood sacrifice to appease the Wurm particularly fascinated the Orgoth, who sought to turn these places to their own ends. The sacred sites of the Circle Orboros were no safer; places like Nine Stone were seized and used for ritualized mass slaughter. In the decades after human civilization surrendered to the Orgoth, many bloody battles were fought in the mountains and forests. Only the deepest and most remote wilds were safe from the tyrants.

For four centuries Immoren endured a dark age as the Orgoth plundered its resources, erected citadels, and enforced obedience from an enslaved population.

THE REBELLION

After six hundred years under the Orgoth lash, a fire of rebellion sparked among the humans of Immoren. This resistance was supported by the gods Morrow and Thamar, who are said to have plotted to give humanity powers Menoth never intended for them to have, the gifts of sorcery cherished among many of the peoples of the wild.

Over a century before the start of rebellion, the first human sorcerer was born among the enslaved population. There followed a drastic upsurge of humans born with arcane abilities, each possessed of powers never before seen among their people, powers forbidden them by their Creator. Human arcanists began to expand the use of magic on the battlefield, evoking fire and lightning and ice. Soon they began to refine alchemy and created the first firearms, weapons that helped the rebels win their first significant victories against the conquerors.

The systematic study of alchemy and higher magic led to the development of mechanika, a fusion of natural science, engineering, and magic. This proved to be one of the greatest



discoveries of human civilization, allowing the fabrication of machines and wonders that would otherwise have been impossible.

Though humans made up the bulk of the armies that fought the Orgoth, they were not alone. The southern trollkin suffered significantly at the hands of the invaders, who sought to secure the forests in which they lived. In both the Gnarls and the Thornwood, warriors from the kriels emerged to lend their own strength to the Rebellion.

Likewise, the Circle Orboros was not idle during this period. Though loath to draw attention to themselves from either the Orgoth or the Rebellion army, the blackclads worked to undermine the invaders. They coordinated resistance in the wild, providing key intelligence and support, and leveraged arrangements with other wilderness species such as trollkin, gatormen, and farrow. The most ambitious—and arguably the most perilous—endeavor undertaken by the Circle in this era was unleashing a particularly virulent plague on the Orgoth called rip lung.

Initially the rip lung worked as planned, decimating both the Immorese and the Orgoth populations. The Orgoth put entire cities to the torch rather than try to contend with the growing number of dead. When the Orgoth spread the infection back to their homeland, it set in motion a collapse of that civilization so rapid that its effects were immediately felt across western Immoren.

Though the true toll of the disease can never be known, the Immorese were spared its worst ravages by the alchemist Corben, who lived northwest of Caspia. Corben was able to devise a cure for the impossibly virulent disease. By 93 AR the epidemic had been largely halted among the Immorese, though for a time it continued to ravage the Orgoth. Corben ascended to join Morrow as a holy paragon, credited with saving hundreds of thousands of lives. The Circle Orboros remembers him as a meddler who stopped their last, best hope to cripple human civilization.

The last wars of the Rebellion involved an extensive alliance of Immorese organized into what were called the Ten Armies. Notable among these renowned leaders was the trollkin Grindar of Tolok Kriel, who led an army of trollkin and human soldiers against the Orgoth. Fighting a guerilla war against the conquerors, he is credited with the destruction of an Orgoth force that outnumbered his own by more than three to one.

With the enemy diminished, mechanika proved decisive in the final years of the Rebellion after a number of brilliant inventors created enormous, steam-powered clockwork constructs. These towering war machines, called "colossals," would be capable of laying siege to Orgoth fortresses—and, not being living creatures, the machines were impervious to the enemy's necromancy. The fabrication of these constructs had involved a vast conspiracy among the Rebellion armies. Even the dwarves of Rhul, long aloof from the affairs of mankind, had decided to provide indirect assistance against the Orgoth in exchange for the lore of producing firearms and mechanika. These colossals first marched forth from the free city of Caspia in 191 AR.

The final battles of the Rebellion hinted at the shape of modern warfare to come, as soldiers employing combined arms proved they could have an impact greater than sheer numbers alone. The Orgoth quickly fell before the colossals with their potent weapons and unmatched strength. The war constructs were controlled by battle-wizards who were the precursors of modern warcasters, individuals who can mentally connect with the machines they command. Armies of dedicated soldiers supported the machines, ensuring they reached the Orgoth fortresses to which they would lay waste.

The success of the colossals enabled the Ten Armies to secure lasting victories against the Orgoth, driving the tyrants back to the western coast and then to their remaining ships to quit Immoren at last. By 201 AR no Orgoth remained.

THE IRON KINGDOMS

The leaders of the Rebellion formed the Council of Ten in the city of Corvis in 202 AR to set the boundaries of new kingdoms. The Treaty of Corvis established the Iron Kingdoms and initiated the difficult process of reconstruction.

As the Circle Orboros had foreseen, even major calamity could not long stem the tide of civilization. Though the order fell into a period of discord and schism during the decades following the Rebellion, the Circle managed to consolidate its territories as the blackclads saw to the defense and renewal of their dominions. Sacred sites were reclaimed and new standing stones erected. The Circle Orboros underwent a reconstruction not dissimilar to that of the new human nations.

Inspired by a shared spirit of cooperation and newfound liberty, the Iron Kingdoms emerged stronger than ever. The northernmost kingdom was founded as Khador, the inheritors of the lands and spirit of the Khardic Empire, which included descendants of the Kossites, the Skirov, the western Umbreans, and the Khards. It took as its symbol a three-sided anvil and adopted as its colors red, black, and gold. The southernmost kingdom was named Cygnar after its symbol, the Cygnus, a golden swan on a field of dark blue fringed with white. Cygnar united the peoples of Caspia, southern Thuria, and the Midlunds as well as the Morridanes of the Thornwood.

Between these two large kingdoms were the two smaller kingdoms, Ord in the west and Llael in the east. Ord united the northern Thurians with the dominant Tordorans, who retained rulership. Its symbol began as a simple sword but became a broken sword after the Border Wars of the next century. Ord adopted as its colors yellow, red, and black. Llael, the smallest of the Iron Kingdoms, brought together the eastern Umbreans under the rule of the Ryn. Llael took as its symbol a crown below three stars and adopted the colors purple, yellow, and white.

Recovery from the Orgoth Occupation was swift, and each of these new nations benefited from inventions and discoveries made during the Rebellion and its aftermath. Both alchemy and mechanika became thriving industries and transformed urban life. The armies of the new Iron Kingdoms gained the most, as innovations in weaponry advanced together with royal ambitions to send these new kingdoms toward warfare.

THE TROLLKIN WARS

This period saw the first major stirrings of conflict between the southern trollkin kriels and the human nations. The Corvis Treaties had begun with strong accord between the kriels and the leaders of the new kingdoms, as the accomplishments of Grindar and the trollkin people were widely acknowledged and praised. During these negotiations the trollkin living in the Gnarls and the Thornwood were specifically credited with rights to secure and hold their lands and waterways. The passage of forty years, however, had seen most of these agreements forgotten and violated.

The reconstruction period included countless intrusions into kriel lands by humans seeking materials for the rebuilding of cities. Warnings and other peaceful attempts to discourage these intrusions failed. When several kriels in the Gnarls sought to drive lumberjacks from the region by force, the woodsmen took the matter to their nearest nobles, who used their influence to acquire support from the Cygnaran Army.

The kingdom sent soldiers to suppress the kriels, confirming the treaties were now meaningless. Word of these actions spread throughout trollkin communities and in 242 AR resulted in widespread uprisings across northern Cygnar and southern Ord. Neither Ord nor Cygnar was willing to commit sufficient soldiers to put an end to these uprisings, and sporadic clashes continued for several years.

Matters took a turn when kriels of both forests coordinated to choke off the Dragon's Tongue River. Ships were stopped both in the west, along the Gnarls, and in the east, where the river flowed along the southern Thornwood. Well-armed trollkin demanded a hefty tribute from passing ships and sank any that resisted. Cygnar instituted river escorts and then sent patrols into trollkin territory. The first such patrols disappeared completely into the forests, never to return. This prompted the Cygnaran Army to escalate matters and send colossals to clear several trollkin villages along the river. Trollkin were killed in droves, as the kriels had nothing that could contend with these great machines. The First Trollkin War ended with the begrudging surrender of the kriels in 247 AR. The trollkin conceded defeat but simmered with resentment. Elders spoke often of the treachery of humanity.

The trollkin's reprieve from conflict proved short-lived. The kriels watched as the human armies exhausted themselves in the Colossal War between Cygnar, Khador, and Ord. Exacerbating the anger of the trollkin in the aftermath of this war, human forces marching home flagrantly strode through trollkin lands, seizing whatever they wished to feed their soldiers. By the end of the war it become clear that the human nations had tired of strife, which encouraged the trollkin elders to press their claims. The kriels rose up in armed protest in 262 AR.

Cygnar's officers were brash and overconfident in the face of what would come to known as the Second Trollkin War. Secure in the certainty of their martial superiority, they were convinced they would swiftly put the kriels in their place. The trollkin had learned from their previous conflicts,

however, and this time they were prepared to deal with the colossals. Kriel warriors conducted their strikes strategically, taking better advantage of terrain and turning the size and ponderous weight of the colossals against them. The enormous machines had begun to show their limits, worn down in earlier wars and ill-equipped for the dense terrain preferred by the kriels. They were better suited to fighting against fixed positions or other colossals than furtive forest ambushers. The kriels took advantage of their full-blood trolls in these battles, having armed and armored them for war. They managed to incapacitate and destroy one after another of Cygnar's mighty colossals, bringing shame to the human commanders.

These clashes ended with the kriels in an increasingly powerful position, prompting Cygnar's King Woldred to personally attend peace talks with the kriels in 267 AR. He tendered apparently sincere apologies to the trollkin chieftains. Acknowledging the legitimacy of their grievances, the crown offered payment for damages inflicted on their lands and property and promised to honor the terms of the Corvis Treaties, allowing the trollkin to collect regular fees for the use of their waterways. Many trollkin elders were skeptical of these promises, but the fighting had been long and bitter. The kriels decided to accept the terms but to stand armed and ready should the need for battle arise again. The end of this conflict saw a strengthening of relations between the Circle Orboros and the trollkin kriels, particularly in the Gnarls. The blackclads were seen as among the few humans who helped protect them from the armies of the Iron Kingdoms.

These wars showed the age and inherent weaknesses in the colossals, and the gigantic machines were soon retired and replaced by smaller, more mobile constructs. These machines, called warjacks, would become widely used in the armies of the Iron Kingdoms.

CONTINUING CONFLICTS

The ongoing preoccupation of the Iron Kingdoms has long been war. It has been Khador's tradition to turn its industrial expertise toward outfitting increasingly modern armies and marching on its southern neighbors. Cygnar responds by orchestrating grand coalitions among its allies to halt northern aggression and to dismantle Khador's armies, which results in the Khards using their industrial resources to outfit even more powerful armies. When they were not fighting external threats, the Iron Kingdoms seemed content to fight civil wars among themselves. To the consternation of the Circle Orboros, the one thing that has truly limited the population growth of the Iron Kingdoms has been the Iron Kingdoms themselves.

The tribes of the wild have ignored most of these conflicts, only being drawn into them when the clashes between the Iron Kingdoms have imperiled their territories. Such indifference itself has sometimes placed them in harm's way. Without intelligence on the affairs of the Iron Kingdoms, the people of the wilds have often been caught unprepared when soldiers intrude on their domains.

The longest period of conflict between the Iron Kingdoms was the Border Wars started by Khador at the close of the 3rd century. The Border Wars raged from 293–313 AR, during which time Khador expanded its borders by seizing lands from both Ord and Llael.

These wars swept through the wilds, shattering or displacing some peoples in the process. Early in the Border Wars, Tharn tribes of the northern Thornwood were convinced by Queen Cherize of Khador to terrorize northern Cygnar. This ultimately proved disastrous for the Tharn. Although they enjoyed a glut of bloodshed and carnage to offer up to the Devourer Wurm, provoking the Cygnaran Army resulted in heavy casualties. After this war the Tharn lost sizable portions of the Thornwood to rival trollkin kriels—lands they would not reclaim for three hundred years.

These battles in the Thornwood and Cygnaran lands near the Dragon's Tongue River represented one of the most significant clashes between forces of the Church of Morrow and worshippers of the Wurm. Warriors of the Morrowan faith fought alongside Cygnaran soldiers and mercenaries, loaning their spiritual power to this clash. Decrying them as unnatural and abhorrent, the highest Morrowan priests invoked a withering curse on the Tharn known as the Ten Ills. The power of this curse ravaged the Tharn for generations and made it impossible for them to recover their numbers.

Later in the Border Wars a confederation of northern human barbarian tribes—the greatest gathering of wild peoples since Horfar Grimmr—came together to raid the Khadoran capital. They had seen that the Khadoran interior was vulnerable, its soldiers being sent abroad. This horde of warriors from across the northern mountains and forests included tribes of the Vindol, Yhari-Umbreans, Ruscar, Vorgoi, Bolotov, and others now forgotten.

Rather than face the threat directly, Khador's ruler, Lord Regent Velibor, sent an emissary to these chieftains to appeal to their greed. Khador's armies had stalled at the Murata Hills in Ord, a formidable geographical barrier that protected that nation's heartland. Midfast had stood against them, a fortress city that frustrated all efforts to seize it. Velibor persuaded the barbarian tribes that vast riches awaited in Ord and could be theirs should they break through Midfast. The chieftains accepted Velibor's word and marched south, eager to slaughter soft, indolent southerners. Instead, they were halted at Midfast, where a small number of stalwart defenders held the walls.

After weeks of siege, the desperate commander of Midfast, an Ordic soldier named Markus Graza, launched an unlikely plan to stall for reinforcements. In an act of legendary courage, Markus marched alone from Midfast's walls to confront the tribal chiefs. Having knowledge of their ways from previous encounters on Ord's borders, he challenged *all* the chiefs to *consecutive* duels, two each day until he either perished or defeated them all. This was a threat to their honor they could not ignore. The siege was stalled as the barbarians withdrew to watch this unprecedented contest. Over the course of a week, Markus proved his stamina, his skill with a sword, and most of all his resolve. His warrior spirit impressed even his sworn enemies. On the seventh day, after defeating the last of the

chiefs, Markus fell, finally succumbing to countless wounds. Morrow saw his sacrifice and granted him ascension, a holy manifestation witnessed by all present.

Many of the gathered barbarians were awestruck by this miracle, and hundreds converted on the spot, forsaking the Wurm and surrendering. Others were thrown into discord and confusion as Ordic reinforcements arrived to strike at their flanks, resulting in the wholesale slaughter of the gathered barbarian host, excepting those who had converted. A number of these tribes never recovered and were subjugated by their enemies. This was the last time the barbarians of the north gathered in sufficient strength to pose a real threat to the armies of the Iron Kingdoms.

For a time after the Border Wars the Iron Kingdoms settled into a period of relative peace. Then in 482 AR the Cygnaran Civil War broke out between that nation's Morrowan and Menite populations. Caspia became a city divided, with its eastern portion across the Black River becoming Sul. The end of this two-year war resulted in the founding of the Protectorate of Menoth, a theocracy that was technically subordinate to Cygnar but which held the right of self-rule. In time the Protectorate would take its place as the fifth Iron Kingdom and would grow to occupy formerly uncivilized lands to the east of Caspia, an arid region spreading into the Bloodstone Marches. The recognition of this Menite theocracy resulted in the Protectorate conducting a campaign of brutal crusades against the region's longtime inhabitants, the Idrian tribes.

These people practiced a form of ancestor worship unique to this region that included prayers to the Devourer Wurm. To the Protectorate, both practices marked them as heathens and unbelievers and subjected them to fire and wrath. A particularly large clash in 504 AR was ended when an earthquake struck in the midst of a major battle, knocking the Idrians to the ground but leaving the Menites standing. This was seen as divine providence, the direct hand of Menoth, and prompted widespread conversion by the Idrian tribes, many of whom thereafter joined the Protectorate.

Six years later, Khador invaded the Cygnaran Thornwood, employing a huge number of warjacks to carve a path through the trees and chopping down every obstacle that stood in their way. Cygnarans seeking to defend their homeland turned to desperate measures to slow the Khadorans, including steering them into any sizable trollkin kriel in the vicinity. This was not the first nor the last time such a diversionary tactic would be employed, resulting in countless deaths among trollkin who had no desire to be involved in the wars of humans.

THE WORLD IN FLAMES

Amid more ominous developments shone some few rays of hope for several tribal groups. By 575 AR a dedicated cabal of powerful blackclads led by Morvahna the Autumnblade managed to lift the curse of the Ten Ills that had plagued the long-suffering Tharn, who then experienced an immediate and dramatic upsurge in births. This accomplishment cemented the already strong bonds between the Tharn and the Circle Orboros. The rise of a great trollkin chieftain named Madrak Ironhide among the Thornwood kriels ushered in a period of noteworthy solidarity for those kriels. From his youth, Ironhide had ties of friendship with Prince Leto Raelthorne, who became King Leto of Cygnar in 594 AR. For a time it appeared that warm relations between the humans and trollkin of Cygnar would be restored, as seemed only appropriate given that Ironhide was a descendant of General Grindar of Tolok Kriel.

In the last decade of the 6th century, a number of portentous events pushed western Immoren into a period of unremitting warfare rivaling the bloodiest eras of the past. Shamans and blackclads peering into the future saw a disturbing number of signs suggesting apocalyptic clashes yet to come.

SHADOW WAR IN THE THORNWOOD

For decades the sinister forces of the Nightmare Empire of Cryx have been secretly infiltrating the mainland. These movements did not go entirely unnoticed, however. Although the civilized kingdoms have only recently become aware of the rising threat posed by Cryx in the interior, the peoples of the wilderness have been aware of it for some time.

Cryx began landing forces on the mainland during the Scharde Invasions of 584–588 AR, a coastal war between Cryx and Cygnar. They built hidden strongholds in several wilderness regions, including the Thornwood. Cryxian incursions into the Thornwood began with small numbers infiltrating through the Dragon's Tongue River. Individual trollkin kriels as well as local Tharn and gatormen fought these intruders when they were spotted. The Circle Orboros was aware of some of these movements but did not understand their purpose. Ranking blackclads mistakenly believed Cryx was mainly interested in plundering ancient ruins of the Thornwood for occult artifacts. Clashes between Cryxian forces and the denizens of the wild resulted in overwhelming Cryxian losses, lending credence to the idea that they were contained.

In truth, Cryx's forces had gone underground. They had entered into an arrangement with cephalyx dwelling deep below the forest. By the time the blackclads realized the Cryxians had established a permanent holding they were too deeply entrenched to be uprooted. The denizens of the forest continued to combat them whenever they could but did not dare follow them into their tunnels.



The emergence of new invaders in western Immoren began in 603 AR, when the warlike skorne marched from the Bloodstone Marches to the east to occupy the Cygnaran city of Corvis. This race of fearsome warriors was unknown to everyone in western Immoren except the Iosans, who remembered them as illiterate primitives that had preyed upon the frontiers of the Lyossan Empire thousands of years before. Led by Vinter Raelthorne IV—the exiled former Cygnaran king who had been overthrown by his brother Leto—the skorne had crossed the Stormlands and the Abyss seeking conquest.

Their initial efforts were far less successful than those of the Orgoth. The occupation of Corvis was thwarted through unlikely supernatural intervention, and the skorne withdrew into the eastern sands for a time. They would return three years later with larger, more organized armies. This caused a cavalcade of disasters among the inhabitants of the Bloodstone Marches, who were displaced as the skorne established new fortifications.

In the interval between the skorne attempts at conquest, the Iron Kingdoms had been plunged into another major war. In the last month of 604 AR, Khador launched a swift attack on Llael. This was the onset of the Llaelese War, which served as a crucible for conflict between the armies of Khador and Cygnar, with Llael caught in the middle. Cygnar, which had been allied to Llael since the Border Wars, felt obliged to send its armies in a futile attempt to stop Khadoran aggression. After six months of brutal fighting, Cygnar withdrew to its borders. Shortly thereafter Merywyn, Llael's besieged capital, surrendered to Khador.

During these conflicts the Protectorate of Menoth, seeing Cygnar occupied, launched the Great Crusade, an ambitious plan to restore all of humanity to worship of the Lawgiver. Inspired by the emergence of the Harbinger—a holy prophet who channeled the will of Menoth—the zealous Menites were filled with a fervor not seen since the priest-kings of old. They besieged Caspia and launched a separate crusade to join the fighting in Llael.

Llael was largely lost to its people, occupied by foreign armies. Khador took the west, and the Protectorate the northeast. Cygnar and Khador continued their war in the Thornwood. This would become the Second Thornwood War, a conflict complicated by the emergence of insidious Cryxian forces operating deep inside the mainland. The various armed forces fighting in and marching through the forest quickly became a significant problem for those races living here.

EMERGENCE OF THE UNITED KRIELS

As Cygnaran, Khadoran, and Cryxian activity intensified, the Thornwood kriels got swept up into unremitting clashes seeking to defend their kith. Madrak Ironhide united the warriors of the kriels and was recognized as the war chief who could command all others. In his desperation to save his people, Ironhide took up the legendary axe Rathrok, once wielded by Horfar Grimmr.

That Madrak would willingly take up this axe was shocking to many of his people, particularly the shamans and elders who knew the weapon was cursed. Since the death of Grimmr, the axe had been safeguarded but not lifted in battle. Old prophecies warned that invoking its power would invite a doom to end the world. Madrak considered this mere superstition and was desperate enough to use any weapon. Rathrok's power served him well fighting against Cryxian forces seeking to despoil his ancestral territory. Despite his heroic efforts, it soon became clear that his people could no longer defend their homes. With intense regret, Ironhide and his people withdrew from the Thornwood, leaving a vacuum that was quickly filled by Cryx, Tharn, and other groups.

For a time, Chief Ironhide and the Thornwood kriels settled east of the Thornwood among the Glimmerwood, meeting and joining with kriels dwelling in this wood as well as along the shores of Scarleforth Lake. This location had been encouraged by King Leto of Cygnar, whom Ironhide had approached for aid. Cygnar's king promised the trollkin that lands would be found for them but asked that they lend assistance in the meantime by helping protect this border region. King Leto even went so far as to contribute substantial weapons and supplies to the displaced kriels, giving them firearms, ammunition, and older military hardware.

Later the kriel elders had cause to wonder if Leto placed them here intentionally, knowing what was to come. The region proved to be directly in the path of the returning Skorne Empire, this time marching west with renewed strength and an army far larger than the newly united kriels could hope to withstand. Trollkin blood was spilled along the Hawksmire River and across the shores of Scarleforth Lake. The kriels proved tough enough to endure, but losses were heavy.

When Madrak Ironhide went to King Leto to demand his people be given their promised lands inside Cygnar's borders, he was refused. Cygnar's king claimed his own wars had left his northern nobles agitated and unwilling to see to the needs of the kriels. The lands promised to the trollkin had instead been given over to refugees from Llael. Madrak was furious at this breach in trust and declared all friendship between his people and the Cygnarans ended.

This was not the only friendship to sour. During Ironhide's return to his people he was ambushed by forces led by Omnipotent Ergonus of the Circle Orboros. Even as the druids attacked, Madrak was betrayed by his own kin, including one of his own champions. This was an attempt by the Circle Orboros to assassinate Ironhide. Unbeknownst to him, the Circle faced a new draconic threat in the north, one they feared would endanger their entire order. They hoped to employ the trollkin as a weapon against this foe but knew Ironhide would speak against this plan. They sought to replace him with a leader who would heed them.

This ambush might have succeeded if not for the unexpected arrival and intervention of the great shaman Hoarluk Doomshaper, a revered elder of the Gnarls. Accompanying him were several dire trolls, tremendously powerful beasts that had never before been tamed. Shaming the trollkin conspirators, Doomshaper turned the tide on the Circle. Omnipotent Ergonus fell to Madrak, an event that marked a new unity among the southern trollkin as well as the severing of relations between the trollkin and the Circle Orboros. The forces following Doomshaper and Ironhide would become known as the United Kriels, a heavily armed and powerful confederation, though one lacking a home to call their own. Bolstered by allies from the Gnarls, Ironhide set about seizing a region of Cygnar called Crael Valley where his people could dig in and fortify.

Unfortunately this haven proved short-lived. After a number of smaller skirmishes in which the trollkin were able to defend this valley, they drew the ire of Cygnar's Fourth Army, which dedicated itself to their expulsion. Despite another heroic stand inflicting heavy losses on the Cygnarans, the United Kriels were forced to evacuate Crael Valley and take shelter in the Gnarls. Their future remains uncertain, though rumors say misfortune follows Madrak wherever he goes. Many among his own people believe this is a result of Rathrok's curse and the legacy of Horfar Grimmr.

CATASTROPHE IN THE SHARD SPIRES

Perhaps the supreme tragedy of the modern era transpired in the frozen north, a catastrophe that went almost unnoticed by civilization amid its wars and conflicts. This was the destruction of the Nyss culture by the dragon Everblight. The seeds for this disaster had been planted in a secret war in Ios that took place in 390 AR, when Everblight destroyed the elven city of Issyrah. The armed forces of Ios converged on the burning city and succeeded in defeating the dragon, leaving them with the task of securing his athanc. After debate and consultation with their seers, the athanc was sealed away and eventually secreted high atop one of the highest mountains in Khador. This placed the dragon's essence in close proximity to the Nyss homelands.

Many aspects of this catastrophe are only partially or imperfectly understood by the Nyss themselves, though survivors have begun to assemble information amid the aftermath. While Everblight remained disembodied and his athanc sealed away, his mind was still active and scheming, and he appears to have arrived at a plot to attain freedom. The course of action he embarked upon is one that had never been attempted by any dragon before, a product of Everblight's genius, his madness, or both.

The disembodied dragon managed to lure a wandering ogrun named Thagrosh to his mountain prison. Driven by an irresistible compulsion, Thagrosh broke the athanc's seals, raised the dragon's heartstone, and plunged it into his own chest. Everblight seized upon the ogrun's flesh, and Thagrosh was horrifically transformed into the dragon's vessel and prophet. He then set about the absorption and annihilation of the entire Nyss people.

The surviving Nyss know Thagrosh was aided in the subversion of their people by a willing traitor, the sorceress Vayl Hallyr, who agreed to serve the dragon in exchange for power. With her



cooperation, Thagrosh corrupted the wells and food supplies of the Nyss with blighted blood. Soon entire villages across the Shard Spires saw their inhabitants transformed by dragon blight. Blighted Nyss had their wits subsumed by an overwhelming loyalty to the dragon and felt compelled to set upon their neighbors, murdering any who were not like themselves. Thagrosh and Vayl and other blighted generals chosen by Everblight joined the fray, bringing with them a proliferation of dragonspawn. They sowed chaos not for its own sake but as a means to seek the conversion of as many Nyss as they could corrupt.

Great numbers of Nyss quickly succumbed to the blight and turned to the service of Everblight. Some chosen few were granted fragments of the dragon's athanc and so became warlocks, capable of spawning and controlling a multitude of dragonspawn. Meanwhile, those Nyss who had remained uncorrupted or had resisted the transformative blight died by the hundreds. The rest were forced to flee their homeland. Many of the stalwart defenders of the Fane of Nyssor perished in these battles, but others endured and managed to safeguard the marble vault of their god and flee south with it.

Only a fraction of the unblighted Nyss population escaped this calamity. Many found sanctuary under the protection of the Church of Morrow in Khador's capital, Korsk. A large number remain in the vicinity of Korsk and the surrounding lakes, living in poverty and not much appreciated by the Khadorans. Others scattered across the north and beyond, trying to preserve their people's traditions and restore some semblance of their former lives.

The Nyss are too far-flung and feel too powerless to organize much resistance against Everblight or their corrupted kin. But there are some, such as the Raefyll shard, who have devoted themselves to finding whatever allies they can in order to seek vengeance against the dragon and his generals. The passage of the Legion of Everblight has wrought nothing but destruction, slaughter, and blight.

The threat represented by the Legion of Everblight has been a particular focus of the Circle Orboros. They were the first to recognize the scope and ramifications of Everblight's rise and have fought an increasingly desperate series of battles against his forces. Victories have been few and far between, and the dragon's warlocks have only grown stronger.

Early in 607 AR the blackclads failed to prevent Everblight's legion from cornering and destroying the dragon Pyromalfic at the Castle of the Keys, an ancient ruin in the Bloodstone Marches. In addition to the blighted Nyss and the Circle, the battle was joined by the skorne, who had established a stronghold on these grounds. Assailing this place was an enormous risk for Everblight, requiring the dragon to commit most of his gathered spawn and blighted soldiers, yet it was a gamble that proved well worth the cost. Thagrosh was able to consume Pyromalfic's essence, tremendously magnifying Everblight's power.

A number of northern Khadoran villages have been wiped off the map by the minions of Everblight, who gather the recently slain to transform their blood and flesh into dragonspawn. After the battle at the Castle of the Keys, Thagrosh and his followers fled north. They have proven difficult to root out, and the mobility of Everblight's forces has confounded even the Circle Orboros.

Some of these recent events have prompted a power shift in the upper echelons of the Circle. A powerful blackclad named Krueger the Stormlord has recently defied his superiors to make contact with other dragons in an attempt to turn them against Everblight. Other druids plot and scheme and seek combat-ready minions to hurl at their problems, manipulating members of a variety of wilderness peoples. It is said the Tree of Fate is stirring more than it ever has before.

THE PRESENT

The escalation of wars among the Iron Kingdoms, rising tensions among powerful wilderness groups, and the emergence of new threats have combined to make survival increasingly difficult for isolated tribes. This has forced the people of the wilds to create new alliances. Recent years have seen strong leaders arising among several races to unify their people. The United Kriels is the largest and most widely recognized of these new confederations but not the only one.

The Thornfall has witnessed the unification of many formerly antagonistic farrow warbands under the leadership of a mighty warlord named Lord Carver, who brought them together as

the Thornfall Alliance. Aided by a mad human genius named Dr. Arkadius, these farrow have been arming themselves with impressive new weaponry and augmented warbeasts. The Thornfall Alliance has become truly formidable in the last few years, making the farrow a race that can no longer be ignored.

In a more gradual consolidation, the gatormen of several swampy regions have recently seen the expansion of the Blindwater Congregation. This group is united in support of one of the most powerful bokors of the age, an ancient and feared gatorman named Bloody Barnabas, who aspires to divinity through bloodshed. Barnabas had already united dozens of villages in and around Blindwater Lake, in the process enslaving the region's bog trogs. Though joined unwillingly here and in other gatorman territories, there is no doubt that the various swamp tribes have become more formidable by combining their numbers.

Where there is war, there is also opportunity and the chance for change, a fact seized upon by some of the more courageous, heroic, and cunning warriors of the wilds. On the fringes of civilization, the misfortune of one group nearly always represents an advantage for another. The rule is hunt or be hunted, and it is all too easy to go from one to the other in the blink of an eye.

PEOPLES OF THE WILDS

In western Immoren, a number of diverse peoples have carved out a place for themselves amid the forests, swamps, and mountains. Whereas humanity has erected massive cities on the ruins of older civilizations, the people of the wilderness live much as their ancestors did, in small isolated communities and tribal villages. Though many of their territories lie within the borders of great kingdoms, the people of the wilds follow their own laws and swear fealty to chieftains and warlords, not kings or empresses. They care little for lines on maps and claim whatever territory they can hold.

This section describes the most numerous and powerful of these peoples.

CIRCLE ORBOROS

The Circle Orboros is the most ancient unbroken human organization extant in western Immoren, the product of thousands of years of coordinated efforts to master nature's powers. Their true goals are hidden behind layers of secrets. Obscured in dark cloth and long, black cloaks, the members of this organization are known to outsiders as blackclads.

Some in the wilds look to druids of the Circle as prophets and priests of the Devourer Wurm. The truth is more complicated. While the blackclads draw supernatural power from the chaos embodied by the Devourer and describe the natural world in a way not entirely dissimilar to Dhunian shamans, they have a complex philosophy and an approach to the natural world that is all their own. The blackclads believe both the Wurm and Dhunia are manifestations of a single primal and all-pervasive entity they call Orboros.

Blackclads recognize the Wurm as the destructive consciousness of the primal Orboros and work to ensure it remains distracted by its eternal war against Menoth. Though the Wurm is the wellspring of the power they wield, it is a terrifying force whose attention they do not wish to draw. The vital force that drives the Wurm is the lifeblood of Caen, the natural energy flowing through the veins and arteries of Orboros. The druids can sense and tap into these conduits, which they call ley lines, and work tirelessly to ensure this supernatural system remains strong.

These invisible arteries can become choked by civilization: anything that disrupts the flow of rivers, the integrity of the mountains and hills, or the growth cycles of forests injures Orboros. When its body becomes too riddled with wounds left by civilization, the Devourer will feel its weakening condition

STRADDLING THE DIVIDE BETWEEN CIVILIZATION AND THE WILDS

Blackclads are not entirely unknown on the fringes of civilization. Communities living near major wilderness regions may have periodic contact with local druids, who are treated with a respect tinged by fear. Blackclads visit these communities on mysterious missions or to barter for information.

In turn, the blackclads sometimes offer to manipulate the weather, drive off feral threats, or ensure a bountiful harvest. The Circle has often used such negotiations to further its agendas; desperate communities might agree to any terms a blackclad offers. Blackclads are also known to visit communities to recover children undergoing the wilding. Although occasionally a community might accuse the druids of stealing their children, usually parents are complicit in these arrangements, agreeing to give up children who seem deranged and dangerous. Another common reason to seek the help of blackclads is to broker peace or trade among local wilderness peoples.

Their reputation and the mystery surrounding their objectives enable the blackclads to step between civilization and the wilds with some ease. Even in the best circumstances, though, most townsfolk will go out of their way to avoid a druid. Just as the blackclads are valued for their strange powers, so they are also seen as the harbingers of disaster, plague, and natural destruction. In extreme cases, such as after a mysterious calamity, townsfolk may band together to drive blackclads and their allies away. In most wilderness communities the fear blackclads evoke is sufficient to ensure their safety, as it is widely known that the Circle repays any harm done to its members tenfold.

and will return to the world to unleash unparalleled devastation across the face of Caen. For this reason, the blackclads focus on limiting civilization wherever possible as well as battling any other threats to the body of Orboros, such as the blight of dragons. The scope of this work is vast and its goals perhaps unachievable, but that does not deter the druids.

Operating in scattered groups, the blackclads have created a network of sacred sites to channel the natural power of the ley lines. They can use this network for communication and to transport themselves instantly across vast distances. Maintaining their network of sacred sites has sometimes required them to go to war with groups who would defile their territories. When roused to battle, the Circle Orboros is unsurpassed at exploiting terrain to their advantage, striking swiftly and unexpectedly across great distances, and invoking destructive elemental power. Storm thunders by their will, stones rise from the earth with a gesture, and terrifying beasts rage at their command.



The blackclads, however, are few. To wage their wars and protect their holdings, they have had to establish many alliances with the peoples of the wilds. As much as possible they avoid risking their own lives, their most important resource, preferring instead to sacrifice the many minions, pawns, and vassals in their service. Those loyal to the blackclads can be found in the wilds of every nation and in every sizable forest, mountain range, swamp, and desert in western Immoren.

Among the families in these remote corners are some who are bound to the druids by ancient ties and who stand ready to lend their strength. Barbaric peoples have willingly allied with the Circle, and the blackclads manipulate them to fight on their behalf. When the Circle gathers for war, it does so as it has for millennia: at the head of a howling horde that would smash the cities of man and cast humanity into an everlasting dark age.

Through its agents, allies, and raw power, the Circle wields unparalleled might in the wilds. The blackclads prefer to move unseen, however, working through emissaries, manipulation, and the implication of threat. Though the organization can quickly bring its own strength to bear, raising armies among its allies can take time, careful negotiation, and the invocation of ancient pacts. The Circle is at its strongest when its agents have time to meticulously prepare and execute their plans.

SCOPE AND TERRITORIES

The scope of the Circle is far-reaching. No corner of western Immoren falls outside its sphere of influence, barring small pockets of blighted landscape that have been poisoned by the dragons, and even there they watch. In every corner of the wilds there are sacred sites protected by the blackclads and their allies. The only regions the Circle sees outside its purview are those in which it is impossible for them to maintain a presence—places like the main island of Cryx, irrevocably blighted by Toruk, and the depths of the Abyss. Their organization is largely focused on western Immoren, though some members constantly push the frontiers of their domains in the exploration of new territories.

The Circle Orboros has divided western Immoren into three large regions called dominions: the Northern Dominion, the Eastern Dominion, and the Southern Dominion. Each of these dominions falls under the oversight of one of the order's omnipotents. These regions are divided into smaller territories overseen by lower-ranking druids. The allocation of territories forms the basis for the convoluted hierarchy of the Circle.

Despite its territorial claims, the Circle does not have actual power or authority over every square mile of these areas. Their regions are encompassed by powerful nations and the domains of many hostile competing groups, some more overtly powerful than the Circle Orboros. The blackclads have direct control over only small portions of their territories, usually centered on sacred sites, secluded villages, and places of particular interest.

HIERARCHY AND RESPONSIBILITIES

Though the Circle employs a variety of allies and minions, the blackclads are the only true members of the organization. There are echelons of power, authority, and knowledge within their ranks, and members must earn advancement to be entrusted with deeper mysteries and perhaps the oversight of territories.

In ascending order, blackclad ranks are: wilder, warder, overseer, potent, and omnipotent. These ranks have a direct bearing on an individual's responsibilities, and the gulf between successive ranks is vast.

All power in the Circle Orboros flows downward from the three ruling omnipotents, who divide all the order's territories among themselves and safeguard the order's deepest secrets. Lower-ranking druids are given tasks and bestowed responsibilities and territories as a means of managing the order's far-flung assets. In theory, the omnipotents have absolute power over their territories. In reality, matters are more complex; the political machinations within the Circle can be many-layered and somewhat treacherous.



Each rank designates the degree of trust, autonomy, and authority a blackclad has been afforded. For example, a wilder has little to no responsibilities other than to learn and obey. He has no autonomy and is accountable for the success or failure of only the very narrow tasks his mentor gives him.

Druids who survive their training as wilders and prove themselves over several years can earn promotion to warder. This rank is bestowed by the druid's mentor and is an evaluation of his performance, obedience, and growing skill. Fundamentally, a warder's primary function is to do whatever his immediate superiors ask. This includes short-term tasks, such as rooting out a pernicious enemy or gathering intelligence, as well as long-term functions such as aiding in the training of warbeasts, constructing wolds, or watching over a specific region. Blackclads are few enough that warders are continually kept busy on a variety of missions.

Initially a wilder or a newly promoted warder answers only to a single superior—usually his mentor. Sometimes a mentor will arrange with another blackclad to entrust the junior druid's service to him in order to lend him support or as a way to secure future favors. Such arrangements also benefit the junior druid, as further promotion generally requires a number of patrons willing to speak on his behalf. The chain of command within the Circle is unusual in this way, in that blackclads often find themselves reporting to multiple superiors.

It is also common for higher-ranking druids to approach lower-ranking ones to ask them to perform tasks. A blackclad who is already working for another druid, such as his mentor, is under no obligation to agree to outside requests, but these opportunities to forge new bonds might not come again if refused. These missions may start small, with something simple to test a junior druid's capabilities, but soon become more dangerous and difficult. Each blackclad must learn, often through difficult experience, how to prioritize tasks given them by separate and equally demanding masters. Ambitious druids learn quickly that the only way to advance is to demonstrate initiative. The more patrons a druid has impressed, the faster his rise; a junior blackclad who serves a single master and refuses tasks for other members of the order will rise slowly, if at all.

Once a senior druid is convinced of the capability of a junior blackclad, he might create a more lasting bond by offering a portion of his territories. This is a form of feudalism—a blackclad is expected to carefully manage territories entrusted to him by his superiors. Accumulating multiple territories continues his advancement. After completing multiple missions for different superiors and managing several territories, a warder might petition the ranking potents for promotion to overseer. Such a promotion requires the supporting testimony of two or more overseers who have worked closely with him and the authorization of two or more potents.

Overseers are a vital link in the Circle's chain of command, as they are trusted to undertake difficult missions requiring considerable coordination and personal power. Overseers are responsible for any sacred sites in their territories and must ensure that their energies contribute to the ley line network. Small though these regions may initially be, they are larger than what a lone blackclad can patrol; this duty may fall to subordinate blackclads or to locals who can act as the druid's eyes and ears—and, in times of threat, as expendable warriors.

RANK AND PLAYER BLACKCLAD CHARACTERS

A Game Master should discuss a blackclad character's upbringing and training with the player and identify his mentor(s). Memorable moments during those early years can be discussed as part of fleshing out a character's background, including whether the character remembers his or her family.

It is recommended that blackclad characters begin at the warder rank. This represents a degree of autonomy and authority but is the lowest rank allowed to take on more interesting tasks. Wilders are rarely allowed to function without the direct supervision of higher-ranking druids. Warders, on the other hand, are frequently in a position to work with individuals outside the Circle as well as those in allied groups such as the Wolves of Orboros or the Tharn.

Advancing in rank is at the Game Master's discretion but should be slow and primarily rely on a character's contributions to the order, considering internal politics. As a general rule, a character should not advance to the rank of overseer before attaining Veteran level or to potent before attaining Epic level (see p. 151). Many blackclads never advance beyond overseer.

Overseers also receive additional tasks from their masters, such as collecting, raising, and mentoring new wilders. Furthermore, as his territories grow, an overseer may seek out talented warders to oversee portions of his domains, reinforcing the chain of fealty and command. The accomplishments of the junior druids reflect on those they serve. It is to a blackclad's advantage that his subordinates do well as they rise in rank. Ambitious overseers will broaden connections to other senior druids in the hope of continuing to prove their value to the organization.

Not all overseers supervise territories, though most do. Although blackclads who do not oversee territories rarely advance beyond the rank of overseer, some capable druids earn acclaim through other means, such as by leading strike forces in the order's battles or constructing wolds.

Elevation from overseer to potent is an even greater milestone. Each potent is a puissant master of elemental forces and a keeper of large territories across multiple dominions. Just as with promotion from warder to overseer, an overseer can be raised to potent only if two or more of the ruling omnipotents agree the promotion is warranted.

The influence and authority of the potents are such that it is difficult for lower-ranking druids to refuse their orders, even if the requesting potent is at odds with the druid's mentor or other superiors. Animosities and even open conflict between druids at this rank is not uncommon. Generally members of the order vie with one another through subtle means, such as by poaching subordinates or seeking to steal territories directly. Bitter rivalries between blackclads can last for decades. The omnipotents might intervene if such conflicts threaten their larger goals, though some degree of competition and even hostility is considered healthy, as it fosters strength and capability.

Potents govern their diverse territories by leveraging personal ability, charisma, bargains, bribes, old alliances, and favors. Because they are a representation of the authority entrusted to them by their feudal masters, their territories are vast but not equal. Some even seek to expand their holdings by reclaiming territories lost to the order. The most significant potents of the Circle Orboros include Krueger the Stormlord, Morvahna the Autumnblade, Baldur the Stonecleaver, Bradigus Thorle the Runecarver, Tamora the Longshadow, Donavus the Wornrock, Lyvene the Wayopener, and Vernor the Nightbringer.

At the top of the Circle's hierarchy are the three omnipotents: Mohsar the Desertwalker of the Eastern Dominion, Dahlekov the Scourging Wind of the Northern Dominion, and Lortus the Watcher of the Southern Dominion. These figures inspire dread and awe in the rest of the order, for they safeguard the Circle's most terrible secrets and mystical rites. They hold the legacy of the sworn pacts made at the birth of the order with primordial supernatural powers linked to the Devourer Wurm.

Omnipotents hold their positions for life. Should one perish, the survivors call a grand conclave to select a successor from among the attending potents. The omnipotents know their subordinates well and generally have already determined who will be the next to rise. Lortus is the most recently elevated of the omnipotents, having in 606 AR taken the place of Ergonus, who was slain by the trollkin chieftain Madrak Ironhide.

Their unique sensitivity and connection to the ley line network allows omnipotents to extend their awareness throughout their dominions. Little of import transpires in western Immoren's wildernesses that does not come to their attention. While their knowledge and power are great, the full scope of their authority over subordinates is reliant on an omnipotent's power and personal charisma and the willingness of those they command. This sometimes requires omnipotents to make examples of those who would defy them, reinforcing their fearsome reputations.

Although the omnipotents expect their commands to be obeyed, territorial hierarchy allows some leeway. The Circle has long prioritized success over adherence to the precise letter of an order. There is always a risk in disobedience, as the elimination of a junior druid for transgressions is not unknown. The key to a druid's survival and elevation in the hierarchy is becoming an asset too valuable to easily replace.

CONCLAVES AND GRAND CONCLAVES

Ranking druids meet to discuss the direction of the order in formal gatherings called conclaves. Those below the rank of overseer are rarely included. Conclaves are held at each solstice, though they can be called at other times. Conclaves serve to coordinate combined efforts and to arbitrate disputes. The

three omnipotents hold their own conclaves and are in frequent communication with one another through mystical means.

A grand conclave is a special gathering of all omnipotents and potents. These rare meetings are called to decide issues of great significance to the order, such as the promotion of a new omnipotent or the trial of a ranking member. Certain decisions or punishments require special majorities among the assembled—for example, a "sublime majority" of either three omnipotents or two omnipotents plus all potents is required to sentence a potent to death.

LIFE AS A BLACKCLAD

No blackclad lives an easy life. Working to forestall apocalypse, they are few in number and face many threats. Should the blackclads fail in their work, the Devourer Wurm's attention would return to the world to topple mountains, set loose tsunamis, and erase humanity from the face of Caen. That is why the druids are willing to endure the difficulties their duties entail. Many blackclads have fallen in the pursuit of the Circle's agendas.

However, the deeper agenda of the Circle occupies the minds of only the higher-ranking members. The majority of the blackclads have more immediate tasks, not least of which is satisfying their superiors. It is not uncommon for lower-ranking druids to be unaware of the significance of their missions. They must juggle seemingly contradictory directives while trying to rise through the order to gain a sense of the bigger picture.

The power flowing through blackclads gives them supernatural health and vitality. They can expect to live twice as long as an ordinary human, some even longer. This affords considerable time to gather power and to learn the mysteries of the order.

THE WILDING

Each blackclad is born with the potential for endless power. This is called the wilding, and it is believed to be an innate connection to Orboros by the selection of the Devourer Wurm. The age at which the wilding manifests varies; it usually comes on between the ages of three and seven, but there have been some individuals who have gone through it later, even as adults. Those ignorant of Orboros often mistake the wilding for madness. It prompts behavior such as leaving the home to wander the forest alone in the dead of night, barking or howling, and staring deeply into the eyes of animals. Most communities shun such children, while others abandon them or, in extreme cases (such as in certain Menite communities) slay them for fear of the Wurm's taint.

Because the wilding is an inborn gift that cannot be taught, it is a top priority of the Circle to find and protect such individuals as early as possible and provide them with the training necessary to control their powers. To this end, the Circle has become adept at sensing the emergence of this power. Once a child with the potential to undergo the wilding has been identified, one or more blackclads are dispatched to recover the child for the order. The order acts particularly swiftly if there is a risk the child might be harmed by an intolerant community.

BLACKCLAD NAMES AND EPITHETS

It is most commonly at the rank of overseer that a blackclad will take on a descriptive title or epithet. Epithets like "the Wildborne," "the Stormwrath," or "the Farstrider" are intended to embody a druid's outlook on the world or individual talents. Many of these are self-chosen upon elevation to the rank of overseer, but sometimes such titles are bestowed by a mentor or other high-ranking druids.

These epithets are taken seriously within the order, and changing one is significant if not rare. Such a change may be prompted by a personal transformation or a shift in philosophy. In theory a change of epithet represents the druid becoming a different person, though this is primarily symbolic—past deeds and relationships are not forgotten.

In some cases the blackclads may be able to persuade parents to voluntarily hand such a child over, particularly if the child was born into a community that is aware of the blackclads and comfortable dealing with them. Should the parents prove intractable, the child is stolen or taken by force. Under no circumstances do the blackclads accept refusal—a truth that has lent an air of the sinister to their reputation.

Over the centuries the Circle has refined its methods to find these children regardless of where they are born. The druids have kept a close record of bloodlines known to manifest the wilding. Many of these families are among the Wolves of Orboros, who serve as the order's soldiers. Such families are familiar with the signs of the wilding and willingly surrender children displaying such signs to the druids. The emergence of this power is seen by them as a gift, not a curse.

UPBRINGING AND TRAINING

Usually a single mentor oversees a young druid from the time of their entry into the fellowship to the period when they become a full wilder—often the same blackclad who brought the child into the fold. Such children are often taken hundreds of miles from their communities to minimize the chance of contact with their families. It is not uncommon for freshly inducted youths to try to escape and return home, but mentors ensure such efforts never succeed. Until a youth completes early training and can be trusted to enter battle alongside other members of the Circle, his mentor might simply refer to him as "cub," "pup," "worm," or "weed." In the Circle, names must be earned.

Mentoring a young druid is time consuming and distracting, a task many blackclads resent and loathe. Many mentors are cruel and unforgiving, subjecting their wards to a gauntlet

of trials and severe training. Most young druids learn to fear their mentors. Those senior druids with proven competence at instruction might be selected for this duty more often, but few escape the responsibility forever. It is not unheard of for a mentor to be tasked to raise and train more than one wilder simultaneously, though two or three is the typical limit.

Wilders are often dragged along to observe their mentors on their duties, even if this places an aspiring wilder in peril. Only the youngest are shielded—and even they must quickly learn how to handle themselves and survive. As valuable as a developing wilder might be, the Circle cannot afford members who are fragile, indecisive, or thick-witted.

For all these reasons, a druid's upbringing is generally harsh. They are quickly introduced to the realities of the wilds and the elemental forces they must master. They are subjected to injury to learn how to recover. They are steeped in the philosophy and principles of the Circle Orboros, and all connections to friends and family are severed. Blackclads are a tight-knit and secretive society whose adherents draw a clear distinction between members and outsiders. By the time a new blackclad is indoctrinated into the organization, he is convinced that only other members of the Circle are worthy peers. The lives of outsiders begin to seem trivial and unimportant.

Among the methods employed in the development of a wilder, few are as potent as teaching the young druid to tap into the ley lines crossing the surface of Caen. This process changes the wilder's perspective, allowing him to comprehend his true nature and his connection to Orboros. Once a wilder learns to sense the flow of these energies through other druids, he also begins to perceive an emptiness in ordinary humans, and the distinction between Circle members and outsiders becomes tangible.

As a druid learns to draw on such power reliably, his learning shifts to guided self-mastery. The wilding manifests differently in each individual, and a young druid must look inward to master himself. He is exposed to the powerful beasts the Circle controls and is tested for intuitive affinities. Exposure to wolds and raw elemental forces follows. Early in this process a mentor can discern whether a wilder has the potential to bond with and control warbeasts. This is a highly valued capacity. Not every blackclad has this ability, but the druids do have greater success in developing this potential than any other organization in western Immoren. Such power seems almost intrinsic to the wilding.

At this point a druid's early training comes to an end, and he may be transferred to a different mentor to further his specialized training. There are druids adept at controlling beasts, others who master power over storm and flood, and yet others who feel drawn to shaping stone. Regardless of talents, in the early years all wilders are expected to learn and comprehend the diverse array of natural powers at the disposal of the Circle.

Late in this process, usually after the age of sixteen, a druid is at last recognized as a full wilder. This represents capability but not authority. Wilders must obey their superiors at all times. They are sometimes sent into battle as a risky but effective crucible for their potential. The bloody reality of warfare toughens druids to the cruel necessities of their responsibilities. Senior druids do everything in their power to preserve youthful potential, but fatalities are inevitable. The same natural forces that ensure only the strongest predators survive to hunt also applies to aspiring druids—the weak are culled and forgotten.

WHERE DO BLACKCLADS LIVE?

Though possessed of supernatural power and insight into the world, druids are still human beings and require food and shelter. Their responsibilities often require them to be on the move, so they rarely stay in one place for long. The training of young wilders is one time when a mentor might remain in a fixed location for an extended period. Most blackclads create at least one secure holding or base of operations, and often they have many. These vary wildly from one blackclad to another, particularly among the higher ranks, and they are among the most private aspects of a druid's life. Generally only wilders being mentored by a blackclad will have access to another druid's holdings.

Druids can endure hostile environments far more easily than most humans and can comfortably operate in the wilds for extended periods. This means a druid's holdings might be located in remote and dangerous locations, such as mountaintop caves, hidden grottos, remote islands, the hollows of giant petrified trees, or tomb-like vaults. Often, such places are connected to a significant ley line conjunction within that druid's territories.

DAY-TO-DAY MISSIONS AND TASKS

The fact that every druid beyond the lowest ranks reports to multiple superiors is an essential aspect of the order's checks and balances. While this has not always prevented hidden agendas and cabals from arising within the order, it serves to mitigate any one faction from becoming too strong. Not only is an overseer or potent receiving orders from multiple superiors, he is also being watched and evaluated by them.

Tasks assigned a druid can vary widely but usually fall into one of three general categories: territorial oversight, preserving the Circle's infrastructure, and active missions. The first two responsibilities are long-term and a druid attends to them day-to-day, particularly when not occupied by higher-priority missions.

As an added complication, a territory assigned to an individual blackclad might not be entirely or even predominantly controlled by the Circle Orboros. Higher-ranking druids frequently have territories that may contain large regions where the druids have little actual power. This includes ley line conjunctions that are inaccessible because they are within

a major city, held by competing groups, or occupied by hostile tribes or military forces. A druid with such holdings is expected to keep a watch on these areas (directly or indirectly, through allies and subordinates) and look for opportunities to break the hold of the Circle's rivals.

Blackclads must be prepared to fight to preserve key holdings from incursion by outsiders and are responsible for knowing when to ask for help if a threat is too great. Defeating a foe with limited resources may be more impressive than sounding the alarm, but losing a key site because of being too proud to ask for aid is inexcusable.

Tasks related to preserving the infrastructure of the Circle might include building or repairing sacred sites, tending and training warbeasts, constructing wolds, fostering a wilder into the fold, and creating or maintaining relationships with allied organizations or potential minions.

Active missions include gathering intelligence, delivering important news and messages, and most importantly fighting the order's enemies. A combat mission might include active defense of a sacred site or leading aggressive strikes against enemies. There are some druids particularly specialized in leading strike forces for the order and whose fighting talents are so crucial they have little time for anything else.

LANGUAGES OF THE CIRCLE ORBOROS

There is no one language used universally by the blackclads. Any human language might be known to an individual druid, depending on his upbringing and the preferred language of his mentor. Some blackclads are surpassing linguists, able to communicate with a wide assortment of peoples with whom they are in contact.

That said, Cygnaran is pervasive among southern blackclads, and Khadoran is spoken by most northern blackclads. Molgur is spoken by those having regular contact with the Tharn, and it is closely related to several other languages employed by wilderness races. A blackclad who knows these three languages can communicate with the majority of his peers and most important allies.

SECRETS OF THE CIRCLE ORBOROS

Any organization with as much history as the Circle Orboros has many secrets. Only its ranking leaders understand the order's inner workings or are conversant in how its various regional groups and the ley line networks they protect combine to become greater than the sum of their parts.

THE COST OF PROTECTING ORBOROS

For generations the blackclads have worked to keep the consciousness of Orboros, the Devourer Wurm, focused on its battles in Urcaen. To this end they have kept the life's blood of Orboros flowing through its mystical networks while attempting to limit the spread of civilization. Without their work the arteries of Orboros would become clogged, the Wurm would return to Caen, and an apocalypse would ensue.

Because civilization has spiraled out of control, even incessant warfare between nations has not diminished mankind's populations. Facing this, the blackclads insist violence on any scale against civilization is justified. Even were all the great kingdoms shattered and the capitals obliterated, it would not be enough to reverse this imbalance between the civilized and the wild.

The senior members of this organization will sacrifice any ally or resource and commit any action to attain their goals. Blackclads have a deserved reputation for callousness and bloodshed, using terrible tools like plague and famine to achieve their ends. Despite these drastic methods, their intention is to forestall far greater destruction. They seek to preserve a place for humanity on Caen—albeit in reduced numbers.

MASTERING THE LEY LINES

To the blackclads, the vital rivers of natural power known as ley lines are the veins and arteries of Caen. The power within them is the lifeblood of Orboros itself. The ley lines follow natural geographic features, moving along the course of great rivers and following the spines of mountain ranges. Among this web of ley lines are conjunctions of power, nodes that the Circle Orboros continually works to identify, liberate, and access.

The blackclads have developed methods to amplify and harness the power of the ley lines. For centuries they have erected stone columns aboveground along their paths. The ignorant believe these stones are no more than territorial markers, altars, or monuments. In truth these stones are tools of immense power. The runes set into each tap into and channel the flows of the ley lines below. The sites of the largest



and most imposing stones are nodes where multiple ley lines converge. The Circle has concentrated their martial might in these places.

Druids believe the movements of the stars and planets are mystically tied to the ebb and flow of Caen's natural energies; by combining knowledge of ley lines with celestial conjunctions, they enact extraordinarily potent rites. Many of the order's most powerful mystical weapons, tools, and relics were created at ley line nodes during significant celestial events.

COMMUNICATION AND TRANSPORTATION

Through their secret rites, masters of the Circle Orboros can send and receive complex messages from one site to another simply by manipulating the energy flows of the ley lines. It is the long-distance teleportation made possible at their sacred sites, however, that is one of the greatest tools of the Circle.

Traveling this way involves transformation through a complex and powerful ritual. The traveler literally joins with the energy of Orboros at one site and then flows through the arteries of the world to emerge solid and whole at a different connected site, no matter the distance. The loss of key ley line nodes can interfere with this, potentially making remote sites inaccessible. Because teleportation efforts can be dangerous and disruptive, they are most often left to specialists called wayfarers. Even senior blackclads rely on the coordination of powerful wayfarers to enact these rites, knowing they are tapping into tremendous mystical forces.

The movement of a single wayfarer, who is a consummate master of ley line travel, is a negligible strain on the network and can be simply done. Often messages between distant members of the order are conveyed directly by these individuals, who appear with a rumble of thunder and vanish in a flash of lightning. The potents and omnipotents also make regular use of this form of travel; their vast experience and subtle power allow them to conduct such travel without the strain others would incur.

Escorting larger numbers is much more difficult and requires exponentially greater power. Sending a group of even five or six individuals across Immoren requires coordinated effort and a great surge of power. Teleporting an entire army can be initiated only at the greatest ley line conjunctions, might require dozens of senior wayfarers working together and timed at a special celestial conjunction, and could diminish the power flows across the entire ley line network for weeks.

Regardless of these operational limits, it is because of their ley line network that far-flung elements of the Circle Orboros can remain in close communication and execute such precise coordination. Given sufficient cause, whole armies can be sent across the continent in a matter of moments, making it nearly impossible to anticipate their movements. There is always a price, however. Earthquakes and powerful storms are among the most common consequences of evoking this power, and the repercussions are not predictable.

THE POWER OF WOLD CREATION

Blackclads have long held the secrets of crafting the semblance of life from base materials, animating powerful guardians from stone and wood. Wolds encompass a wide range of versatile and mighty constructs crafted from natural materials. Though very different from truly living creatures, wolds are effectively a unique type of warbeast and are controlled by a similar mental connection. Some Circle warlocks consider the wolds far more reliable than the wild beasts that serve the order, as wolds are incapable of acting out or disobedience; they do precisely what they are directed to do. Wolds are as durable as stone but lack the recuperative powers and vitality of living beasts; they do not recover from damage without repair. Crafting wolds is a long and laborious process, but in the end a warlock gains a potent extension of his will. Wolds can be crafted to serve a wide variety of purposes. They are most often created to guard sacred sites, while others are sent forth to crush the Circles' enemies.

For more on wolds, see "Wold Creation" on p. 254.

ALLIES AND MINIONS

The blackclads count numerous peoples among their vassals, and individual druids have cultivated relationships with almost every group in the wilds of western Immoren. Over centuries, the druids have selectively ingratiated themselves with or bullied into compliance those they thought might be useful. In many instances, this relationship is largely one-sided: the Circle requires its "allies" to fight on its behalf as a favor for services the blackclads may have performed generations earlier, or to prevent some sort of implied calamity. Some of these arrangements are little more than extortion. In other cases the blackclads manipulate the religious beliefs of certain groups so they think they share the same goals as the Circle Orboros, even if that is not actually true.

The Circle has also established a number of true, long-standing alliances that can be called upon in times of need. Rather than

HAVE LEY LINES, WILL TRAVEL

Access to long-distance teleportation or communication can have a drastic impact on an *Unleashed* campaign, often to its detriment. Such power could be used to avoid important obstacles, necessary encounters, or significant geographical regions. Game Masters should be judicious in allowing players to travel via the ley line network.

The best use of ley line transportation in a game is as a planned plot device. For example, at the outset of a campaign a group could be teleported to the location of their first scenario, or just before the campaign's climax the group could be teleported close to the final adversary. The use of wayfarers as NPCs is a simpler matter and can serve as a means to connect a blackclad character to his superiors and to deliver significant news or orders.



ruthlessly exploiting these groups, the blackclads instead use their prodigious power to aid and protect them, creating a mutually beneficial arrangement. The Tharn and the Wolves of Orboros are among these favored allies. Even here, the blackclads strive wherever possible to get more from the arrangement than those who serve them.

Some blackclads are diligent in honoring promises; others are more manipulative and treacherous. Though some harshly abused groups do break with the druids, most do not, as the blackclads have a fearsome reputation. Rather, tribal leaders learn to be more careful regarding future negotiations.

CULTS OF THE DEVOURER

The druids have a long-standing tradition of taking advantage of isolated Devourer cults deep in the wilds. Some of these groups see the blackclads as special emissaries of their god and therefore serve them willingly. This serves as a point of easy connection for blackclads to individuals in many remote towns and tribes. The more ardent the cult, the easier for a blackclad to make use of its membership.

FARROW

The Circle's use of the farrow exemplifies the callous aspects of blackclad diplomacy. The farrow are generally seen as widely available fodder for the Circle's schemes. Farrow villages scattered across the Bloodstone Marches help keep human civilization from reaching precious Circle resources deeper in this region, and the boar-men require little goading to strike against the villages of mankind. Blackclads who have the ear of a farrow chieftain find it simple to point him at targets, and the farrow are eager to serve as warriors in return for certain boons. They are often quite willing to risk their lives in battle for worthy potential spoils; after all, the fewer farrow who are left in the end, the larger the individual portions.

GATORMEN

Gatorman tribes often unwittingly serve the interests of the blackclads. Gatormen stalwartly defend the borders of their swamps, so sites sacred to the Circle hidden within lands held by a gatorman tribe are well shielded from intrusion. To ensure the gatormen do not discover these sites, the blackclads weave artful deceptions to keep them away or establish pacts with the bokor of the tribe to set aside the location for the Circle's exclusive use.

Blackclads also use the gatormen as allies in times of war, as the powerful race can greatly enhance the strength of a war party.

BEASTS OF THE CIRCLE ORBOROS

Beyond their minions and allies, the Circle's strength relies on its access to powerful warbeasts. These beasts embody the destructive power of nature: formidable elemental constructs perfectly execute a druid's will, and wild beasts stalk the battlefield filled with a primal ferocity that only the blackclads dare harness and control. The order's warbeasts are among the most varied serving any fighting force in western Immoren, comprising a wide array of terrifying creatures.

Although not wantonly cruel to their warbeasts, most druids rarely regard them as more than effective tools. Warbeasts exist to serve the purposes of the Circle Orboros, and their inevitable deaths, while costly, are acceptable so long as a warlock can achieve his goals. Individual warlocks may develop a closer bond with particularly useful and long-serving warbeasts, but even these will be sacrificed when needed.

For more on the beasts of the Circle, see "Devourer Warbeasts" on p. 274.

Circle wardens with oversight of swamp territories go out of their way to influence tribes into their service, whether through straightforward negotiation or more subtle manipulation.

THARN

Tribes of Tharn are a potent weapon in the Circle's arsenal. They were once among the most fearsome warriors of the Molgur, a bloodthirsty race who relished ritual consumption of their enemies' flesh. After the fall of the Molgur, the early blackclads ingratiated themselves to the Tharn and turned their strength against mankind's cities when possible. The chiefs of these tribes made promises to the blackclads that have been passed down through generations and reinforced by continuous contact with druids.

More recently the Tharn have come to owe the blackclads an incalculable debt; Morvahna the Autumnblade helped save their race from extinction by the curse of the Ten Ills. Even beyond this, the Tharn appreciate the opportunities given them by the Circle Orboros to pay reverence to their god by making bloody offerings in combat. Though arguably manipulated by the blackclads, the ethos of the Tharn is such that they cooperate willingly and enthusiastically in the Circle's schemes.

It is common tradition among Tharn to welcome any blackclad and treat him with respect. Each Tharn tribe knows and supports the local blackclads. Unfamiliar druids are also supported so long as doing so does not violate existing arrangements with blackclads to whom they are specifically indebted.

For more information, see "Tharn Tuaths" on p. 65.

WOLVES OF ORBOROS

The Wolves of Orboros are the most closely integrated, the most numerous, and the most organized of the Circle's allies. Since the dawn of the order, the Circle has been served by the warriors of many Devourer-worshipping tribes from the wilds. These tribes venerated the Beast of All Shapes and saw the blackclads as its prophets and shamans. In time these tribal warriors evolved into the Wolves of Orboros, a fighting force dedicated to the needs of the Circle. When called by the blackclads to battle, the Wolves bear the brunt of the fighting.

The Wolves dwell in small communities scattered across the wilderness of western Immoren. It is accepted that individual members will carry on normal lives and raise families when not called to war. Members pass the Wolf tradition to their children, training them to fight for the blackclads. When young Wolves reach maturity, they are formally introduced to their local blackclads to renew old oaths of fealty. In sizable villages the Wolves do not reveal themselves as such to outsiders, only donning their armor and weapons when the druids summon them.

The most dedicated members of the organization worship the Devourer Wurm and join in ritual worship together, taking the wolf as their predatory totem. Not all Wolves are equally devoted, though, and some require compensation from the blackclads for their services.

The Wolves are skilled warriors versed in the arts of ambush, exploiting wilderness terrain, and tracking. They rely on weapons that can be readily built and distributed even in small villages. Cleft-bladed spears and swords have long been favored by the Wolves, just as they are by other groups devoted to the Devourer. These spears and the crossbow have become the most widespread and traditional weapons of these hunters. They also make frequent use of trained war wolves, drawing from a stock of the largest breeds found in the Wyrmwall and the northern Khadoran mountains.

The Wolves of Orboros have a structure rooted in their ancient tribal traditions. At the most basic level they fight in packs led by the most senior and able among them, called huntsmen. Veteran warriors can call out leaders in ritual combat challenges for leadership positions. If several packs live in a given area, they are coordinated by a master of the hunt, the seniormost leader in a community or combined pack. Masters of the hunt can control approximately twenty to fifty Wolves. Greater numbers are led by chieftains, who might command anywhere from fifty to two or three hundred soldiers drawn from a specific region. Women are nearly as numerous as men among these fighting groups and are well represented in leadership ranks.

RELATIONSHIPS WITH OTHER POWERS

Due to the nature of their work and their militant fervency to protect their secrets and sacred sites, the Circle Orboros has many rivals in western Immoren.

BLINDWATER CONGREGATION

The Blindwater Congregation is considered a dangerous development, one the blackclads are still adjusting to. This unification of a large number of gatorman tribes has imperiled many standing agreements between blackclads and tribal leaders. Nevertheless, some accommodations have been made. In times of need the druids can leverage their agents within the group to gather limited information or offer mercenary labor. Contact with this group must be made covertly, for the leadership of the Congregation do not respond well to outsiders meddling in their affairs.

The Blindwater Congregation sometimes challenges the territorial claims of the Circle, and their leader Barnabas refuses to be cowed by the blackclads. He has become a matter of some concern. Barnabas seems intent on becoming a god, and the fact that ranking blackclads are not certain this is impossible has some troubling cosmological implications. That said, senior bokors under Barnabas see the advantage of negotiating arrangements with the Circle Orboros and can serve as less dangerous intermediaries.

CEPHALYX

The blackclads view the strange subterranean race known as the cephalyx as parasites on the body of Orboros, but for the druids even these depraved creatures have their uses. For reasons not well understood by the Circle, the cephalyx have a deep animosity toward the Convergence of Cyriss, sometimes driving the Cyrissists from temples built on ley line nodes. The cephalyx rarely retain these sites for long before moving on, which presents the Circle Orboros with opportunities to reclaim lost nodes or acquire new ones.

Otherwise the two groups inhabit vastly different environments and do not share much contact. Until recently the cephalyx were seen as a very dangerous but largely disorganized force. Now it appears at least some cephalyx have allied with Cryx, a very alarming development. Much of the difficulties the Circle has faced in the Thornwood Forest has been a result of this alliance.

When the Circle Orboros moves against the cephalyx, they do so with the overwhelming force befitting a dangerous foe.

CONVERGENCE OF CYRISS

The Convergence of Cyriss is a mostly subterranean cult that venerates the goddess Cyriss. This organization has been at odds with the Circle for centuries. Both groups utilize the flow of natural energies through the world, but otherwise their methods are utterly antithetical. Each group would enjoy nothing more than the obliteration of the other. The Convergence blithely builds its machines to draw power from ley lines, stealing this resource from the Circle and jeopardizing the integrity of its networks. Efforts to control nexus points of ley line energy have brought the Cyrissists and blackclads into conflict many times. The worst aspect of the Convergence from the Circle's perspective is its ability to secure major nodes in urban centers that are often out of the Circle's reach, such as deep within Caspia, Korsk, Ohk, and Five Fingers.

DRAGONS

Toruk, Everblight, and the other dragons represent a clear threat to the Circle's goals. Dragon blight corrupts the land, seeping into the soil and rock to poison the very body of Orboros. Its malignant presence can disrupt and stagnate the natural flows of ley line energy, making the blight every bit as harmful as the spread of civilization.

The Scharde Islands, for example, were once abundant with natural energies, but now all but the outermost islands are useless for druidic rites due to the pervasive blight of Toruk. Similarly the rise of the Legion of Everblight is considered a particularly urgent threat due to the alarming proliferation of dragonspawn as well as evidence of blighted energies wielded as weapons of war. Everblight's ability to manipulate these energies shows a level of control and cunning unlike that evinced by any other dragon and presents a threat to Orboros that cannot be ignored. The Circle has developed techniques to cleanse and mitigate dragon blight, but such solutions are unreliable and slow. No matter the cost, the Circle must see the dragons' influence and blight minimized and eventually undone.

Even individually the dragons are too powerful to act against directly, but the highest-ranking blackclads watch them closely. Keeping track of their movements and actions is of supreme importance to the Circle Orboros.

SKORNE

Though the skorne would conquer any in their reach, the wars and chaos they bring to the west sometimes work to the blackclads' advantage. Still, the skorne practice a form of dark magic called mortitheurgy, a close cousin to necromancy and anathema to the natural order of the world. Additionally, the skorne sometimes seize territory of importance to the Circle, particularly in the Eastern Dominion. The blackclads keep a close eye on the movement of this people and do battle with them when necessary to preserve the Circle's domains.

This has proven to be a difficult proposition, as the armed forces of the Skorne Empire are far larger than those the Circle can muster. The Circle has lost several key sites in the Bloodstone Marches in particular. This includes most critically the Bones of Orboros near Scarleforth Lake as well as several lesser sites along the Greybranch Mountains near the Castle of the Keys.

THE IRON KINGDOMS

The Iron Kingdoms represent an existential threat to the Circle. Unwittingly these nations imperil the lifeblood of Orboros with each city they erect, each natural place they despoil. One might expect the Circle to commit itself to aggressively stopping the spread of civilization lest mankind unknowingly draw the Devourer's attention back to Caen. However, this is considered a long-term objective, not an immediate one. Facing more imminent threats, the Circle leaders have been forced to focus their energies elsewhere, in particular against groups like the Legion of Everblight and the Convergence of Cyriss.

So far as the omnipotents are concerned, any reckoning with civilization will have to wait. Not everyone in the order agrees, and there are some who would prefer to strike immediately and decisively against major population centers. The omnipotents take a dim view on subordinates who take matters into their own hands—provoking the Iron Kingdoms could invite disaster. The order is not ready for direct conflict with the kingdoms and prefers to exploit opportunities when those forces are otherwise engaged.

THORNFALL ALLIANCE

Unlike the Blindwater Congregation, which requires much more artful manipulation, the Thornfall Alliance is relatively simple to influence. The ego of its leader, the megalomaniacal farrow warlord Carver, makes him easy to goad into striking where the Circle desires. The human Dr. Arkadius, however, is another matter and considerably more dangerous. He is far more clever than Lord Carver and seems to have long-term plans of his own for the farrow. The Circle Orboros prefers to interact with smaller independent tribes rather than negotiating directly with the Thornfall Alliance.

TROLLKIN KRIELS

Until recently the Circle counted the trollkin among their most potent allies. The blackclads worked over many generations to earn the trust of various kriels. A grave miscalculation on the part of Ergonus, the deceased omnipotent of the Southern Dominion, unraveled this work, setting many trollkin against the Circle Orboros. Specific groups, such as the United Kriels in particular, are more or less at war with the Circle and cannot be approached except with great caution.

Despite this, relations with all trollkin kriels were not severed. The northern kriels of the Scarsfell Forest and certain isolated kriels such as those in the Wyrmwall Mountains remain in contact with blackclads, a fact some druids can use to their advantage.

TROLLKIN KRIELS

By all accounts of myth and lore, the trollkin were among the first peoples to emerge on Caen and have weathered adversity and warfare for millennia beyond remembering. Since the time before human civilization the trollkin have dwelled in deep forests, remote moors, and hidden valleys. Long ago they fought alongside the Molgur, and trollkin elders still speak with reverence of those ancient days when the trollkin were last gathered as a people.

When the Menite priest-kings of old broke the power of the Molgur, the trollkin were dispersed and their kriels scattered across the wilds of western Immoren. That the trollkin endured is a testament to their stoicism, solidarity, and tremendous resilience. Most trollkin elders credit Dhunia for their survival, as it was during this time that they turned from worship of the Devourer Wurm and embraced the Great Mother with renewed fervor.

The kriels settled in the most habitable, if isolated, places they could find, often deep within great forests. The Thornwood, the Gnarls, and the Scarsfell Forest would in time become home to the largest populations, and it is these regions that many trollkin still think of as their ancestral homelands. Other kriels were pushed to the most remote frontiers, making their homes along the edge of the Bloodstone Marches or on the shrouded Scharde Islands. Over the centuries a small but notable number of trollkin would even settle into the cities of man. Yet even in these places some of the old traditions persist.

Most trollkin communities remained insular until relatively recently. As kriels have been displaced and their homelands overrun by enemies, greater concentrations of trollkin have been forced to live in close proximity. In these regions elders from numerous kriels regularly meet to discuss matters affecting them collectively. Regional councils have arisen in the Thornwood, the Gnarls, the Scarsfell, and elsewhere trollkin populations have been sufficiently dense. These larger councils have limited authority—the weight their decrees carry depends on the leaders who choose to enforce them. Refusing to adhere to the decisions of these councils can invite consequences, however, including being excluded from important trade or defensive support.

Because the hardships facing the trollkin are becoming increasingly common, far-flung kriels are ever more willing to come to one another's aid. Not all trollkin are comfortable with this development; many, particularly the more traditional and insular, prefer to focus on more local matters. Strife between kriels is still not uncommon, particularly between former rivals with grudges dating back generations.



FOR THE BLOOD OF TROLLS

For centuries after the defeat of the Molgur, trollkin shamans explored the tenuous connection between the trollkin and the full-blood trolls. The trolls learned to fight alongside the trollkin in the aftermath of civilization's victories over those savage peoples. Humans that were already expanding into the wild reaches of western Immoren hunted trolls as monsters, and the Menites set upon the hulking dire trolls with singular ruthlessness. Only those that kept to the deep wilderness survived.

Once the trollkin returned to the veneration of Dhunia they also welcomed full-blood trolls into their kriels, which helped both survive. These powerful creatures proved invaluable in countless ways, including in the defense of villages and in the heavy labor required for building protective walls and stout homes. In more recent years pygmy trolls and even dire trolls have been welcomed into this fellowship, recognizing the blood ties that connect all these creatures.

Fell callers are among the most widely traveled trollkin and often serve as a point of contact between remote kriels, sharing important news and stories of recent heroics and conflict. This has also put them in a position to help resolve or escalate squabbles between neighboring kriels and to recruit warriors for a common cause.

Despite the distance between the kriels, all trollkin—who refer to any of their people as "kin"—share a strong solidarity rarely found in other races. This sentiment is more relevant now than ever, as escalating wars in the Iron Kingdoms have forced many kriels to band together for mutual survival. In the last few years an even larger confederation of trollkin has arisen: the United Kriels, which is both a movement and an army. Support for this



movement has spread predominantly among southern kriels, gaining it increasing number of followers among young and hot-blooded warriors in particular. Meanwhile, the elders of several major communities have sought to quell this tide of militancy in hopes of returning to quieter and more traditional lives.

SOCIETY AND CULTURE

Three concepts run through all trollkin culture: kith, kriel, and kin. Though they can be confusing to outsiders, these core principles are relatively simple. "Kith" refers to all those trollkin related to a single ancestor by direct blood ties. In practice, this usually refers to an extended blood family much like those of other races. Ties of blood are central to all aspects of trollkin and broader troll cultures.

Many trollkin mate for life, swearing oaths to one another; the term "mate" applies to either party. Such permanent bonds are a personal matter and are not required to have offspring. Dhunian shamans, for example, rarely mate for life and often have numerous offspring as a matter of faith. Most kith take a communal approach to raising young; though the mother and father are often most directly involved in raising an offspring, others might assume these roles or occasionally pitch in. The young within a kith may be entrusted to any adults, all of whom are expected to look after them.

"Kriel" refers to a larger and less tightly connected grouping of trollkin loosely equivalent to "tribe" among other races. A kriel generally comprises a number of interconnected kiths who dwell together within a community. In some cases a kriel might be more scattered but still recognized by its members as connected by ancestral blood ties. Larger kriels can encompass several villages and dozens or even hundreds of kiths. Membership in a kriel is essentially elective, though presumed by birth, and a trollkin can abandon his kriel, though he will likely not be welcomed back. A trollkin can also seek to join a new kriel, which often requires proving himself in battle alongside them. A chieftain and a majority of the kriel's elders must accept such a newcomer before he can wear the kriel's quitari.

QUITARI

Quitari are the traditional tartan patterns worn by trollkin that represent the wearer's kriel. Each kriel has a specific quitari pattern and colors, easily recognizable to those who belong to or know members of that kriel. It is becoming increasingly common for a trollkin warrior to change quitari patterns as old kriels have shattered and new ones joined. Sometimes members of the same warband will wear the same quitari pattern even if not technically members of the same kriel. This is more common among the United Kriels than with more traditional communities. Those who frequently fight together sometimes feel compelled to put aside their traditional patterns to identify more strongly with their new brothers in arms.

In times of war, when some kriels and kith are shattered by casualties, those who survive might be welcomed into a new kriel, often choosing to join one that has supported them or that boasts a particularly noteworthy chieftain or champion. In these cases, these trollkin might keep old quitari as mementos of their former lives but are expected to wear their new kriel's quitari in battle. Regardless of how a member came to a kriel—by birth or by choice—members feel a strong solidarity. Members of the same kriel are expected to fight for mutual survival and to share resources.

The term "kin" is a concept applied to the entirety of all trollkin as a related people. As kiths and kriels have been fractured by war and displacement, many trollkin have begun to think of themselves as belonging to a broader community. Beyond the bonds of kith and kriel, any trollkin can look at another and know the shared struggles and triumphs of kin.

KRIEL LEADERSHIP

Kriels are typically led by a chieftain and a small council of elders who make important decisions, oversee the division of resources, and look to the safety of the kin. The most powerful shamans of a kriel usually occupy significant positions on the council of elders, as do senior chroniclers, sorcerers, fell callers, and experts in important trades like stonemasonry, agriculture, brewing, and hunting. The elders are the voice of tradition and set policy in times of peace. A kriel functions best when the elders and the chieftain are in agreement, even if this accord is tenuous. Elders have considerable capacity to undermine a chieftain who entirely disregards them. The chief and the elders typically serve as the final arbiters for most decisions affecting their kriel.

Chieftains are the war leaders of their people and tend to be powerful warriors, though in some rare cases a particularly formidable shaman, sorcerer, or fell caller might rise to this position. Regardless of background, every chief is expected to

THE KULGAT OATH

The concept of kith is somewhat complicated by the fact that trollkin kiths include those with whom they have shared the rite of *kulgat*. This solemn and mystical ceremony involves the sharing of blood in an oath that causes a change in the blood of the participant, who is thereafter recognizable by other trollkin as members of their bloodline. The rite is often performed when an outside trollkin becomes the member of a new kriel, adopted into its kith. Most kriels mark the occasion of the kulgat rite with a feast, during which the newcomer can be introduced to his new family. This is an extension of ancient hospitality rituals.

For the rite itself, a member of the kith and the participant slice open their palms and then clasp hands so their blood can comingle as both participants swear an oath of brotherhood and loyalty. From that moment on, the participant is considered a full member of the kith. Though any trollkin can perform the ritual, it is typically reserved for someone of high standing, like an elder or shaman. On rare occasions, a non-trollkin can be accepted into a kith and thereby into a kriel in this way, and from that point forward he will be treated as kin. This is not done lightly.

A character who has participated in the kulgat oath gains a +2 bonus to social rolls when meeting a stranger who is related to the bloodline he joined, reflecting an instinctive recognition of kinship.



hold his own in battle. Chiefs are most often male as a matter of tradition, but not always, and initially their position must be confirmed by the council of elders. The conditions in which power transitions from one chief to another vary but do not require the death of the old chief. Chiefs that survive to old age often abdicate this position to join the elders.

The senior offspring of a respected chieftain is usually expected to seek the mantle of leadership. The eldest sons or daughters of a chieftain often spend their lives endeavoring to prove themselves worthy of this honor and responsibility. The election of even a popular chief's son is not certain, though. If the kriel includes a better candidate, such as a notable veteran hero, the elders might well select him instead.

An isolated trollkin community that lacks sufficient members to host a fully representative council might be ruled by a single shaman or chief who has greater liberty to act as he sees fit and to freely pick his own successor. Even in such instances, usually several respected community members will be called upon to provide guidance.

Most chiefs command tight-knit bands of champions and are supported by larger groups of warriors drawn from their kriels and sworn to follow them. The most prestigious chiefs lead warbands of warriors from many kriels, perhaps accepting the oaths of other chiefs. It is not unheard of for some trollkin to travel great distances to enlist in the warband of a chief about whom they have heard great tales. A chieftain who commands a large number of warriors often will divide his followers into multiple bands, each led by a subordinate chief or trusted champion. Though rare in the past, the need for such arrangements has grown along with the scope of battles in recent years.

Shamans are important members of kriel communities, afforded respect due to their relationship with Dhunia. A shaman of the proper age will always be allowed to join the council of elders. Shamans may express their faith and support their kriel in a variety of ways, and there are many acceptable ways to serve the Great Mother. Those who have devoted themselves permanently to serving a village will generally be focused on the preservation of the balanced trollkin way of life. This includes all the aspects of trollkin tradition, from gathering food, sharing old legends, training the youth, conducting mating rites, defending territory, enforcing laws, and performing spiritual rituals. These are reinforced by seasonal rites celebrating harvest at the time of Mannur, or hunting time during the season of Orrem. Some shamans in a threatened village might embody Dhunia's wrathful aspects and are warlike and fierce, joining a village's warriors and champions in raids against their enemies. A few try to balance both parts of their natures, but most fall to one end of the spectrum or the other.

In kriels that rely on full-blood trolls for defense, members who can mystically bond with these creatures become extremely important. The destructive power of even a single troll is substantial, and with only minor training the ferocious creatures become powerful guardians. For these reasons, warlocks who can control full-blood trolls invariably ascend to leadership roles. These individuals often become chiefs simply by virtue of the enormous power they exert over the trolls that follow them into battle. In other cases, a chieftain might be supported by one or more warlocks, who often become his greatest champions.

The majority of trollkin warlocks are either shamans of Dhunia or sorcerers from birth, and they utilize their warlock abilities as natural extensions of their devotion to their goddess or their innate sorcery. Trollkin sorcerers are usually easy to recognize, as most are albino and typically possess a smaller stature than their kin. Trollkin communities value sorcerers for their arcane aptitude and the benefits such abilities represent to their kriels. Most sorcerers are not warlocks; the aptitude for bonding to full-blood trolls is rare. Shamans who demonstrate the skill to control trolls tend to be among the more warlike of Dhunian shamans. They tap into the destructive and protective aspects of the goddess rather than her nurturing aspects.

LANGUAGE

Molgur-Trul, a dialect of the ancient Molgur tongue, is used by trollkin throughout western Immoren. It has diverged more dramatically from its linguistic roots than other Molgur languages to become the most versatile in that family. The trollkin possess a rich tradition of runic carving, and their written language is as expressive as their speech. Use of this language spread to other troll species, including full-blood trolls, pygmy trolls, and dire trolls, although in some cases their vocabularies and sentence construction are much more limited.

Trollkin also practice a special form of ritual greeting called the *Tohmaak Mahkeiri*, translated as "glimpse of the mind." This is a form of nonverbal communication that involves two trollkin staring intently eye-to-eye while grabbing one another behind the head or on either side with both hands. Some trollkin will actually butt heads together during this greeting as they fiercely stare at one another, unblinking. This is thought to allow the trollkin to peer into each other's souls and see if they are genuine and true. This type of greeting may be performed when two former enemies reconcile. It has also come to be a practice undertaken when two trollkin enter into a binding agreement, such as a formal alliance between chieftains. It is widely thought no deception can endure this ritual.

TROLLKIN VILLAGE LIFE

Trollkin villages vary widely in size, though most will accommodate multiple kith and sometimes an entire kriel. In other places a kriel might be scattered across many smaller villages, each near enough for mutual defense. There might be anywhere from fifty to several hundred trollkin living in a single village.



There are other professions held in esteem, such as fell callers, sorcerers, shamans, and warlocks. These roles can be filled only by those born with the ability—either capable of making fell calls or gifted with sorcerous or shamanistic power. Such roles dominate a trollkin's life and leave little room for other tasks.

VILLAGE STRUCTURES

At the center of a trollkin village is its *kuar* dueling platform, a monolithic structure that also serves as the village's central meeting place. Its elevated vantage is also used by kith elders or chieftains to arbitrate disputes. The shamans and chroniclers gather the young of the community at its base to teach the annals of the kith and kriel, reading from ancient rubbings taken from significant krielstones. Kuar are often surrounded by these rune-inscribed stone monuments.

Even small trollkin villages are well fortified, surrounded by either stone walls or a wooden palisade, fifteen to twenty-five feet high. The buildings within the village are made of stone when possible and include residences as well as facilities for specialized needs like smithing or food storage. Villages in particularly hostile areas resemble forts, with thicker stone walls and watchtowers capable of enduring a minor siege. Villages are built in defensible locations, such as within the fork of a stream, on a hilltop, or in a mountain valley with limited approaches. They are among the most secure habitations built by the various wilderness peoples.

All able-bodied trollkin adults are expected to contribute to village defense and maintain arms and armor. There is a mild distinction between kriel combatants and civilians, those who are too old to fight or have a more useful trade that occupies most of their time. The line between the two is hazy—a blacksmith might have once been a kriel champion and still be capable of heroics.

As warriors age, they learn to serve their village in other ways. Individual trollkin not suited to the warrior life might take up a trade earlier. Elders are expected to teach the young. Some youths have little choice in the matter—an elder might ambush an idle youth and force him to learn a craft. It is common for even dedicated kriel warriors to learn one or two useful skills to assist their village during peaceful times. Valued crafts include smithing, brewing, tanning and leatherworking, stonemasonry, cooking (mostly preserving meat by drying and smoking), and carpentry.

Stone carving is a high art connected to the sacred krielstones, a special calling only tangentially connected to ordinary stonemasonry. Those who feel drawn to this can become stone scribes or, given particular strength and stamina, possibly krielstone bearers. Sizable villages have one or more dedicated chroniclers or runebearers, learned elders versed in the lore of the kriel. Such figures can recount local legends and often serve as a repository for valued scrolls and rune-carved tablets recounting a kriel's stories and other lore.

Trollkin homes are often domed, circular, and tower-like with walls of earth, stone, or even large baked bricks. Wood is employed as a primary building material only if nothing more solid is available. Buildings typically are two to three stories high. Higher floors are joined with a spiral staircase that circles the inner walls of the structure. On the main floor is typically a gathering and eating area and a hearth for warmth and cooking; sleeping rooms are on the second and third stories. The roofs of trollkin homes might be thatched straw or worked wooden planks curved to slough off rain. The design traps heat during the winter and reflects sunlight during the summer. The buildings are consistently well made and engineered as much for comfort as for utility.

KRIELSTONES

Trollkin records are preserved in scrolls, but most of these are rubbings from more permanent carvings cut deep into enduring krielstones. They are sacred icons of heroic deeds and history. Stone scribes inscribe on them the names and deeds of the kriel's heroes, the wisdom of their elders, and the rites of their people. Constructed in a variety of sizes and shapes, these stones serve as a center of prayer and reverence. The largest krielstones are placed at sites important to Dhunia or at noted ancient battlegrounds, often near or part of shrines devoted to the goddess. Centuries of gathered worship and the prayers of generations have imbued these rune-carved stones with tangible spiritual power, and miracles have been ascribed to them. Even the scroll rubbings of these runes may contain an echo of this power.

TRIALS BY COMBAT

Most kriels allow for contentious disputes to be decided in trials by combat, which take place atop the village's *kuar*. These trials can be brutal but rarely result in fatalities. The chief arbitrates these trials and may decide to stand personally for one side or the other if the challenge seems spurious or if there is a significant disparity in martial skill, such as a belligerent champion challenging a valuable but physically feeble stone scribe. In many kriels with particularly imposing chiefs, disputes enter the arena far less often for this reason, which has led to the belief that possessing a strong chief promotes peaceful kriel life.

The health, fortitude, and resilience of the trollkin affect their willingness to solve problems by fighting one another. They do not look at injury and pain the same way some races do and are more willing to endure what others would view as crippling injuries. A trollkin rarely holds a grudge after receiving this sort of injury and can engage in apparently deadly duels with close friends. Such attitudes must be tempered when dealing with allies of more fragile races.

TROLLKIN AND BOOZE

Trollkin are known for their incredible capacity for and enjoyment of strong drink. Most trollkin, particularly those of the northern kriels, have a fondness for alcohol in a wide variety of forms. Some Dhunians insist trollkin would never have adopted any agricultural practices if not for a desire to create their own fermented drink. This is one of the few practices they gladly borrowed from human civilization and have since made their own.

The resilience, size, and natural resistances of trollkin mean they prefer drinks with high alcohol content, and they require greater quantities to notice an appreciable impact. Some trollkin spirits are so powerful as to be toxic to other races, and some include unusual ingredients that have the same effect. In addition to strong spirits like *uiske*, trollkin have an appreciation for ale and mead, particularly strong and flavorful varieties, drinking these instead of water whenever possible. Among kriels that regularly raid human villages and trade caravans, casks of alcohol are preferred prizes over many other goods. Wine is less appreciated by trollkin, but they will consume it before water if nothing else is available.

In many cases the walls of a trollkin village incorporate the back walls of trollkin homes, using the circular construction to maximize the strength of the village's inner boundaries. The typical trollkin dwelling is well lit, with window slits at frequent intervals to allow sunlight in while maximizing the defensibility of the structure. Windows are covered with thin flaps of leather that has been cured to near translucency.

Most trollkin homes include a private area of worship, sometimes as simple as a small prayer alcove containing a rounded figurine, an abstract depiction of Dhunia. Krielstones set about a village can also be used as places of prayer. Often there is a single larger and older krielstone in a village where the eldest shaman spends time tending to the spiritual needs and questions of the community. More significant rites take place during seasonal holy days or at times of mourning.

The workshops of trollkin villages are also dome-like structures, typically a single story with few rooms. Trollkin foundries are usually simply a forge with a roof and chimney vents, while other types of workshops are made for looming, weaving ornate quitari-decorated material, fletching, weapon crafting, leatherworking, or other similar pursuits. These workshops are usually well stocked with supplies and finished goods.

VILLAGE TROLLS AND PYGS

Larger villages are often inhabited by one or more full-blood trolls, creatures who occupy a status somewhere between members of the kriel and valued beasts of burden. Treated similarly to dim-witted kin, trolls have names and can speak in simple sentences. Inhabitants of a village may form strong attachments to their trolls and consider them with pride and genuine affection, but their lives are not valued to the same degree as those of trollkin.

Trolls are given their own shelter on the periphery of a village. These are simple, exposed structures with an overhang to deflect the rain and a pile of hay or furs for bedding. Trolls do not require or desire comforts beyond enough to eat. They sometimes join a village's hunters and feed on the hunt, or they are provided with meat from storage; trolls can happily eat rancid meat that trollkin would not consume. They are also generally glad to assist in work such as heavy labor without prodding so long as food is promised as their reward. A village's trolls generally are seen to by a shaman or warlock, who ensures they are sufficiently fed and contribute to the community.

Another relatively recent development for many villages is the integration of pygmy trolls. Shared threats and a growing sense of kinship has prompted more inter-reliance between pygs and trollkin. In some cases pygs establish their own small villages adjacent to a trollkin village, where they can enjoy mutual defense. Pyg villages are much simpler and also less defensible, comprising crude huts. In the event of an attack, pygs abandon these homes to seek shelter with the trollkin. Small numbers of pygs might even be allowed to live inside a trollkin village. Though far smarter than full-blood trolls, pygmy trolls also desire few comforts and may be content

with a dry place where they can secure their possessions and sleep. (For more information on pygmy trolls, see p. 69.)

Pygmy trolls dwelling in a trollkin village heed kriel elders and its chief but may also have their own internal hierarchy, possibly including a pyg chief. Such a chief usually only has authority over his own people, though a particularly noteworthy pyg leader could rise to such status as to participate in a council of kriel elders. Pygs are valued and appreciated by the trollkin they live alongside to the degree to which they contribute and work. Most trollkin have low expectations of pygmy trolls but are pleased when these are exceeded.

MAJOR TROLLKIN COMMUNITIES

Though trollkin kriels exist across the length and breadth of western Immoren, there are three major communities that can be seen as akin to trollkin nations. These includes the Gnarls kriels, the Scarsfell kriels, and the United Kriels. The last is as much a movement as a community, made up predominantly of kriels that were once based in the Thornwood with allies from elsewhere. Other minor kriels are scattered throughout western Immoren, with larger pockets found in the northern and southern mountain ranges, amid the Glimmerwood and Fenn Marsh, and on the northwestern edge of the Bloodstone Marches.

GNARLS KRIELS

Trollkin have dominated the Gnarls for more than two thousand years. The vast forest houses countless trollkin in numerous kriels both large and small. Other inhabitants of the Gnarls dwell within the forest largely at the forbearance of the trollkin, occupying small territories between the holdings of the major kriels.

The trollkin of the Gnarls control most of the forest, with some kriels having spread out to the fringe of the Cloutsdown Fen and into the Watcher Peaks near Haltshire Lake. Larger kriels are concentrated in the deeper western forest; smaller kriels have settled throughout the region and nearly to the forest's borders. Human tribes, bogrin tribes, and some Tharn tribes occupy small holdings, but none of these has anywhere near the strength of the trollkin here.

The Gnarls is a forest where both full-blood trolls and dire trolls exist in number and have become integrated into kriel life. Full-blood trolls in particular are a common sight, as are large communities of pygs living on the outskirts of major trollkin settlements. This proliferation of full-blood trolls has put the trollkin of the Gnarls in a powerful position to defend their lands—those who violate their domain must be prepared to face great numbers of warriors supported by powerful, well-trained warbeasts. Warriors of these kriels are also numerous and well armed, although most rely on weapons more traditional than the modern arms employed by the United Kriels, with whom they have a close relationship. The Gnarls is the last great home for southern trollkin and the center of their power. Like a beating heart, they send blood to the farthest reaches to sustain the rest of the kin.

This is particularly true since the loss of the Thornwood. Once, the elders of the Thornwood and the Gnarls would have little to do with one another. These two communities shared common cause during the uprisings that followed the birth of the Iron Kingdoms but afterward grew apart. In recent decades the elders of the Gnarls became convinced the Thornwood kriels—and Chief Madrak Ironhide in particular—were too servile toward humanity, too ready to negotiate. The elders of the Gnarls were unsurprised when Ironhide and his people were driven from their forest and could find no support from Cygnar.

At the same time, many of the Gnarls elders had developed a particularly close relationship with the blackclads of the Circle Orboros through former Omnipotent Ergonus. All of this came to a head in 606 AR when a number of Gnarls champions and elders became enmeshed in a conspiracy to murder Chief Ironhide. This was seen as an opportunity to gain considerable concessions from the druids. However, this conspiracy came to the attention of one of the greatest warlocks of the Gnarls, the shaman Hoarluk Doomshaper. He could not stomach the thought of kin working alongside the druids against other kin. Calling on his own supporters, Doomshaper intervened to prevent the killing of Ironhide, shaming his Gnarls kin in the process. He helped Ironhide kill Omnipotent Ergonus, and thus sparked a war against the Circle Orboros.

Doomshaper entered into an alliance with Ironhide at this time, which was the start of the movement that would become known as the United Kriels. Though only a minority of Gnarls kriels initially backed Doomshaper, ties between them and the United Kriels have expanded and solidified. This remains a contentious issue here, though for the moment the elders have been bullied by Doomshaper into providing ongoing support of the dispossessed Thornwood trollkin. After the United Kriels were expulsed from Crael Valley, a large number of their well-armed warriors sought sanctuary in the Gnarls, where they are presently recovering. Many of the locals are less than pleased at this imposition on their hospitality.

ORGANIZATION AND HIERARCHY

Individual Gnarls kriels include their own councils of elders and chieftains who govern local affairs, but matters between kriels are dealt with at a much larger gathering called the Council of Stone. This group meets twice a year, during spring and autumn, hosted by one of the forest's most influential kriels.

Matters at the Council of Stone are not settled by vote but rather by boisterous debate in an attempt to achieve consensus. Each kriel is allowed to send up to three representatives, but most often only a single elder will go. Noteworthy fell callers are often invited to speak for their kriels, as their vocal power and oratory skills are an asset in this contentious environment. It is not unknown for outsiders to be invited to speak; before recent troubles, influential blackclads were sometimes asked to address the council. It was at such a gathering that Omnipotent Ergonus first gathered support against Chief Ironhide of the Thornwood.

The Council of Stone gives kriels a place to air grievances and to seek support. In times of crisis, it is especially valued as a place to trade information, assess fighting strength, and discuss the availability of resources. A kriel that is starving might be offered help from one that had an unexpected bounty. It is also a way for kriels on the fringes to forewarn others of new threats.

The Gnarls kriels have several regional factions that often support one another at the council, though these shift over time. Presently one of the most powerful factions is led by Hoarluk Doomshaper, elder and warlock of the Golmfar kriel. He is supported by a number of warlike kriels, including most significantly Kortorl, Lonfol, and Uthur. Doomshaper's influence goes beyond the Council of Stone, however, as his is among the leading voices of the United Kriels. Major kriels speaking in opposition to Doomshaper include Beltagus, Dromor, Norin, Oakfist, Brondar, and Ironblod. The most outspoken leader of this faction is a former chieftain and champion named Namorg of Ironblod kriel.

Doomshaper has periodically resorted to threats and dire pronouncements to coerce others to acquiesce to his demands, leading to lasting resentment. With rising tensions on all sides, the high cost of supporting the United Kriels, and growing dissatisfaction within their own ranks, the leaders of the Gnarls kriels struggle to maintain order among their territories. There is a growing sense of rebellion among the young, who increasingly refuse to obey their elders—or at least those elders who do not advocate for war.

SCARSFELL KRIELS

The trollkin of the Scarsfell represent a loose confederation of kriels claiming large swathes of the Scarsfell Forest and Blackroot Wood. Of the major concentrations of trollkin, the Scarsfell kriels control the largest region, though their population is scattered and thin. The trollkin gather in number only in places where hunting is good, resources adequate, and they can defend themselves from the forest's many large predators.

The Scarsfell kriels exist alongside bogrin, Kossite, and Ruscar communities in the forest. The human Kossites are the largest group the kriels allow to dwell within what they view as their territory. The Kossites are willing to trade with the trollkin, so the elders have decreed that such settlements be left alone. Small, well-defended sites controlled by the Circle Orboros are scattered through the woods, along with Khadoran outposts that protect the few well-patrolled forest roads.

Like the other wilderness peoples in this region, the trollkin here do not consider themselves Khadoran, though they are within Khador's borders. Nonetheless, over the centuries certain traditions, foods, drinks, and stories have been shared between northern humans and trollkin. Northern kriels enjoy both *uiske* and dangerously pure *vyatka* as well as northern ales and mead. Hardy as trollkin are, these northern climes manifest extreme weather, so members of these kriels wear heavy furs and layered leather that serves both as armor and to keep out the cold. Chroniclers are highly valued in the north; storytelling around a blazing bonfire while drinking and feasting on game is a widely enjoyed pastime. Warriors of the north identify strongly with great bears, and some drink themselves into oblivion during the harshest winter months as a means of achieving the equivalent of hibernation.

In spring and summer, conflict frequently breaks out between neighboring northern kriels based on old rivalries or new transgressions. These battles are not seen as a bad thing among the trollkin here; such conflict keeps them from becoming soft and gives them the opportunity to hone their battle prowess. The councils of elders try to intervene only if these conflicts escalate out of control. Scarsfell elders have earned the respect of their fellows and arbitrate disputes fairly, though they prefer harsh penalties. If a kriel refuses to follow a council's decision, they might find themselves on the receiving end of raids by warbands from other, more cooperative kriels.

ORGANIZATION AND HIERARCHY

The kriels of this vast forest have long organized into various regional councils of elders representing sizable segments of the forest and the kriels within them. There are presently four of these councils, each meeting twice a year. The four current regional councils are the Neves Council, which gathers the northern kriels around the river of the same name; the Irkes Council in the western Scarsfell; the Scarsheart Council, which is the largest assembly and includes kriels from across the central forest; and the small Bitterroot Council in the east. Fell callers travel between these councils to spread news and check on local events that might have broader repercussions. The strongest Scarsfell kriels include the Boneblod, Braggmaw, Blomus, Cragfist, Galtor, Jawnel, Lagmoor, Margov, Pelnas, Rumtar, and Trustone kriels.

The elders of the Scarsfell kriels have a strong grip on their people, and individual chieftains here have less clout compared to their southern counterparts. A war chief of the north often serves akin to a leading champion, directing the warbands but heeding the elders. Elders of the Scarsfell believe strongly in the rights and powers of individual kriels and are loathe to surrender authority to any higher governing body. In the largest northern kriels there is often a single eldest matriarch, known as a *ketmoder*, who tends to be more influential than any other elder.

The Scarsfell kriels are inclined to focus on smaller local affairs over larger regional ones. Overall the Scarsfell kriels have been slow to react to the pressure to unify that has been felt so strongly elsewhere. Any impetus to support movements like the United Kriels arises not from the elders but from individual warriors, champions, and war chiefs.

UNITED KRIELS

More of a movement than a nation, the United Kriels represents a growing tide of trollkin unity, a desire for the kin to band together and arm themselves against their many foes. Despite struggles over gaining a territory of its own, the strength of the United Kriels is considerable. They boast the largest and best-equipped army of trollkin western Immoren has ever seen. The forces loyal to its leaders include an impressive arsenal of modern arms, most either loaned or stolen from Cygnar. Combined with this is the natural trollkin resilience and ferocity in battle, as well as a will to carve out a new life for themselves whatever the cost.

The United Kriels represents trollkin from across western Immoren. It began as a loose confederation of kriels forced to band together in response to humanity's wars. The largest number of its kin are drawn from the kriels that once dwelled in the Thornwood Forest and were caught in the midst of the

war between Cygnar and Khador. Massive troop movements and battles wreaked havoc on these kriels. The situation was exacerbated when Cryx then began to set upon the kriels, eventually displacing most from their ancestral homes.

These refugees and a number of powerful kriels from both the Gnarls and the Bloodstone Marches joined under the leadership of powerful war chiefs like Madrak Ironhide, Hoarluk Doomshaper, and Grissel Bloodsong. Their alliance came to be known as the United Kriels. This confederation has continued to expand as more far flung kriels and bands of warriors have joined its ranks. Among these are bison-mounted long riders from eastern Khador, the famed Fennblades of the Fenn Marsh, and smaller warbands from the Olgunholt, the Wyrmwall Mountains, and other areas. Even a number of urban kriels have brought their strength to confederation. The United Kriels comprises an extremely diverse collection of the kin, as well as hundreds of pygmy trolls and many full-blood and dire trolls.

TERRITORIAL STRUGGLES

Since the early expulsion from the Thornwood, the United Kriels has attempted to settle in several different areas. Each of these efforts has succeeded for a short time before the kriels were forced to move. This has led to an involuntary quasi-nomadic existence. Both warbands and civilians of the kriels have learned to erect hasty fortifications and temporary housing. They have become skilled at packing up their essential belongings on short notice, abandoning what cannot be carried.

They first sought sanctuary in the Glimmerwood but were set upon by skorne invaders there. Many Thornwood elders are convinced that King Leto encouraged their kriels to settle in this area as a deliberate gambit, allowing the kin to die in order to slow the invading skorne. Later these kriels moved into Cygnar's interior, seizing a fertile and defensible region called Crael Valley, which they held for some months.

During this time the United Kriels endured repeated attacks by Cygnar before they were once more forced into retreat, this time to the Gnarls, where they are already overstaying their welcome. Some of the war chiefs are in favor of seizing some other defensible location. Among them are those who would advocate striking back against the skorne and reclaiming Scarleforth Lake in the Bloodstone Marches.

ORGANIZATION AND HIERARCHY

The United Kriels is led by a coalition of chieftains and military leaders alongside a council of elders. Militarily, the United Kriels is dominated by its war chiefs, while the council of elders governs the civilian population.

The majority of those sitting on the council were once elders of the Thornwood kriels. They see to the safety and security of the population, the distribution of food and shelter, and other day-to-day tasks necessary for survival. At present these elders are in negotiations with the elders of the Gnarls, trying to mitigate resentment over their arrival there.

The vast armed might of the United Kriels is organized into numerous warbands, the most prominent led by warlocks. Some of these warbands are tightly disciplined and adopt similar tactics as modern military armies. Others are more traditional, resembling warbands of other wilderness kriels.

This armed force does not have a strict chain of command. Instead its warbands are generally autonomous, with a shared common cause and overlapping bonds of friendship and loyalty strengthened by *kulgat* oaths. Each of the eminent leaders of the United Kriels can claim a degree of influence over a great number of warbands.

Chief Madrak Ironhide is the single most influential military leader of the United Kriels, the only one who can generally expect his orders to be obeyed. Hoarluk Doomshaper is another legendary figure within the movement who has tremendous sway among the most aggressive and militant warriors and champions. There is ongoing tension between these two leaders regarding the larger goals of the United Kriels. Ironhide is focused on finding a permanent home for his kriels, while Doomshaper would prefer the trollkin embrace war as a means to force other races—particularly humanity—to fear and respect them.

Ironhide's most loyal followers are drawn from the kriels of the Thornwood and the Bloodstone Marches, together with some few from the northern Scarsfell. His most significant subordinates, each leading their own warbands, include Grissel Bloodsong, Captain Gunnbjorn, Grim Angus, and Borka Kegslayer. His following also includes a very large number of warriors and shamans drawn primarily from the Gnarls.

A LEADERSHIP CRISIS

The difficulties affecting the United Kriels have led many of Chief Ironhide's people to believe he is cursed, a result of his wielding the ancient axe Rathrok. Dark, supernatural events surround Ironhide, lending a troubling aspect to his leadership. He is aware of this reputation and has partially withdrawn from direct leadership, ordering his subordinates to heed the fell caller Grissel Bloodsong, who has accepted these responsibilities. She often serves in place of a war chief for those loyal to Ironhide but stays in close touch with the chieftain. Given Grissel's impressive accomplishments and power of personality, this has been a relatively smooth transition—Ironhide's champions and subordinate chiefs respect her judgment.

RELATIONSHIPS WITH OTHER PEOPLES

The trollkin are one of the dominant races of the wilds, commanding respect from other inhabitants and controlling large swathes of mountains and forests. Trollkin kriels are found in the farthest stretches of the cold north, the edges of the Bloodstone Marches, and even in numbers among the Scharde

Islands, so the trollkin have many opportunities to interact with other peoples and nations.

Their control over territories is sometimes contested, but the trollkin typically have amicable relationships with their wilderness neighbors—provided those neighbors are ready to respect territorial boundaries and abide by agreements. They have had a much harder time with civilization, which encroaches on them daily.

GATORMEN

The trollkin have competed with gatorman tribes for resources throughout time, particularly in the Thornwood Forest as well as in the Fenn Marsh. Though many other races dislike swamps, the trollkin can adapt to virtually any environment, and some have long sought to settle in regions dominated by these cold-blooded rivals.

With the rise of Barnabas' Blindwater Congregation, some gatorman tribes loyal to the bokor feel emboldened enough to press the trollkin in a bid to expand their own territory. This has been particularly the case in the Bloodsmeath Marsh since the exodus of most of the Thornwood kriels.

In general, most trollkin find gatormen to be strange, off-putting creatures. Trollkin tend to be outspoken and passionate, whereas gatormen are quiet and cold. Mutually beneficial associations have been formed between members of these races, but true friendship is rare.

CIRCLE ORBOROS

Traditionally, many trollkin have regarded the Circle Orboros with respect: however, recent relations between the blackclads and the trollkin have taken a sharp decline since Ergonus' failed attempt on Ironhide's life. Even elders and chieftains who bore no love for Ironhide saw his attempted assassination as an unforgivable breach of trust. Outside the United Kriels, some kith and kriels remain on good terms with individual blackclads, but such situations are rare. Trollkin have learned to be wary of the druids and their promises.

THE IRON KINGDOMS

The shared history of the Iron Kingdoms and the trollkin is long and complex. At times the trollkin have been among mankind's most terrifying enemies, but they have also proven to be powerful allies. During the days of the Molgur, the trollkin were among the mightiest warriors of the barbarian hordes, but centuries later they also helped to drive the Orgoth into the sea. Kriels within the borders of the Iron Kingdoms are generally left in peace, though the ambition of mankind is a hungry thing. Humans often intrude into trollkin lands and steal resources, causing tensions that soon escalate to violence. For centuries the scattered trollkin have seen the borders of their lands slowly constrict as mankind has claimed more of the wilderness.

CYGNAR

The Battle of Crael Valley stirred Cygnar's northern nobles to demand the kriels be driven out entirely. So far both Madrak Ironhide and King Leto have urged restraint from their respective followers, to limited effect. Many of the trollkin across western Immoren are eager to renew the Trollkin Wars and prove the strength of the kriels.

Despite the orders of King Leto, dozens of northern nobles with armed retainers and access to professional mercenaries are eager to exploit the lands held by trollkin, both in the Gnarls and elsewhere. Some of the recent violence has been used to incite fear across many northern townships, and people stand ready to defend their lands. There are considerable financial and political interests in the northwestern region, such as the city of Ceryl, who would enjoy the luxury of exploiting the Gnarls. Their primary obstacle is the power of the Gnarls trollkin and the United Kriels. Additional bloodshed in this region seems inevitable.

LEGION OF EVERBLIGHT

Trollkin of the north must contend with periodic assaults by dragonspawn and blighted Nyss left in this region by the Legion of Everblight. There is no possibility of peace here; the trollkin fight to keep a blighted menace from invading their homeland, while the Legion moves unpredictably and consumes anything in its path. Trollkin are abducted from their homes to feed its spawning vessels, by which it draws on the strength of their blood to birth new blighted dragonspawn.

SKORNE

A sizable and vibrant trollkin community once existed around Scarleforth Lake, but most of those villages were brutally exterminated by skorne warriors from across the desert. Skorne armies from the east threaten the remaining kriels as much as they threaten all of western Immoren. The remaining trollkin in the Glimmerwood and the Bloodstone Marches regularly battle skorne cohorts marching from their recently erected fortresses. The United Kriels has expressed an eagerness for payback against these people, a plan they might commit to after recovering from their recent battles.

THARN

The Tharn are a savage race that prefers to live in the same forested regions as the trollkin. This has led to frequent bloody conflicts over territory and hunting grounds. In the days before the falling-out between blackclads and trollkin, the druids sometimes intervened to help negotiate peace between trollkin and Tharn, but no more. As a close ally of the Circle Orboros, the Tharn have frequently been employed against the kriels. Combined with ancestral animosities, Tharn and trollkin are bitter enemies and generally have little reason to trust or cooperate with one another.

FARROW AND THE THORNFALL ALLIANCE

Farrow and trollkin periodically compete over resources and territory in areas where they overlap. Historically there has been less bitter fighting with the farrow than some other groups, as the farrow prefer raids and brigandry over systematic slaughter. In some instances mutually beneficial agreements have been reached between individual farrow tribes and trollkin kriels.

The Thornfall Alliance, an organized confederation of farrow, is a less predictable factor. Led by a megalomaniacal warlord, Lord Carver's forces are both more numerous and better armed than typical farrow—and more likely to go to war over spoils. Thus far the Thornfall Alliance has focused on regions of the Bloodstone Marches where there are few trollkin kriels, which has limited contact between these groups, but future conquests could change this. Lord Carver's ambitions know no bounds.

FARROW TRIBES

Farrow are a clever, pragmatic, and adaptable tribal people who have managed to endure and even thrive in hostile environments other races have shunned. Though sometimes dismissed by the other Dhunian races, farrow are proud of their accomplishments and revere the Great Sow in their own way, knowing she blessed them with strength and tenacious ingenuity. Farrow culture promotes ambition and aggression; there is little room for hesitation or weakness. Few peoples are so accomplished at seizing opportunities and making the most of them.

Farrow society is organized into small tribes whose members cooperate for mutual survival and seek to exploit their territories as much as possible. Though members of a tribe share a strong bond and sense of identity, farrow are inherently ruthless and competitive, with each seeking to rise as far as his strength and wits will allow. Farrow lacking in strength must find a way to ingratiate themselves with those who are mightier, offering their services and skills in exchange for protection. Great warriors tend to become leaders of warbands who serve and support them against rivals.

The most intimidating and fearsome farrow in a tribe generally rises to become chief, a position reliant almost entirely on the ability to cow all other contenders. Separate tribes have little fellowship with one another and regularly clash over territory and resources. Yet among the various chieftains of a region, sometimes an even greater warlord will arise, one so mighty that he can band together many tribes. These leaders stand at the apex of farrow society, able to demand the greatest share of food, loot, and other tribute. With few exceptions warlords are also warlocks, capable of unleashing mystical power as well as controlling hulking bipedal porcine beasts.

Farrow tribes have claimed the barren fringes of civilized territories for centuries. They tend to inhabit patches of land considered undesirable by others, particularly in rocky mountain ranges and hills. Their talents for scavenging and foraging enable them to eke out an existence even in the most inhospitable terrain, though they often must compete with similarly tough tribes of bogrin and mountain trollkin. Death can come quickly in the unforgiving wastes and so each farrow seeks to savor life while he can, seizing what he can grasp, eating as much as his belly will hold, and siring offspring to carry his legacy onward.

The species has often been overlooked by humanity except when farrow have led raids on remote townships or ambushed trade caravans. To the farrow, scavenging, raiding, and pillaging are skilled labor. Farrow chiefs seek to find locations for their tribes far enough from major towns to avoid inviting retaliation but close enough to facilitate raiding.

The farrow sometimes delineate the borders of their territory with grisly totems such as carved skulls and bones to warn off intruders. Trespassing beyond these markers without a guarantee of safe passage from a farrow chief is an affront to the tribe that will be met with mounting hostility. Some tribes intentionally stretch their territory across the best routes through a region in hopes of intimidating intruders into paying tribute for safe passage.

In recent years farrow have offered services for hire in the escalating battles and wars among the greater powers around them. Such work comes naturally to them and has brought a wealth of battlefield experience and opportunities



for scavenging and plunder. Whether they will be content fighting the wars of others will depend on the successes of their increasingly capable leaders. An alliance led by the warlord Lord Carver has brought countless tribes under a single banner.

Added to the ambition and combat prowess of Lord Carver is the mad genius of his human associate, Dr. Egan Arkadius. Once a noteworthy professor in Cygnar's universities, Arkadius was cast out from human society for conducting unethical and unnatural biological experiments. A physician, an alchemist, and an inventor, Arkadius has blended biology and mechanika to create a dizzying variety of new and powerful warbeasts. Together he and Carver have become a force the civilized nations must reckon with.

SOCIETY AND CULTURE

Farrow are pernicious scavengers. They scour old human encampments for scraps of metal and machinery that can be repurposed, bodged back together in an approximation of its former use, or melted down to make new weapons and armor. They consider survival the foremost imperative and have no stigma against stealing anything not nailed down.

A farrow's next-highest priority is to improve his own standing relative to his peers. Stature in farrow society is determined first and foremost by personal strength—bullying one's inferiors while evading the wrath of those of higher station is the entirety of farrow politics. Aggressive and skilled warriors and hunters seize positions at the top of the hierarchy and force unwanted tasks onto their subordinates.

For this reason, a farrow's standing is directly related to his role. Hunting and scavenging are considered the noblest and most essential tasks. Farrow are willing to eat almost any sort of food, though they prefer meat, and they are little bothered by spoilage. Another of the most respected farrow professions is that of the bone grinders, mystics who are practiced in butchery and transforming flesh into arcane power. Bone grinders are very often capable warriors as well and may rise to positions of leadership, becoming valued henchmen of a chief or warlord. Those who can construct gear and machinery can also earn some prestige, to a lesser degree, and may be able to barter these services for food or position. Of the farrow skilled at crafting, those who can manufacture quality weapons are the most valued.

Farrow rarely farm, having little patience for it, though some tribes have learned to grow crops for use in alcoholic spirits both for their own use and for barter. Many farrow tribes are semi-nomadic, following easy game and searching for food reserves wherever possible.

Farrow villages are primarily made up of structures cobbled together from wood, clay, mud-covered straw, and scavenged sheets of metal haphazardly hammered together. Most inhabitants see no need to build more complex or truly permanent structures. When enemies or natural disasters destroy these habitations, the farrow simply rebuild them or abandon them after scavenging the most useful elements that remain. Despite this, most farrow communities boast a great feasting hall where the chief can gather his vassals and enforce their subjugation.

Keeping intruders away is the first and foremost duty of a chief, and few things enrage farrow more than violations of their territory. Farrow determined to protect their lands prove surpassingly tenacious. They are also particularly cruel and inventive in their defenses, preferring to rely on a variety of snares and traps, ambush points, sharpened spikes, and deep pits rather than true fortifications. All adult farrow are combat-ready, with only pregnant females and the very young kept from fighting. The farrow possess an unsurpassed knowledge of their home territories that gives them an edge when fighting there.

Faced with overwhelming odds, a chief may opt to retreat. One who gives the order to flee—even before a clearly superior force—will suffer enduring shame and considerable loss of clout among his warriors. This is often sufficient to force an immediate change in leadership, even if the decision was necessary for survival. When a chief's leadership is threatened directly, he must defend it with his life. Farrow of lower standing are not held to this standard, and most consider survival the highest imperative. This can present difficulties for a sorely pressed chief, who knows his people might desert him. In these cases a farrow leader must be sure his minions fear him more than they fear death by the enemy.

Unlike some other peoples, farrow have little appreciation for history or lore. They live in the present and plan for the near future but do little to mark the past. Even their greatest chiefs are soon forgotten after death. Instead of telling stories, farrow debate the distribution of loot and the spoils of war, plan raids and other capers, and focus on significant news of the present, such as the deeds and proclamations of their chiefs.

PORK IS DELICIOUS

Farrow have no taboo against cannibalism and will sometimes consume the bodies of their own dead. They prefer to eat the flesh of other races when it is available, and only rarely will one farrow murder another just for the sake of consumption, but their pragmatism toward food sources extends to their friends and neighbors. A farrow sees no need for good meat to go to waste just because you used to know its name. In fact, refusing such meat would be considered rude, a suggestion that there was something wrong with that individual. The same is true for eating other porcine creatures—including their warbeasts, which even farrow consider delicious.

LANGUAGE

Grun, the spoken language of the farrow, is a mix of guttural squealing, abrupt grunts, and words borrowed from the Cygnaran language and modified for the farrow. A speaker



of Cygnaran might be able to pick out a number of words, but a great deal of farrow speech would be utterly incoherent and irreproducible to a non-Grun speaker. Farrow do not have a written language, though some enterprising individuals borrow elements of the Cygnaran alphabet and Molgur runes to mark totems and fashion personal symbols.

Farrow have proven adept at picking up other tongues, though some sounds are difficult for them to make. It is common for farrow to at least understand one or several of the languages of their neighbors. Cygnaran in particular is widely spoken, though not with tremendous fluency.

FAITH AND MYSTICAL TRADITIONS

Farrow do not generally enjoy long lives, but exceptions exist among a tribe's mystics, the most important of which are the shamans and the bone grinders. Farrow are rarely preoccupied with matters of faith except when reminded of their mortality. Most practice a variant of Dhunian worship, with short and simple rites. Longer rituals are used to mark auspicious occasions: the turning of the season, mating arrangements, births, and notable passings. They are performed with little ceremony by the tribe's shamans at a small shrine usually kept near the center of the village. Farrow seeking a boon from their goddess generally make a small offering of food to the shaman, who consumes it in Dhunia's name. Farrow also look to their shamans for blessings in times of war. Capable battle-shamans rise to positions of leadership, though it is rare for one to become a chief unless he is also a warlock.

Farrow know well the power contained within the flesh, blood, and sinew of living creatures, and their bone grinders occupy a place of fear and reverence in their tribes. Bone grinders embody the most pragmatic aspects of farrow life. Their ability to draw upon the innate power of slain beasts goes naturally with the farrow belief that no part of an animal should go to waste. As meat is carved from the dead, so the bone grinder feasts on the spiritual power left in the marrow.

Farrow chieftains often turn to shamans and bone grinders for their advice and wisdom. Under a chief's protection, these mystics are more likely to live longer than farrow of other walks of life, and thus they can pass their knowledge down to the next generation.

FARROW WARLOCKS AND BEASTS

Some farrow mystics possess the ability to mentally bond with great beasts they share an affinity with and can employ them in war. Unlike the warbeasts of other races, the bipedal beasts used by the farrow descend directly from the farrow themselves. So long as any of the farrow can remember, there have always been occasional births of oversized, dim-witted, brutish creatures. It seems cruel to outsiders, but farrow do not consider these creatures to be the same race as themselves. Farrow mothers feel no attachment to these aberrant offspring and gladly abandon them.

Brute boars are separated from farrow piglets as soon as they are born and are raised like clever beasts. In tribes without warlocks or where resources are stretched thin, these creatures are often instead driven into the wilds or sometimes killed outright. Brutes that have been rejected by a tribe go feral and live like wild animals on the outskirts of farrow settlements. When brutes breed they occasionally produce even larger, stronger, and more fearsome offspring known as giant hogs—a name that admittedly loses something in the translation from Grun.

Farrow warlocks value these creatures as weapons that can be trained and conditioned to become warbeasts. Under the direction of Dr. Arkadius, the Thornfall Alliance has actually begun a program to breed these creatures.



THE ORIGINS OF THE FARROW

Farrow have had considerably less impact on western Immoren than some races, particularly trollkin or humans, and their disinterest in history makes it difficult to trace their origins. Persistent rumors say they were created by early arcanists during the Orgoth Occupation, though experts like Dr. Arkadius scoff at such tales. Trollkin myths suggest farrow may have existed as long as other Dhunian races, though if that is true, they did not advance culturally at the same rate. They were thought to be too primitive to be invited into the Molgur alliance.

Despite their natural origins, the rumor regarding meddling arcanists may have some merit. Dr. Arkadius has shown that the race has singularly adaptive physiology and responds remarkably well to selective breeding. In a few short generations the farrow can undergo remarkable changes, such as those that give rise to brute boars and giant hogs. It is possible some earlier form of selective breeding process might have helped foster farrow intelligence and ingenuity. During some of the early Immorese uprisings, the Orgoth employed gorax and other enslaved beasts against the rebels. Farrow might have been similarly enslaved by the invaders and bred to manifest traits thought useful. Though this theory is plausible, no actual proof has validated it.

THE THORNFALL ALLIANCE

The scattered, isolated tribes of the farrow have traditionally existed in a state of perpetual infighting. This changed with the rise of a giant among them, a farrow warlock of unprecedented ambition, drive, and thirst for conquest. That farrow would come to be known as Lord Carver, the Bringer of Most Massive Destruction.

Emerging from the dry hills northeast of the Black River near the Marchfells, Lord Carver gained prominence by crushing every rival to appear before him, shaming chief after chief with displays of power. His inexorable rise did not happen overnight, though. After brutally subjugating his neighboring tribes, Carver spent time bartering his strength as a mercenary. While profitable, his contact with humanity as a soldier of fortune left him forever disdainful of that species, who treated him with contemptible disrespect. He determined he would unite his people in a war of conquest to prove his superiority.

Wherever Lord Carver marched, the farrow fell into line behind him, but as soon as he moved on they descended back into chaos. No one dared defy him openly, yet he lacked the organization and structure to maintain the momentum of his efforts. In battle he found himself hindered by the limited capabilities of his lazy subordinates.

As much as Lord Carver loathes to admit it, the arrival of the human named Arkadius enabled his dreams of greater conquest to become a reality. Ordinarily Carver might have dismissed the eccentric arcanist, but Arkadius gave a demonstration of his unique genius. The doctor revealed his war hogs: tremendous hybrids of boar flesh and steam-powered weaponry picked from the battlefields of western Immoren. Lord Carver immediately discerned the possibilities of having such weapons at his disposal. Soon the doctor was ensconced within the warlord's inner circle as chief advisor.

With his new army, Lord Carver marched into the Thornwood and summoned the scattered chieftains there to meet with him at an old battleground called Thornfall. The beleaguered farrow had suffered considerably at the hands of Cryx, Cygnar, Khador, and the Tharn, all of which had been battling across their territories. Lord Carver marched among them and seized control, intimidating the lesser chiefs into submission. Those few who resisted him were set upon by their own ambitious subordinates, each of whom subsequently bent the knee to Lord Carver. This became the start of the Thornfall Alliance, which Carver intends to make the equal of the Iron Kingdoms—before turning the Alliance to those nations' eventual conquest and subjugation.

The great warlord considers every village in his growing fiefdom his home and has many feast halls where he assembles the farrow after victories. His largest and greatest hall lies in the hills of the Bloodstone Marches, just outside the region claimed by the Skorne Empire. Carver does not rest anywhere for long but travels constantly to ensure the loyalty of his vassals and to press them for fresh warriors.

Lord Carver stands at the fore of his horde, but he is supported by countless tribal chiefs, each of whom considers himself the ruler of his own territories. These various chiefs also defer to Dr. Arkadius, who has special stature among the Alliance even though many farrow are discomfited by his peculiar mannerisms, speech, and strange experiments as well as everything not-farrow about him. Even the greatest war chiefs are terrified of Arkadius, for they know his cunning. He has demonstrated the ability to shape farrow flesh as he wishes, and many who enter his laboratories emerge as something other than what they once were—if they emerge at all. The chiefs obey Lord Carver to preserve their lives, but their obedience to Arkadius is rooted in deeper fears. Arkadius' goals are known only to him but seem rooted in increasingly ambitious experiments.

There is an ever-shifting order among the Thornfall chiefs as they jockey for position in the alliance. Carver's favorites command the greatest respect and are chosen to pass down orders. Yet by and large the alliance's warriors fight effectively in battle, even if each warband is constantly looking to its own interests.

RELATIONSHIPS WITH OTHER POWERS

The farrow are rarely on good terms with their neighbors, but they avoid directly antagonizing potential trading partners. They are opportunistic mercenaries willing to barter their blood and sweat for payment, and they seldom turn on those with whom they have established favorable relationships. This means that sometimes "mercenary labor" can take on the

character of a protection racket. Conversely, those who trespass into farrow territory or who rouse them to anger are hounded by frequent raids or have their lands marked for tribal expansion, especially if they prove weak or disorganized.

A tribe's relationship with outsiders also depends a great deal on the disposition of its chieftain. Aggressive chiefs and warlords make many enemies as they seek to expand their territories. Others view inhabitants of the wilds as opportunities they can exploit.

CIRCLE ORBOROS AND ITS ALLIES

The Circle Orboros has a long history of utilizing the farrow in their conflicts, though the farrow are not always aware of this. Either hired as mercenaries or through subtle manipulation, farrow tribes have served the interests of the Circle for generations. The farrow as a people are also notorious for their aggressiveness and short racial memory and often raise the ire of the Circle and its allies. Lacking conditioned fear of the blackclads, the farrow sometimes trespass into Circle territories or otherwise test the druids' defenses. The Tharn and farrow are frequently at odds, and occasionally human tribes affiliated with the Wolves of Orboros may battle neighboring farrow. Such issues are generally localized and do not result in larger repercussions.

GATORMAN TRIBES

In regions where the territory of farrow and gatormen overlap, the two peoples often struggle for dominance. The more numerous farrow cannot match the gatormen for individual strength, but farrow can rely on sheer numbers and often possess better arms and equipment taken from their many raids. Conflict between the gatormen and the farrow has erupted in recent years near the Marchfells along the Black River in particular. Such struggles can lead to prolonged and bloody conflicts—often exacerbated by the enthusiasm each side demonstrates for consuming the flesh of the other.

HUMAN TRIBES OF THE WILDERNESS

Where the territories of human barbarians and farrow intersect, conflict is a near certainty. Neither group has much to offer the other, and they often vie for control of regions. Conflicts going back generations are not uncommon in some of the mountainous areas of central Cygnar. These disputes are seldom resolved; dominance of the region shifts between the two parties as tribal strength changes.

IRON KINGDOMS

The relationship between the Iron Kingdoms and the farrow tribes is mostly adversarial. The Iron Kingdoms perceive the farrow as a nuisance threat to overland trade routes and outlying communities. When a farrow warband becomes too much of a problem, military patrols or hired mercenaries might be dispatched to drive them off. Nevertheless, individual farrow are often able to secure at least temporary employment on the fringes of human civilization. On the frontier, well-behaved farrow can generally enter human towns and cities to barter services and trade for goods. They are not particularly welcome and are treated with mistrust but will not be attacked on sight.

TROLLKIN

When not fighting for control of a region, the farrow enjoy relatively favorable interactions with their fellow Dhunian races. Certain tribes of farrow, for example, have lived closely enough alongside neighboring trollkin kriels that the communities share cultural ties. Limited trade and short-term cooperation are not uncommon between these races, particularly in regions where the groups face mutual threats from the likes of skorne slavers or human armies.

The kriels of the Scarleforth Lake region fought alongside farrow tribes in several notable engagements against the skorne before the kin were pushed out of the region. Often, trollkin seeking munitions and manufactured goods can trade with farrow for plunder raided from human communities and caravans. Trollkin appreciate the tenacity and battle prowess of the farrow and are known to employ them during large conflicts.

Of course, conflict between the two races does occur, particularly when farrow warbands are led by aggressive chiefs. Battles between farrow and trollkin were once particularly common in the Thornwood and have also been a regular occurrence near the Gnarls.

GATORMAN TRIBES

The dark swamps and bayous of western Immoren harbor a multitude of dangers, and many of those who dare travel their muddy byways meet a bad end in the gullet of some monstrous, amphibious beast. One race of elusive reptilians has claimed these bogs and marshes as their domain, furiously defending it from the encroaching threat of civilization. The gatormen are incredibly tough, physically powerful, and skillful hunters who have long endured the challenges and dangers of their swamps.

The simplicity of this race's reed shelters and their apparently limited use of tools has led some to underestimate their intelligence. In truth, this lack of technical accomplishment is just a consequence of how well adapted gatormen are to their swamps; they do not rely as much on weapons, armor, or shelter as the vulnerable warm-blooded races. The mind of a gatorman is every bit as cunning and discerning as that of any other intelligent race. They possess particularly keen insight into the nature of predation and the processes of death and decay.

Coldly pragmatic, gatormen are not affected by the same emotional and irrational impulses as other races. They are able to remain deadly calm and patient amid the chaos of battle, all but immune to panic even when severely wounded. Old instincts allow them to focus on what must be done to kill and survive. They are extremely dangerous even when naked and unarmed, and when equipped with weapons and coordinating as a group, they can strike fear in even disciplined and hardened soldiers.

Gatormen are found throughout western Immoren's swamps, with larger concentrations dwelling in Bloodsmeath Marsh, the Fenn Marsh, the Marchfells, the Wythmoor, and Widower's Wood. They prefer to stay away from civilization, generally keeping to the interior of a swampy region.



Gatormen build their villages on bogs and deltas close to waterways within the swamp. Besides being a source of plentiful food, the water provides a means of quickly moving from the village to the extremities of their territory. Gatormen go so far as to build their homes on floodplains within the swamp in favor of sites farther inland, which may be less likely to flood.

Gatormen rigorously protect their territory and hunting grounds, which can extend for dozens of miles from the tribe's main village, and thereby have limited interaction with the outside world. Trespassers are typically either driven away or slaughtered, but sometimes gatormen can be convinced to accept payment for safe passage. In fact, if a gatorman catches sight of some particularly interesting bauble or piece of equipment, he may eagerly offer to barter for it to spare the intruder's life.

Likewise gatormen are willing to talk to outsiders who approach them with the proper respect and deference. Most tribes are fully willing to negotiate and to trade for goods normally unavailable to them. Some gatormen may even be willing to act as guides through the swamps, if properly compensated. Certain tribes have established peaceful relations with neighboring trollkin kriels, human settlements, and swamp gobber villages. But if approached with violent intent, riled gatormen are among the most implacable foes in western Immoren, especially in their natural habitat. Calling on their own warriors as well as animated dead and cold-blooded creatures from the swamps dominated by powerful bokors and warlocks, a gatorman army is without equal in inspiring terror.

Gatormen live in small tribes where all adults are capable warriors, and there is little difference between the males and females in regard to size and physical prowess. Leading these tribes are its bokors, who are a combination of priest and mystic. These swamp shamans venerate the name of Kossk and commune with the many lingering spirits that haunt the bogs and marshes. In many areas of the dank swamps the power of death and decay is such that souls cannot pass on of their own volition, a fact bokors use to their advantage.

Bokors rely on their own rites and a variety of totems to facilitate their mystical work, making use of skulls or other tools carved of bone. Some of the entities they count as allies are ancient and potent natural spirits that have existed within the swamp for millennia. Bokors can awaken these spirits by ritually feeding them with sacrifices of blood and life, empowering them to lend their strength and vitality to the bokor and his allies or to inflict horrific curses on his enemies.

Despite being incredibly powerful warriors, the gatormen have largely remained uninvolved in the countless wars of western Immoren. Instead, they have focused their efforts on dominating the creatures of their swamps. Their longest-standing territorial rivalries tend to be with bog trogs, fishlike humanoids who often share their marshy domains. The two races continually fight over the meager resources of the swamps.

The gatormen often have an advantage over the bog trogs, who lack powerful leadership and are physically weaker. Typically bog trog tribes are either subjugated by their



more powerful neighbors or driven out. In recent years the emergence of the Blindwater Congregation has tipped the balance of power toward the gatormen. Overtly mystical in nature, the Blindwater Congregation works to further the strange spiritual goals of an ancient gatorman named Bloody Barnabas. Together with several powerful bokors who have joined his cause, Barnabas and his followers have enslaved all the bog trogs of Blindwater Lake, the Fenn Marsh, and the Marchfells.

SOCIETY AND CULTURE

Gatorman society is organized into tribes, generally limited to fewer than fifty individuals. Each adult member of the tribe is expected to both hunt and be ready to defend the tribe. A tribe is led by one or more bokors, a mystic who acts as a spiritual adviser and an intermediary between his tribe and the powerful spirits of the swamp.

These tribes are traditionally independent of one another and seldom cooperate. Indeed, fierce competition between rival tribes when food supplies are scarce invariably leads to bloodshed. Generally, each tribe is led by its most feared bokor. Occasionally, though, an extraordinarily powerful bokor rises to bring multiple tribes together, creating a small fiefdom amid the deepest swamps and marshes.

Gatorman warriors are some of the most physically imposing combatants in all Immoren. The typical adult stands well over seven feet tall and is armored head-to-tail in thick, horny scales. Though their natural armaments—tooth, claw, and whipping tail—are fearsome enough, gatorman warriors also learn to wield a variety of heavy, two-handed crushing and cleaving weapons. So armed, a hunting party can reduce a warjack to scrap in minutes and a lone warrior can take on entire squads of smaller enemies.

These vicious hunters are not only adept at carnage but also fiercely protective of their kills. In fact, it is the height of disrespect to consume the flesh of an enemy slain by another. To do so is to invite instant and lethal retaliation—or, at the very least, a lasting blood feud.

Gatormen do not bond with mates; instead, males and females coexist in a loosely communal environment, living six to ten to a hut and coming together seasonally for the express purpose of procreation. Just before these seasonal cycles it is not uncommon for members of neighboring villages to intermingle to broaden the mating pool. The most fierce and respected get first choice of mates, with the rest pairing off with whoever remains. A pregnant female generally lays a clutch of six to ten eggs, placing them in a large mound of earth and vegetable matter for incubation. The mounds require solid ground, which is exceedingly rare in the marsh, and are jealously guarded.

Once the eggs hatch, the hatchlings are placed in a specially prepared enclosure to keep them from wandering too far into the water. One or more tribe members keeps watch over the clutch to protect the young from outside danger. Despite being entirely self-sufficient within minutes, gatorman hatchlings display none of the intelligence of the adults—this develops later. It is typical for hatchlings to ruthlessly attack one another during this period. The weakest are singled out, killed, and eaten by their clutch mates.

Generally, two dozen hatchlings are placed in a single winnowing enclosure, and after six weeks, six to eight of the strongest remain. At this point, the minds of the hatchlings have begun to develop and they are fostered out to lower-ranking adults of both genders, who rear them for one year. After this time, a young gatorman is expected to survive on his own. Blood relation holds little meaning for gatormen, and they find the familial bonds of other races peculiar.

As a gatorman matures he learns the spiritual beliefs of his people even as he learns to hunt and fight. Gatormen believe that devouring others is more than a simple requirement for life; it is an aspect of their connection to their god, Kossk. As a gatorman consumes his prey, he grows stronger not just physically but spiritually, adding the individual's essence to his own. Combat is also a proving ground, and many young warriors seek out excuses to push themselves to their limits.

Contact with outside civilization has prompted little change in this culture. Gatormen rarely attempt to adopt the technological or mechanical advances of other cultures. In most respects, they remain the same tribal people they have been for millennia. They see no need to change. That said, some do collect odd baubles (such as pocket watches or hats) kept by civilized races, accepting them in trade or saving them as trophies. Those who keep such items superstitiously believe they impart residual spiritual benefits from their previous owners.

LANGUAGE

The spoken language of the gatormen is Quor-gar, a tongue that employs a variety of sounds many races find difficult to reproduce or comprehend. What is spoken is only one aspect of communication, however. Body, tail, and head posturing are a significant aspect of the language, and the combination of vocalization and a specific posture are needed to convey complex ideas. Other races, even those having regular contact with gatormen, can rarely communicate properly in Quor-gar. The closest other tongue is the very similar bog trog language Quor-og, and the two races can communicate with one another to a limited degree.

For their part, gatormen can learn to understand any human language, but their jaws make the pronunciation of certain sounds and syllables difficult or impossible. Thus, when gatormen trade with humans, trollkin, and other races that have no knowledge of Quor-gar, they use a combination of gestures and simple phrases.



TRADITIONS AND BELIEFS

Gatormen base their faith on the central notion of predation and the cycle of hunger, hunting, and death. For one entity to be satiated it must consume another. Gatormen across western Immoren pay homage to their primal reptilian god Kossk, an entity they credit with their creation and that embodies primal hunger, blood thirst, and the hunt. Though worship of this god is nearly universal among this people, specific rites and totemic depictions vary across the region. In some areas it is shown as a gatorman, but in others it appears as a bestial alligator, its gigantic maw open wide to swallow the world.

The spiritual leaders of the gatormen, the bokors, conduct sacrificial feasts and rites, calling on Kossk's name and those of other great spirits while invoking their magic. Among the gatormen the term "god" has a different connotation than among some other races. To many bokors a god is simply an exceptionally powerful spirit, one that is far greater but fundamentally similar to other spirits. Each bokor has a different relationship with the spirits of the swamp, with some relying more heavily upon minor spirits.

Just as Kossk prepares to devour the world and absorb its strength, the gatorman bokors and warlocks embrace the act of absorbing an enemy's power through the ritual consumption of flesh. Their rituals always involve blood sacrifice and flesh offerings to appease the many dark sprits that linger in the swamp so that they might bestow strength and power upon a bokor. Powerful bokors can work greater magic because they can draw upon the spirits of their many defeated enemies. Certain cannibalistic elements of gatorman ritual resemble those of extreme Devourer worshipers, particularly those employed by the Tharn. Through these rites, gatorman bokors command powerful and frightening magic.

THE BLINDWATER CONGREGATION

A powerful gatorman warlock and bokor known as Bloody Barnabas has united a number of large tribes around Blindwater Lake and Bloodsmeath Marsh. Barnabas is a truly ancient gatorman who has been stalking the swamps and devouring his foes for over three centuries. Barnabas aspires to nothing short of godhood—to become a blood-drenched, gape-mawed, immortal horror even mightier than Kossk.

To accomplish this, he has subjugated a massive army of gatormen, bog trogs, and other swamp creatures and demonstrated his greatness to compel their worship and fear. Barnabas intends to lead his army in conquest after conquest until, soaked in the gore of thousands, he will push his followers into one final, grand confrontation. It is his hope that when he finally falls in battle, the dark energy of the countless deaths inflicted in his name, coupled with the adoration of his living servants, will trigger an apotheosis that will enable him to transcend his own death and become a divine spirit.

Barnabas is viewed with awe by most of his followers, but his grand designs require an attention to detail for which he has little patience. He has appointed another powerful bokor, Calaban the Grave Walker, to minister to the more esoteric aspects of his ascension. Calaban is pragmatic, calculating, and ambitious. His knowledge of gatorman magic and ritual is unequaled, and he can call forth ancient and powerful spirits to do his bidding and lend strength to his causes.

The Bloodsmeath boasts a large population of bog trogs, which have long battled the gatormen for control of the swamp. With Barnabas' unification of the gatormen here, the tide quickly turned and Barnabas completely eradicated the dominant bog trog tribe. Before Barnabas could complete his wholesale slaughter of the Thornwood bog trogs, however, Calaban intervened and proposed a better solution: spare the remaining bog trogs in exchange for their service to the Congregation. With little choice, the bog trogs agreed, and Calaban has made heavy use of their stealth and cunning in further conquests both in the Bloodsmeath and beyond. At Calaban's direction Barnabas has collected gatorman warriors from the Marchfells and the Fenn Marsh, and he intends to continue to spread the word of his deeds to the farthest corners of the continent.

The monstrosities that serve Barnabas and Calaban are drawn from the remote depths of various swamps and bogs, and many have never been seen outside the myths and legends of those few humans who call these regions home.

RELATIONSHIPS WITH OTHER POWERS

Though they are self-interested and convinced of their superiority, the gatormen have historically participated in cautious trade with their neighbors. They are particularly willing to barter with more settled trollkin kriels and swampy communities. These interactions can be tense, but the majority of manufactured goods the gatormen own (and nearly all their liquor) come from trades.

CIRCLE ORBOROS

The leaders of the Circle Orboros know well the power of apex predators, and that is how many potents view the gatormen living in their domains. The Circle considers Kossk to be an aspect of the Devourer Wurm and use their familiarity with the Beast of All Shapes to coerce gatormen into serving them. Blackclads frequently employ or manipulate bands of gatormen to assist their own plans, sending them against human settlements and industry at the periphery of the swamp or near any major waterway they can negotiate.

FARROW TRIBES

Largely, the gatormen regard the farrow as prey. The boar-men have the unenviable problem of being particularly tasty. In turn the farrow consider gatormen a rough delicacy. And so the two races are generally at odds, competing for resources where they meet and consistently testing which is the predator and which is prey.

THARN TRIBES

Where two predators share territory, blood is spilled. For the most part the Tharn prefer drier wooded regions, and this has limited their clashes with the gatormen, but the central Thornwood includes a number of wooded swamps that both the gatormen and the Tharn have considered their exclusive hunting grounds. Even when the men of the Iron Kingdoms thought the Tharn were extinct, the gatormen of the Thornwood knew better. The ferocity of the Tharn had earned them grudging respect in the eyes of the gatormen.

TROLLKIN KRIELS

Relations between the trollkin and gatormen have run the gamut from overtly hostile to tense but generally favorable. The most bitter fighting between these two races has taken place in the Fenn Marsh of southeastern Cygnar. Here gatormen have managed to push the trollkin out to the fringes of the marsh while dominating its interior. In other parts of western Immoren, such as the Thornwood Forest, gatormen and trollkin lived in relative peace for centuries, each respecting the boundaries of the other.

The kriels and gatorman tribes sometimes establish pacts that ensure mutual access to hunting grounds and waterways. Some even go so far as to make agreements of mutual protection, the gatormen helping the trollkin fight off raids from opportunistic bog trogs coming from within the swamps, and the trollkin holding back threats that encroach from the fringe of the marshland.

HUMANS OF THE WILDERNESS

Beyond the territories of the powerful nations, in untamed lands, there remain pockets of mankind who hold to the old ways from before man was civilized. These tribes are found across western Immoren, in forests, mountains, and swamps, living in varied states of development and culture. Some, like the Kossites and Skirov of Khador, have largely integrated into the modern society of the Iron Kingdoms, though the lives of some of their number are still only slightly removed from the tribal traditions of their ancestors. Others live entirely at the edges of the map or even beyond, dwelling in insular communities where a knowledge of the wilds is essential.



NORTHERN TRIBES

The north is home to numerous tribes in its most untamed regions, particularly in the forests and mountains of northern Khador. The people of the north tend to be of resilient stock and are distinguished by thick, dark hair and broad, powerful frames. These tribal humans have had a bloody history with the other races over territorial disagreements and access to the scarce resources available in the northern wilderness.

BOLOTOV

Few in number, the Bolotov live in the wilderness outside the city of Tverkutsk, particularly in the western Scarsfell Forest and Blackroot Wood. These were once a nomadic people who wandered the course of the Wolveswood and among the Scarsfell Forest, following herds of reindeer and ulk. Historically the Bolotov were enemies of the Kossites and fought with them for generations before being driven into a diminishing territory.

The Bolotov are devout worshippers of the Devourer Wurm. Their rites often incorporate carved wooden masks trimmed with the fur and feathers of predators. They wear these masks during feasts and sacrifices, each tribesman donning the likeness of his own personal totem selected from among the predatory beasts of the surrounding wilderness.

RUSCAR

The Ruscar live on the tundra west of the Shard Spires where the Nyss once dwelled. Their simple wooden homes are elevated on short pilings to keep them off the permafrost. This is a hardy people who subsist primarily on herding and hunting. They are more numerous in their homelands than either the Skirov or Kossites, whom they have competed with in previous eras. Ruscar have a clan-based society, with the senior battle-ready male serving as chieftain of his clan. Ruscar chieftains meet periodically to debate and settle inter-clan disputes. Though the chieftain is the leader of his extended family, many decisions require a consensus among the heads of households.

These people were once avid Devourer worshippers but now seldom call upon the Beast of All Shapes to do more than bless their hunts. Nevertheless, each Ruscar clan still identifies with a totemic animal such as the bear, eagle, or wolf. These totems are prominently featured in tattoos favored by warriors among tribal clans. Ruscar shamans perform small animal sacrifices to mark important occasions like births and funerals and for particularly significant lunar events.

The Ruscar have a history of conflict with the northern trollkin kriels, often over hunting grounds and territory. These people suffered some severe losses in the last few decades but have begun to push back into trollkin lands.

VINDOL

The Vindol are among the most savage of all barbarian tribes in Khador, living closest to the ways of the ancient Molgur. They make their homes far in the north among the Rimeshaws and have only infrequent contact with outsiders. In battle Vindol fight as berserkers, hurling themselves at their enemies with little regard for their own safety.

In ancient times the Vindol were far more numerous, but they suffered heavy losses at the Siege of Midfast three hundred years ago and have never recovered. Subsequent clashes with neighboring tribes and the Khadoran military has left them diminished but no less savage. Those pockets of Vindol that remain fight to carve out an existence in the mountains and tundra north of the Scarsfell. Despite their reduced numbers, the name of the Vindol still invokes fear in the north.

These people worship the Devourer Wurm, supplicating the Beast of All Shapes with frequent sacrifices and blood-drenched rituals. Vindol warriors decorate their bodies with fierce brands in the shape of beasts in the belief they convey the animal's power. The Vindol live in crudely built villages of untanned hide huts and rough-hewn logs. They wear ragged furs and skins and wield cleft spears and short blades.

VORGOI

The Vorgoi are another savage people of the north, where they compete with the Vindol for sheer brutality. Their society is built on the tenets of violence, cannibalism, and ritual murder, which the Vorgoi indulge in freely. They are among the most committed of northern Devourer worshippers, eager to slaughter entire villages and feast upon flesh.

Constant conflict with the trollkin of the Scarsfell Forest has driven the Vorgoi farther into the frozen hills of the northern wastes. On occasion these people are forced into territory claimed by displaced Ruscar, which inevitably leads to vicious conflict. Battles between these barbarian tribes have turned their snowy hills red with slaughter.

YHARI-UMBREANS

In the unsettled areas of the Kovosk Hills and the eastern steppes, great columns of horses thread through the hills, bearing entire generations of the Yhari-Umbreans, a culture of pastoral nomads, horsemen, and herdsmen who live in close connection to the animals they tend. The Yhari-Umbreans direct massive herds—primarily shaggy longhorn cattle but also sheep, goats, and wild horses—from one grazing place to the next, setting up temporary habitations among the hills.

Like their distant Umbrean cousins, the Yhari-Umbreans are consummate horsemen. They ride swiftly over the Kovosk Hills, sweeping over the land like a thundering wave to envelop and protect their herds from predators, both man and animal. Unlike the Umbreans, however, the Yhari-Umbreans have never sought to build permanent homes. They are inexorably connected to their herds.

Yhari-Umbreans have a prolonged history of conflict with the bogrin tribes who dwell deep within the Kovosk Hills. The bogrin frequently mount raids against Yhari-Umbrean herds, forcing the nomads to defend their primary source of sustenance. The tradition of horse archery among these people is a pervasive one. Mounted Yhari-Umbrean archers often range ahead of the main tribe to scout for the presence of their rivals.



SOUTHERN TRIBES

The southern human tribes are a diverse lot. Their territories range from high in the Wyrmwall Mountains to the scattered islands of the Broken Coast. Most southern tribes were displaced centuries ago, pushed into otherwise undesirable territories that have shaped their cultures, traditions, and ways.

ARJUN

The Arjun are descended from a small dynasty of warlords that arose on the western shores near what is now Ramarck. They were a tough and hardy people who carved out a small fiefdom in these swamps during the late Warlord Era. They sometimes clashed with the more advanced Thurians, continuing on into the Thousand Cities Era until they were eventually shattered by the Orgoth. Explorers can still find the ruins of old Arjun holds and forts off the beaten path. The most famous of these is Henge Hold, now desolate and haunted in the wake of the Orgoth.

These people take pride in their heritage but realize their glory days have passed. They are a rustic and poor people who are content to make a living in the bayous, mastering the tricky byways of small rivers and streams in low-draft boats. Many survive by fishing, trapping, and hunting. The nomadic Sinari and the Arjun have long gotten along well and married between their communities, leaving a legacy of broad, dark-skinned Arjun. They speak an unusual dialect of Cygnaran and are noted for a distinctly spicy cuisine that features many of the small creatures they hunt or fish for in the swamp.

By and large the Arjun are not inclined toward organized religion, but most are casual Morrowans. Some Arjun worship Thamar and it is not uncommon for Arjun to ask favors of both ascendants and scions, depending on their circumstances.

BALDAVANS

Baldavan tribes have long lived on the coastal waterways of southern Cygnar, predominantly in the Duchy of Southpoint. During the Thousand Cities Era they commanded a significant kingdom along the Eyewall Bay, often clashing with Scharde warriors of the islands of the Broken Coast. The arrival of the Orgoth shattered what was left of the Baldavan kingdom.

The Baldavans are a tall, olive-skinned people. Traditional Baldavan dress incorporates shark leather breeches and vest, and both men and women wear their hair long in complex braids. Historically the Baldavans were dark-haired, but intermingling with occasional Caspian or Thurian outcasts has caused some to be fair-haired.

Baldavans are talented fishermen and sailors and often trade in fish—shark in particular—hauled from the Eyewall Bay. This nautical prowess has led to many Baldavans seeking their fortune on seagoing vessels. They are most often found aboard pirate ships sailing from places like Clocker's Cove or Five Fingers.

CLAMORGAN

The Clamorgan are a clannish mountain-folk who live in the southern stretches of the Wyrmwall, particularly along the western reaches of these mountains. Their villages are often simple huts of wood and woven thatch. The Clamorgan subsist predominantly on meat and milk from tough mountain goats, supplemented with root vegetables and wild wheat. Despite living within the borders of Cygnar, the isolated villages of these people have kept them apart from civilization. Most do not consider themselves Cygnarans, nor are they bothered by tax collectors, who fear to approach their villages.

Clamorgans have historically had contact with the satyrs living among the peaks of the Wyrmwalls and revere the towering beasts as sacred. Totemic headdresses designed to mimic the satyrs' curling horns are a common affectation of Clamorgan shamans. The Circle has capitalized on this reverence, fostering Clamorgan tribes who live near herds of the beasts, a number of whom join the Wolves of Orboros. Clamorgans act as stewards and guardians of these herds.

A small contingent of Clamorgans who live within the area affected by the blight of the dragon Blighterghast are twisted, ferocious barbarians. They revere the dragon as a god and etch his countenance in scattered petroglyphs. Blighted Clamorgan attack intruders without hesitation, leaving the corpses as offerings to Blighterghast.

GNASIR

The Gnasir are a tribal people living near the White Bay of northern Cygnar. Concentrations of Gnasir are found within the Cloutsdown Fen, southwest Gnarls, and the foothills of the Watcher Peaks. Gnasir are powerfully built, both stocky and barrel-chested. Families are distinguished by colorful tartans

with distinct patterns adapted from the trollkin *quitari*. Their language is a bizarre blend of Cygnaran and Thurian, with countless words taken from Molgur-Trul.

There are two distinct Gnasir cultures. The lowland Gnasir, who dwell in the cold swampy coastal area of the Cloutsdown Fen, share many cultural touchstones with the trollkin kriels of the region. These lowland Gnasir are a boisterous and emotional people who eagerly drink and challenge one another to feats of strength and physical prowess.

Highland Gnasir are much more stoic than their lowlander cousins, enduring countless dangers that discourage recklessness and impetuousness. Pockets of Gnasir are scattered throughout the Watcher Peaks and as far east as the Upper Wyrmwall Mountains, living near trollkin and farrow communities. The highlanders are self-sufficient mountain men who are coolly dispassionate.

IDRIANS

The Idrians are not a single people but rather a number of disparate tribes that inhabit the Bloodstone Marches and regions of the Bloodstone Desert. The majority of the Idrians converted to the worship of Menoth a century ago, but a sizable number of tribes live on the outskirts of the Protectorate according to their ancient ways. These brave nomads carve out a life they share with the many hostile creatures stalking the sands.

Though most Idrians are nomads, some on the fringes of the Marches have established more permanent settlements in the foothills of the desert's mountains and around its oases. Tribes closer to the Protectorate may worship Menoth, while those farther away practice a variant of Devourer worship that includes the reverence of great ancestors.

Idrian nomads travel with large herds of fast, sure-footed horses. Many tribes have traditions of horsemanship, riding their steeds over sandy dunes and broken rock with ease. The tribes move from one source of water to the next, grazing their herds on the tough desert grass that briefly flourishes in the aftermath of fleeting, intense rains.

Idrians typically have deep olive or brown skin, almond-shaped eyes, and black hair. Tribes in the deeper desert tend to be taller and leaner than those on its edges, but all Idrians are known for their endurance and physical prowess. In battle they fight as swift, fierce skirmishers renowned for their talent with short curved blades. Bands of warriors are led by a *rhaz*, a warrior who has distinguished himself in many battles. A powerful chieftain may have many subordinate rhaz who serve as his honor guard and his lieutenants in war.

OLGAR

The Olgar are Devourer worshippers who live among the smaller islands of the Broken Coast between Cygnar and Cryx. Once these tribes lived along the shores of the Gulf of Middlebank, but they migrated across the water as Cygnaran expansion pushed them from their homeland. Now only a few pockets of Olgar remain on the mainland.

The Olgar are a marginally nomadic people, following great schools of fish from one island to the next, building temporary dwellings in sheltered coves to avoid attracting the attention of Cryxian fleets. They prefer to live their lives on the waves, however, and some are reluctant to ever leave the security of their small boats.

RADIZ

The Radiz are vagabonds who travel in small caravans along the highways and forgotten back roads of western Immoren's wild places. Living in ornamented vardoes and felted huts, caravans of Radiz transform into colorful villages wherever a clan pauses its drifting for a time. They generally have dark tan to light brown skin and black or dark brown hair. They dress in dark leathers with traditional sashes, scarves, or shirts bearing a distinct color or a band of intertwined colors representing an extended family or clan.

These traveling bands make their way as entertainers and guides, and many are skilled pickpockets as well. This only contributes to the impression by some that they are little better than beggars and thieves. The Radiz have long endured persecution and prejudice by human civilization, and there are few places they are welcome. Sorcerers are common among the Radiz, which historically has caused them difficulty. Many bands have found more hospitality among scattered trollkin kriels and even some farrow tribes than among human settlements. Kriels of the Glimmerwood, the Gnarls, and the Olgunholt are often welcoming to them, recognizing their skill as hunters and fighters.

The members of a caravan are deeply protective of one another and will go to any length to shield one of their own from harm. Despite their veneer of civilization, Radiz clans have feuds stretching back centuries, with rivers of blood spilled on either side. A slight against a clan mate marks the perpetrator for life. When outsiders perform such affronts, some Radiz abduct the offender and cast him off in a forgotten stretch of swamp or wilderness, letting creatures like swamp shamblers and hollowed claim him.

SINARI

An ancient and proud people with dark skin and black hair, the nomadic Sinari travel primarily along the western coast of the Iron Kingdoms but may have originated far to the south and east, beyond the territory now claimed by the Protectorate of Menoth. Like the Radiz, they are sometimes mistrusted because of their refusal to put down roots, and clans of the two peoples sometimes travel together in caravans.

Sinari are craftsmen, weavers, woodworkers, and jewelers who make their living through barter. Their wagons are less ornate and colorful than those of the Radiz, built in a more pragmatic style. They are expert archers, and many are also noteworthy knife fighters, wielding short curved blades similar to those favored by Idrians. This is a people who pride themselves on storytelling and songs, and they know a diverse array of lore handed down through the generations.

To the Sinari, the primal mother they worship has a complex and troubled relationship with Menoth, whom they acknowledge but do not pray to. They are among the few humans with a

significant understanding and appreciation of Dhunia, which has facilitated contact with trollkin and other Dhunians. They have ties with a number of other wilderness peoples, including bog trogs in the Marck, trollkin in the Cloutsdown Fen, and gatormen in the North Berck Moors. Many Sinari have been absorbed into other regional groups over the centuries. The small number of tribes that retain their old traditions disdain those who have given up their way of life.

NYSS REFUGEES

The Nyss are an elusive elven people who once controlled the far north of Khador, claiming the Shard Spires as their domain. They are the descendants of those who followed the prophet Aeric out of Ios to ready themselves for the god Nyssor's return. Over time they became a tribal people of hunters devoted to the god of winter. Their god eventually returned to them, weakened and alone. They sealed him in a marble vault they safeguarded in their central fane, while life went on as before.

Nyss are tall, with pale skin, dark hair, and dark eyes. They mark themselves with intricate tattoos called siyaeric, or "letters of the skin," that identify an individual as a member of a particular shard, or tribe. Other tattoos express spiritual beliefs, personal convictions, family history, or noteworthy deeds.

An insular people who keep their secrets viciously, the Nyss usually perceive outsiders as a threat to their existence. Travellers who violated their territories were swiftly hunted down and executed or else driven back into the frozen wilderness. The most frequent contact the Nyss shared with outsiders were bloody clashes with the barbaric Vindol tribes, who fought them for control of the frozen north.

The near-destruction of the Nyss came to pass with little notice by the human kingdoms. At the center of this was the rise of the dragon Everblight from his icy prison in the northern mountains. Everblight was freed by the ogrun Thagrosh, who became a vessel for his consciousness. The dragon then turned his attention to the Nyss, seeing in them the raw material to build his legions. Contaminating their food and drink with his blight, he corrupted many thousands of them to his cause, and those turned on their remaining tribesmen. Thousands of untainted Nyss fled their mountains, taking their frozen god with them.

Scattered in their flight from the dragon, the refugees sought safety wherever they could find it. Even now they move stealthily through the world, hunting and scavenging for what they can find before drawing attention. When a shard is discovered intruding on another tribe's land without permission, they must be prepared to defend themselves or run. This has forced the Nyss to put aside their traditional isolationism and learn the territories, languages, and customs of others in order to negotiate tenuous alliances.

The largest number have settled near the Khadoran capital of Korsk, where they were given sanctuary, though it is difficult for them to preserve their traditions there. Others, however, seek to find a new place for themselves in other wilderness areas, doing their best to survive.

SOCIETY AND CULTURE

Much of Nyss traditional life was lost in their flight from the dragon. They had to surrender their villages, their hunting grounds, their sacred fanes. Having lost so much, the Nyss hold tightly to anything that connects them to their heritage.



Despite being a nomadic and tribal people, the Nyss are traditionally skilled carpenters, leatherworkers, and smiths. Archery, hunting, and swordsmanship were the most respected skills among the shards. In the northern lands they constructed great halls of wood and stone that were shared communally as traveling shards moved through a region.

The shards themselves are the largest groups of Nyss generally encountered by outsiders, each consisting of thirty to eighty individuals. Though shard members have traditionally been related by blood or marriage, the refugees have been forced to band together as never before, accepting

any able-bodied Nyss willing to contribute toward the good of the shard. Shard members work together to ensure the survival of the community, especially now that they have no lands of their own.



The Nyss practiced only limited mining in their homeland, making the acquisition of metals a high priority. The traditional claymore wielded by their priests and warriors held sacred significance, doubly valued due to the scarcity of metal. The need for metal to work into weapons and armor was one of the few reasons they deigned to interact with outsiders, occasionally trading with outlying human settlements for iron and precious metals they used primarily to make blades and heavier armor.

The worship of Nyssor is universal among this people, and some Nyss have been blessed by the god with the power to summon winter. They have no privileged class, although the eldest among them are looked to for wisdom and traditionally are their most trusted leaders.

THE FANE OF NYSSOR

The fane of Nyssor is the cult devoted to the Winter Father. Once, a small shrine dedicated to Nyssor lay at the center of every Nyss settlement. These shrines were outposts of Nyss civilization that offered shelter in their great halls day or night, and nomadic shards frequently traveled from shrine to shrine. Though some new shrines have been erected in the south, there are few matching the beauty of those once found in the Nyss homeland. Nevertheless, these shrines are immensely valued by the shards that build them. Each is a reminder to the Nyss of their home as well as a gathering place for refugees. Often, new shrines are adorned with sigils representing the many shards lost to Everblight, a monument to the losses the Nyss have suffered.

Nyss priests have their own dwellings near the shrines rather than within them. Priests are not necessarily any higher in stature than any other shard member, for the Nyss judge one another on their skills and contributions to the shard and respect the wise and the aged more than those who serve specific roles.

Venerations to Nyssor take place every sunset. The priests praise the god and entreat the ice to keep him safe. Lay followers do not take part in these ceremonies unless they wish to make a special request of the god, such as when a family member has taken ill or a dangerous journey or battle looms.

Priests are loosely ranked according to age and seniority. Their titles—based on familial terms—are used with affection. Generally a new rank is bestowed on a junior priest by the eldest among them. The most common ranks among the priests of Nyssor are, from lowest to highest: *novelyr* (younger), *wyrisyr* (brother/sister), *elansyr* (mother/father), *aransor* (elder), *nis-aransor* (grand elder), and *qyr-aransor* (ancient elder). The rank of qyr-aransor is very rare, reserved only for the eldest of priests.

THE FATE OF NYSSOR

The return of Nyssor to his chosen people has traditionally been the most closely guarded secret of the Nyss—one the Nyss would gladly give their lives to protect. When it was apparent that Everblight's legion would overcome the Nyss of the north, many of the priests and warriors of Nyssor's fane died in the defense of their god. Fleeing Nyss brought the frozen vault south, to the sanctuary of the Church of Morrow in the Khadoran city of Korsk. This seemed a place adequate to such a sacred charge, at the heart of Khador's power and deep in the catacombs of a cathedral within a stone's throw of the empress' capital palace.

Despite the apparent safety of this refuge, Nyssor's protectors were attacked and many slain by the fiend Ghyrrshyld, an Iosan arcanist intent on the god's destruction. The exact events that transpired during this attack are uncertain, as is the fate of Nyssor himself. Most Nyss do not know where their god is now, and many have devoted their lives to his return. A variety of rumors have surfaced, none known to have any degree of veracity, among them that Nyssor's vault was seized by agents of the Khadoran military. This crisis has led the Nyss to seek help from their cousins in Ios. Priests of Nyssor decided to share word with the Retribution of Scyrah in Ios that their god had been among them, but is now missing. For the moment this has led to wary cooperation between some Nyss and members of the Retribution, a radical militant sect that seeks to kill all human arcanists. The Fane of Nyssor believes this group is their best chance of recovering the Winter Father.



LANGUAGE

Aeric is the language of the Nyss, named after the prophet who took them from Ios. It is related to Shyr, the language of the Iosan elves, and the two contain some words in common. The written form of Aeric is revered and considered sacred. Its sigils can be found on Nyss weapons and the winter stones that once marked the fringes of their homeland. Traditionally only priests and sorcerers were literate in written Aeric, though that custom began to weaken when the Nyss left the Shard Spires. Other Nyss, eager to preserve their culture, have begun to learn these runes and their meaning.

RELATIONSHIPS WITH OTHER POWERS

Nyss relations with the other major powers of western Immoren vary greatly. Some Nyss work to secure relative safety and to build new lives for themselves. Others doggedly cling to their old ways, moving as nomadic hunters across the dangerous wildernesses of northwestern Immoren. Many have dedicated themselves to a war of vengeance against Everblight, the protection of Nyssor, or the defense of their people. Desperate and lacking a true home, no matter what their path the surviving Nyss are being forced to seek new alliances in a world of hated enemies.

CIRCLE ORBOROS

The shared hatred the blackclads and Nyss have for the dragon Everblight and his legions has allowed for compacts between the Circle Orboros and those shards devoted to revenge. Many Nyss are happy to lead Circle forces against their blighted people, hoping to reclaim pieces of their homeland in the Shard Spires. The Circle view the Nyss as both a weapon and a source of vital information on a hated foe. The Nyss know the blackclads have their own motives in these arrangements but generally do not care so long as the forces of Everblight are destroyed wherever they are found.

HUMAN TRIBES OF THE WILDERNESS

The Nyss traditionally had little occasion to interact with human barbarians other than to mercilessly stalk those trespassing into Nyss territory. Since the destruction of their homeland, relations between the Nyss and human tribes have become more varied. It is often necessary for Nyss to come to terms with nearby tribes and to enter into peaceful arrangements when possible. Some Nyss have even chosen to join human communities that will have them, offering their skills as hunters and scouts to the tribe.

THE IRON KINGDOMS

Historically the Nyss have only had contact with Khador. Nearby Khadoran settlements were variously either subjected to winter raids by aggressive Nyss shards or begrudgingly welcomed as trading partners by more peaceful ones.

Many Nyss have been forced to find new homes in the Iron Kingdoms. Life on the streets of a human city is neither comfortable nor without danger, but the collected strength of mankind's armies, warjacks, and fortifications grant the refugees a degree of safety and security. Urban-dwelling Nyss must struggle to make a living in the Iron Kingdoms, offering their talents as guides and mercenaries.

For more on Nyss within the Iron Kingdoms, see *Iron Kingdoms Full Metal Fantasy Roleplaying Game: Core Rules* and *No Quarter Presents: Iron Kingdoms Urban Adventure*.

THE LEGION OF EVERBLIGHT

The surviving Nyss have unbridled animosity toward the blighted legions of the dragon. Unwilling to simply flee the dragon's host, they search for allies to join in hunting down their blighted kin and destroying them.

THARN TRIBES

For centuries the Nyss and the Tharn, both living in isolation from the rest of western Immoren, had little contact. Each rarely ventured beyond the borders of their tribal lands and knew nothing of the other's ways. Since the flight of the Nyss to the south and the resurgence of the Tharn, these two peoples have begun to experience limited encounters. Nyss and Tharn working toward the interests of the Circle Orboros enjoy cool but peaceful interaction. Beyond the oversight of the blackclads, however, Nyss and Tharn tribes occasionally battle for control of a region and its resources. Both peoples require broad hunting grounds and are possessive of lands they claim as their own.

TROLLKIN KRIELS

In the past, Nyss and the northern kriels had uneasy, if not openly hostile, relations. The trollkin knew not to trespass beyond the winter stones of Nyss territory, and the Nyss did not seek to rouse such a powerful rival as the trollkin. Since the destruction of their homeland some Nyss have chosen to align

themselves with trollkin, trading their talents for the safety and security afforded by living among the kriels and fighting with them against other enemies.

THARN TUATHS

The Tharn are a primal race of barbarians that once stood on the verge of extinction. More beasts than men, in ancient times their tribes, or *tuaths*, spread across Immoren. They were a people given over to bestial transformation, predation, and bloodlust. For centuries the gnawed remains of human sacrifices hung from the trees to mark the fringes of their territory.

Of all the peoples who once revered the Devourer Wurm, the Tharn were the most devoted to raw, predatory savagery. Direct descendants of the Molgur, they have terrified the Iron Kingdoms for centuries. Tharn were known to emerge from the deep wilderness to savagely fall upon the soldiers of civilized armies and indulge in terrifying rites of Devourer worship. It was the Tharn that convinced civilized mankind that all worshippers of the Wurm are bloodthirsty cannibals.

Through countless generations of devotion and sacrifice to their hungry god, Tharn have transformed into something other than human—which they now see as prey. They deem it their primal birthright to channel the Devourer into their bodies, transforming into bestial warriors or preternaturally swift hunters.

The identity of the human tribe the Tharn arose from, as well as the specifics of their pact with the Devourer, is lost to time. Legends of transforming barbarians appear throughout various old sagas. Records from the Orgoth Era make scant mention of Tharn, though it was the scribes of that time who first used the name. Records of barbarian attacks and Orgoth reprisals survive, but they indicate few clashes after the invaders claimed the territories the Tharn inhabited.

The Tharn generally did not contest lands the Orgoth desired. Instead, they moved to regions of little use to the invaders, although the Orgoth did drive them from the Thornwood and elsewhere. After the defeat of the Orgoth, the Tharn had greater liberty to raid into the edges of the newly formed Iron Kingdoms. They destroyed whole villages and murdered isolated columns of soldiers before falling into obscurity and returning to the Thornwood, where they became most numerous.

Doom almost came to the Tharn some three centuries ago after they were drawn into a war between Khador and Cygnar. By the thousands, Tharn journeyed south to raze strongholds in northern Cygnar, focused only on hunting and killing in the Devourer's name. These barbarians had no interest in claiming territory and willingly gave up ground when the Cygnarans rallied against them, but the Church of Morrow declared a holy war against the Tharn, calling it a battle against the darkness itself.

Amid reports of terrible carnage and cannibalism, the Exordeum of the Church of Morrow bestowed a withering curse known as the Ten Ills upon the Tharn. The curse inflicted lasting infertility and almost destroyed them. Survivors of the war soon became too few to risk their lives in battle. The Tharn withdrew to the deeper forests and mountains, and for a time civilized man thought their race had perished.

The Tharn had long had strong ties to the blackclads of the Circle Orboros, and for hundreds of years the druids worked to unravel this Morrowan curse. It was eventually the potent Morvahna the Autumnblade who would prove successful, some thirty years ago. Once the curse was undone, the Tharn experienced a great upsurge in births. In only two short generations much of the damage done to their numbers has been reversed.

The Tharn remain truly grateful to the Circle Orboros and to Morvahna specifically and have proven their willingness to fight for them. The order has taken advantage of this gratitude by offering countless opportunities for the Tharn to display their hunters' prowess and devotion to the Devourer. It does not trouble the Tharn that others view the blackclads as manipulative. Indeed, speaking ill of the blackclads to a Tharn who remembers the Ten Ills is a provocation to quick violence.

Of varied composition, the fierce Tharn warbands are loosely organized, with males and females contributing equally to battle. Male Tharn, who possess the ability to channel the power of the Devourer to become larger and more muscular, serve as the frontline warriors. Female Tharn, with the power to channel the Wurm to become faster and more agile, strike unexpectedly at the flanks of an enemy.



The largest Tharn territory in western Immoren is deep in the Thornwood Forest, though smaller tribes have established themselves in most major forests and as far away as the Scharde Islands. Tharn tribes have also been settled throughout the dominions of the Circle Orboros so that the blackclads can draw upon the strength of their warriors to protect sacred sites and launch offensives against their many rivals.

SOCIETY AND CULTURE

The Tharn are zealots whose worship of the Beast of All Shapes knows no bounds. Nearly all aspects of their tribal culture revolve around this reverence and the desire to become perfect predators in the name of their god. They show obeisance to the Wurm through many rituals, often tied to the cycle of the moons and incorporating elements of sacrifice, bloodletting, and the hunt.

Most major events in a Tharn's life are accompanied by ritual hunting and feasting. Not only does hunting provide for the tuath and keep the skills of its warriors honed, it is one of the primary ways the Tharn show their religious devotion. Tharn declare desire to a potential mate by offering the flesh of an impressive kill. A parent will hunt a powerful beast to celebrate the birth of a child and feed the newborn on the blood of the creature to instill it with strength. Aging Tharn strike out on their final hunt seeking to die at the teeth or talons of a great beast, seeing in their death a faint echo of the jaws of the Devourer Wurm.

The shamans work to bring the blessings of the Beast of All Shapes to its devoted people, offering up the spirits of the creatures destined to be slaughtered. The elder shamans also see to what little lorekeeping the Tharn practice. Tharn do not see much value in preserving details of the past, however, focusing only on the most noteworthy deeds of great chiefs and hunters. They keep no written records, so these oral histories are one of the few direct ties descendants have to their ancestors.

In general, Tharn seek to emulate the predatory savagery of the Devourer. Cowardice and weakness are not tolerated among them, and they do not hesitate to cull those lacking the unflinching spirit of a natural predator from the tribe. During the time of the Ten Ills, this compounded the rapid decline of the race even as it preserved the tribes' natural strength and ferocity.

Disputes among the Tharn are settled by personal combat. Unlike the ritualized duels of other races, a slighted Tharn simply attacks if he has a grievance, hoping to overpower whoever slighted him. These contests are sudden and brutal, with each warrior trying to force his opponent into submission. The battle is decided when one combatant yields or is slain. The winner is considered to be in the right, having clearly been favored by the Wurm. Disputes thus settled are rarely revisited; the disfigurement or absence of the losing party serve as a reminder of the outcome to the rest of the tribe.

Tharn society is chaotic and primal, with the strong ruling the weak. Life is a swift and unforgiving cycle of battles and revelry. This is a fierce and passionate people loyal to those who have earned their respect. Given the violence of their society, longevity requires peerless skill; eager to seize their own glory, the young watch their elders for any sign of weakness. An elder who remains strong is highly respected, while one who can no longer hunt may be killed or driven out.

The Tharn connection to the Beast of All Shapes is strongest when Caen's moons are full, as the Devourer's strength swells. When any one of the three moons is full, the Tharn feel compelled to transform and hunt. When two or more full moons share the sky, the Tharn cannot control the transformation and must surrender to the power of the Wurm. When the three moons are all full, the power of the Wurm is especially strong. At these rare events, the Tharn become utterly bestial and particularly fierce, losing themselves completely to the power of the Wurm until the power wanes and they find themselves human once more.



TUATH LEADERSHIP

Tharn divide themselves into tribes that claim large hunting grounds and further divide into local communities, both of which they call tuaths, a linguistic distinction lost to outsiders. Hunts are led by an *athaor*, which roughly translates as "first hunter" or "beast lord." In some communities the

distinction between athaor and chief is lost and the first hunter is looked to as overall leader. More often the athaor is the chief's first champion, a youthful and powerful warrior whose loyalty allows the chief to retain his position even as he ages. Tharn tuaths vary considerably in size. A small tuath may have a few dozen individuals controlling a limited territory, while larger ones have hundreds of Tharn dominating wide expanses of wilderness.

Though most tuaths are isolated, periodically notable chieftains rise to special stature as kings and queens. Theoretically any chief can call himself a king, but without widespread recognition it is a hollow boast that will only provoke violent challenges. Recognized kings and queens of the Tharn—such as Kromac the Ravenous and Nuala the Huntress—command the loyalty of dozens of village-sized tribes across a wide region and are feared even outside their customary territories.

Kromac is the most influential of these great kings, with the sworn fealty of chiefs from the hills of central Khador to the Thornwood, where most of his people dwell. When he walks as a man, silence surrounds him as gathered tribesmen eagerly hang on his every word for the chance to kill or die as he wills. The druids of the Circle Orboros consider him a mighty weapon, a blade that once drawn cannot be easily sheathed. Other Tharn can command warbeasts through their connection to the Devourer Wurm, but only Kromac has gone through the wilding described by the druids. Of all Tharn, only he shares so deep a connection to the Beast of All Shapes.

Athaors, chiefs, and kings attain their position through personal accomplishment, with ancestry often lending weight to their claims. The athaor usually rises to rule his tuath, but occasionally a shaman or another exceptional hunter fills that role. Tharn will rarely follow a leader who has not proven himself in battle.

BLOOD MAGIC

Blood magic has seeped into many aspects of Tharn society, and many of their warriors practice minor rituals as part of their daily lives. The tradition of blood magic among this people originates in prehistory. The widely scattered tuaths have developed many variations of the oldest rituals, but the rites still bear similarities from tribe to tribe.

The shedding of blood releases potent life energies—the first Tharn to wield blood magic learned that devouring a still-beating heart, the source of blood and therefore life itself, granted them the strengths of the devoured. Tharn conduct ritual hunts according to the celestial conjunctions of the Eye of the Wurm, drenching themselves in the blood of the slain while chanting praises to the Devourer Wurm.

LANGUAGE

The Tharn speak Molgur-Tharn, a guttural dialect of Molgur full of hard consonants and only a few, sparsely used vowels. Its simplicity allows the Tharn to communicate with one another even while transformed; more nuanced speech is difficult to pronounce with long fangs and an extended muzzle, but Molgur-Tharn is easily growled. The Tharn are not literate but instead have a strong oral tradition for maintaining tribal lore and family histories.

RELATIONSHIPS WITH OTHER POWERS

The Tharn treat all other races as potential enemies or prey and do not hesitate to launch attacks to drive them out of a given territory. Outsiders are viewed first as potential sacrifices to the Devourer Wurm and as potential allies only under special circumstances. Since the Tharn's release from the Ten Ills, many inhabitants of western Immoren have come to learn of the race's resurgence.

CIRCLE ORBOROS

The Tharn owe a debt of blood to the Circle Orboros for lifting the Ten Ills. When the terror-inducing strength of a Tharn warband is needed, the Circle needs only to ask. Communications and coordination between druids and Tharn is fluid, and Tharn will generally heed any blackclad who comes to them. In cases of competing claims between druids, Tharn fall back on personal relationships and oaths.

Despite their willingness to serve the Circle, occasionally friction develops between individual Tharn leaders and specific blackclads. The great Tharn king Kromac the Ravenous had a falling out with Morvahna the Autumnblade, accusing her of spending the lives of his people too freely. Kromac and the tribes loyal to him still serve the blackclads but prefer to associate with the likes of Krueger the Stormlord. Most Tharn do not care whom they serve so long as there is blood to spill.

FARROW TRIBES

As Tharn tribes have struck out from their traditional homeland, they have come into contact with some of the farrow who dwell along the eastern edge of Cygnar and among its central mountains. The Tharn are as likely to attack farrow tribes as any other people they encounter.

GATORMAN TRIBES

There is a long history of conflict between the Tharn and the gatormen dwelling in the Thornwood Forest. Since the Tharn's return, old enmities between the races have been rekindled. Both are devoted to predation and bloodshed, and neither is eager to back down from a fight. Still, these two groups usually occupy dissimilar environments and so conflict is usually limited. There have been times Tharn and gatormen have cooperated to drive out encroachment from humans seeking to exploit the natural resources of their territories.

HUMAN TRIBES OF THE WILDERNESS

Despite having once been human barbarians themselves, the Tharn take a dim view of the men dwelling in the wilderness. To the Tharn, these humans are little better than mewling cattle insufficiently

devoted to the Devourer Wurm. Unworthy of the god's blessings, they are to be culled as too soft. Men of the wilds live in mortal terror of the Tharn, whom they view as legendary horrors.

NYSS

Contact between the Nyss and the Tharn has historically been limited. In recent years the two races have occasionally met on the battlefield in tribal conflicts over valuable hunting grounds and territory. Some limited peaceful contact exists between them, rare occasions when both Nyss and Tharn work for Circle masters to root out the forces of Everblight's legion.

TROLLKIN

In most cases, the Tharn and the trollkin share bitter enmity. Much of this is based on relations with the kriels of the Thornwood while the Tharn were in decline. The trollkin, the dominant race in the region, continually pushed back Tharn territories. Once the kriels left the forest to escape Cryx's armies, the Tharn reclaimed these lands as well as others long held by the kriels. Many Tharn are eager for opportunities to repay the trollkin in blood. That said, most Tharn respect the fighting prowess of trollkin, considering them worthier rivals than many others of the wilds.

OTHER WILD RACES

Throughout the wilderness, many peoples vie for territory in the gaps between the holdings of major tribes. Some of these races are found throughout western Immoren, like the bogrin, while others dwell in a narrow ecological range. Despite not having the same population or influence of other races, these wilderness inhabitants are nonetheless important peoples of western Immoren.

BOG TROGS

Bog trogs are a race of amphibious humanoids that inhabit swamps and marshes throughout western Immoren. The largest concentrations of bog trogs are in areas like the Fenn Marsh of southern Cygnar, the Bloodsmeath Marsh on the edge of the Thornwood Forest, and within isolated patches of swampy woods like the Widower's Wood and Olgunholt. Their tribes are isolated and territorial. Most tribes have only limited trade with outsiders, preferring to avoid contact.

Bog trog society is divided into small tribes, fifty to a hundred strong. These tribes may gather in a region for mutual protection. The largest bog trog tribes are dominated by physically impressive chieftains, or those endowed with arcane power. Powerful chieftains and warlocks draw many subordinate chiefs who wish to join strength with such formidable individuals. Among the tribes, a caste of shamanistic sorcerer-priests called mist speakers serve as councilors and sages. The mist speakers embody bog trog culture, often veiling their statements in layers of half-truth and outright lies and frequently seeking power and wealth for themselves.

Bog trog warriors vigorously defend the tribe's territory from incursion. The race's ability to survive beneath the brackish waters of their homeland gives them a distinct advantage over some races, who do not expect the coordinated and vicious attacks the bog trogs launch from beneath the water's surface.



Often bog trog tribes must compete with gatormen for control of their swamps. The bog trogs are stealthy and cunning, but the gatormen are physically superior. Direct conflict between the two races used to be less one-sided but in recent years has invariably ended in defeat for the bog trogs. Many bog trog tribes have been subjugated by the gatormen, particularly since the rise of the Blindwater Congregation. They fight as subordinates alongside gatorman war parties, using their unique talents to complement the gatormen's raw strength. Canny bog trog leaders approach the gatormen before their tribes can be brought low. By offering themselves in service, these leaders can often negotiate better terms with the gatormen than they would receive as defeated enemies.

ASHIGA

Bog trog legends speak of an enormous and powerful amphibious beast named Ashiga. Pious bog trogs hope to awaken this slumbering beast so it will slake its hunger on their enemies. Ashiga is said to slumber beneath Sike Dulra, a great swamp of bog trog legend. Bog trogs offer sacrifices to Ashiga in the hope of rousing the beast and luring it forth. The mist speakers claim to hear the dreams of Ashiga and interpret its desires, which grants them a position of unique authority within the tribes.

BOGRIN AND GOBBERS

Two distinct species of goblins are found in western Immoren, with markedly different attitudes toward each. Gobbers are the more numerous of the two species and have had great success in integrating into the communities of other races, including humans. Their small stature—most of them are around three feet tall—makes them appear nonthreatening, and they have undeniable aptitude for the mechanikal devices and alchemy of humankind. Inquisitive, cunning, and entrepreneurial, some gobbers have earned their place in society as owners of small businesses, often running salvage, scrap, and repair services.

Less-civilized tribes of gobbers exist in the wilds—most notably the swamp gobbers found across northern Cygnar and within Ord—but by and large, the race has moved into the cities. There are also urbanized gobbers who maintain a quasi-nomadic life, travelling from town to town and city to city in small caravans of loaded wagons filled with scavenged scrap. These gobbers are more likely to have contacts among the wilderness communities, working out arrangements for safe passage.

By contrast, bogrin are a largely reviled species of goblin usually encountered only in the wilds. Only a few established communities exist in human cities, such as Five Fingers. Larger than gobbers, bogrin are recognizable by the distinct ridge on the top of their heads and are likely to display body piercings and tattoos. They are generally considered more violent and aggressive than gobbers, and repeated conflicts have pushed them away from most townships and cities. Accordingly they encounter significantly more prejudice than their cousins, even in cases where an individual has demonstrated a willingness to coexist in society. Bogrin are adaptable in the wilderness, and tribes can be found in many major mountain ranges and dense forests as well as among the Scharde Islands.

PYGMY TROLLS

Pygmy trolls, or pygs, are a diminutive breed of full-blood trolls. Smallest of all the true trolls, they are not as large or strong as other trolls, but they are a tenacious breed and quite smart. Their intelligence places them much closer in affinity to trollkin than to other full-blood trolls. Pygs gather in large clans of related individuals and can bring down prey many times their own size by working together. Pygs share the characteristic toughness and regenerative capability of other full-blood trolls, which makes them capable of astounding feats of physical endurance. Notably, pygs produce whelps at a high rate, a product of the pyg's regenerative capability. When a large piece of a pyg like a hand, foot, arm, or leg is cut away it grows a new body, becoming a tiny malformed and short-lived creature that is treated like a pet.

PYGS AND DIRE TROLLS

Dire trolls seem to tolerate pygs more readily than any other creatures, including trollkin. Some trollkin think this is because dire trolls mistake pygs for their own offspring, though this seems unlikely. Regardless of the reason, among trollkin villages and warbands that make use of dire trolls, pygs have proven useful in keeping dire trolls calm and relatively manageable. Some few brave pygs called "aces" have volunteered to ride dire trolls into battle, operating weapons mounted onto the warbeasts. Those willing to undertake this dangerous task are viewed with admiration by their peers and can earn reputations as great (if often short-lived) heroes.

For centuries pygs have lived on the periphery of trollkin communities, at first merely tolerated so long as they did not interfere with the trollkin. The relationship between the two races has evolved, and the pyg clans close to trollkin have become more developed. Following the trollkin example, these clans have enthusiastically embraced progress, acquiring a familiarity with new technology and concepts. Some developed clans choose to strike out from their trollkin cousins and establish themselves elsewhere in the wilderness, while others remain close by a kriel, adding to its defense in return for protection. They serve well as forward scouts, having a natural talent for laying traps and ambushes while being small enough to escape notice.

Some pyg clans remain uncivilized, living like their close cousins the common trolls. These feral pygs are found only in isolated pockets in the deep wilderness, dwelling in caves and shabby shelters. They use rudimentary tools and weapons, but nothing more complex than a stone-headed axe or spear. These communities are becoming increasingly rare as pyg clans seek out trollkin for protection from external threats. Within a generation, a feral pyg clan can be taught the fundamentals of using weapons and tools and become able to contribute to the overall defense of a kriel.

WILDERNESS REGIONS OF WESTERN IMMOREN

Although dotted by the many urban centers within the Iron Kingdoms, western Immoren is still a wild place. Many people live in unspoiled regions of the natural world, as they did before the rise of cities.

Life in the wilds is not easy. With countless predatory beasts, natural disasters, and deadly hazards, even something as simple as securing a meal brings the likelihood of failure and the possibility of death. Nevertheless, the wilderness is home to many powerful, clever, and resilient peoples. These wild races have carved out a living in hostile environments, surviving and thriving in places citizens of the civilized world cannot imagine calling home.

GEOGRAPHIC DIVISIONS

This section contains information on western Immoren's wilderness regions. It is broken down into four large geographic divisions: desert, forest, mountain, and swamp. Each division includes details about the regions and geographic features of western Immoren as well as information related to the specific forests, mountain ranges, swamps, and deserts found within it.

Only the largest and most prominent geographical features are described here. Innumerable smaller woods, glades, moors, hills, peaks, streams, and desolate stretches exist in western Immoren, their names not recorded on any map. Game Masters should feel free to invent new areas with unique features as needed for a campaign. The geography of an area can assume an important role in your story, whether as an obstacle, an area of interest for your PCs, a place to find allies and unexpected advantages, or a hostile location.

DESERTS

A desert is simply a region that receives an inordinately small amount of precipitation. This lack of rainfall results in an expanse devoid of significant ground cover, leaving the earth susceptible to the effects of wind, earthquakes, erosion, and the occasional (and often violent) downpour.

The largest desert of western Immoren, the Bloodstone Marches, is unique, however. It was formed in the wake of the Time of the Burning Sky as a wave of powerful energy burned an enormous expanse of land to cinders. Along with the Abyss, the Stormlands, and the Bloodstone Desert, the Bloodstone Marches thus originated from supernatural forces and were only subsequently shaped by natural forces.

These unnaturally formed regions support relatively little life. The handfuls of species that thrive in a desert are specifically suited to the harsh and unforgiving climate, having developed specific qualities and habits essential to their survival.

Similarly, these deserts are home to only a small number of intelligent races, their few settlements scattered across the landscape. Only the hardiest and bravest folk have managed to establish permanent homes by combining their mastery of the environment and its meager resources with sheer determination and a willingness to relocate as needed. Many who dwell in the desert live a nomadic or seminomadic existence, journeying from oasis to oasis or shifting from one encampment to another as the seasons change.

Despite these common characteristics, deserts vary quite a bit across the continent. They have diverse geographic features, temperature extremes, and weather patterns as well as complex ecosystems customized to their unique natures.

WEATHER

Deserts are dry, often receiving only a few inches of precipitation in a given year. This rainfall typically comes in short bursts as temperature, wind, and humidity conditions allow.

The lack of vegetation allows hot, dry winds to buffet the region continually. Loose sand is constantly swept up and deposited in other areas, building drifts and quickly covering tracks. Any exposed travelers are relentlessly pelted with flying sand, which stings the eyes and invades the nostrils and mouths of those who do not take the necessary precautions.

The most dangerous aspect of desert weather is the temperature extremes inherent to the climate. Daytime temperatures climb very high. Animals and people not accustomed to such heat sweat profusely, which requires a great deal of water intake to offset. Prolonged heat exposure without adequate hydration can easily result in heat exhaustion and, if not treated, deadly heatstroke. Worse, the relentless sun burns and cracks exposed skin in a matter of hours.

Nighttime temperatures often plummet to near or below freezing. Unwary travelers succumb to hypothermia easily, especially if they are already dehydrated from the extreme heat of the day.

DESERT SURVIVAL

Surviving in a desert is a matter of dealing with the unique characteristics of such a harsh place. Desert travelers often cover their entire bodies in thin, loose-fitting, light-colored clothing, which mitigates the effects of the intense desert sun and provides air circulation to keep the body cool. A sheer sheet of cloth across the face helps protect one's eyes, nostrils, and mouth from the stinging sands, and goggles provide additional eye protection. Travelers also need heavier clothes or blankets for the cold desert nights.

Those who venture into this barren wasteland must carry plenty of water. The scarcity of water in the desert causes most travelers to leave behind animals not adapted to the environment; steamjacks and other coal-powered equipment become unsustainable, if not outright liabilities. Additionally, food is often scarce, so a hefty supply of hardy rations is required for when game or edible plants cannot be found.

Desert travelers need short, regular rests—and the more shade they can find, the better. These rests extend the duration of the journey, but they are necessary for conserving energy, avoiding dehydration, and allowing travelers to take stock of their situation.

GEOGRAPHIC FEATURES

Although easily mistaken for endless seas of rolling dunes and shifting sand, the deserts of Immoren boast an array of other geographic features.

The constant wind and lack of ground cover combine to deposit loose sand in areas governed by small changes in relative elevation and the prevailing wind patterns. This results in enormous expanses of hard-packed, infertile earth or sheets of exposed bedrock.

Rocky outcroppings dot the desert landscape, providing shade and landmarks. In some places, large areas of such rocky land stretch out in badlands. These areas are home to many creatures and plants that take advantage of the occasional shade and small pockets of fertile soil deposited by the winds. Rock formations in the badlands are often oddly shaped, eroded by the endless blowing of abrasive sand.

Temporary lakes can form in areas of packed earth after a heavy rainstorm. When the water evaporates, it leaves behind a salt pan. Heavy minerals, such as salt, accumulate on the surface of these pans, making the soil toxic to all but the hardiest desert plants.

Finally, the occasional oasis forms wherever a spring or seepage from an underground aquifer provides a bit of water. Compared to the rest of the desert, these oases are filled with activity, teeming with plants and animals sustained by the life-giving water.

HAZARDS

In addition to extremes in temperature, deserts are full of a variety of hazards.

Sudden rains can cause violent flash floods, particularly in stony plains and badland arroyos. These floods can quickly carry away thin layers of soil, stripping previously fertile land of the nutrients required by the plant life. Such floods can also be a nuisance to travelers, making an area impassable for a short time.

Under the right conditions, sandy expanses can suddenly erupt into sandstorms. Propelled by strong winds, these rolling nightmares move quickly. Reckless and indiscriminate, a sandstorm alters the landscape in moments, burying landmarks beneath new dunes. They kick up dust and fine grit, stinging the eyes and choking the mouth and nostrils, enough to suffocate the unprepared. In the heart of a sandstorm, a traveler can easily become blinded, disoriented, and lost, his pack animals broken off in a panic and left alone to die buried in the sand.

Even in less sandy regions, a confluence of the right temperature and wind conditions can result in a cyclone. Although relatively small, these swirling spouts of sand and wind can carry even a large man into the air and drop him abruptly to the ground.

Finally, owing to the aftermath of the Time of the Burning Sky, some deserts are home to massive electrical storms. The Stormlands in particular are beset by constant lightning strikes.

SETTLEMENTS

The people of Immoren are a hardy lot. Several races and tribes are comfortable living in the desert, with the largest populations being near sources of food and water. Those who dwell in these settlements have mastered the art of desert survival and have even established trade routes.

Deserts are also home to many small communities of nomads. Using routes established over generations, these wanderers move their tents and small herds from place to place in search of shade, water, and game. Lifetimes in this environment have taught these people where they can find resources at different times of the year. Newcomers, on the other hand, typically must rely on local guides or risk vanishing without a trace.

FLORA AND FAUNA

Most desert plants are tough and hardy, with few, if any, leaves. Many of these are small, pointed spines that help protect the plants from consumption. Plant skins tend to be waxy, allowing them to retain water more easily in their trunks or bulbs, and their flowers bloom after even the mildest rainfall, allowing them to germinate quickly.



Animal life in the desert is varied, although not abundant. Throughout the desert, tough breeds of bird and reptiles occupy most ecological niches, with mammals found only in the more hospitable areas. Most desert inhabitants are small nocturnal creatures, active only at night, dusk, or dawn to avoid the punishing sun. The majority are burrowers that rest in underground tunnels or natural caverns. The few larger animals that live here are often very fast, with long legs and flat paws that prevent them from sinking in the sand. Desert animals often have lightly colored skin and hair, and their lean bodies contain very little fat. They rarely need to drink water, gaining most of what little moisture they need from their food.

MAJOR DESERTS OF WESTERN IMMOREN

The three most significant desert regions in western Immoren—the Bloodstone Desert, the Bloodstone Marches, and the Stormlands—are described below. Each section provides specific information about the geography, hazards, flora, and fauna of these regions, building on the general desert information provided above.

BLOODSTONE DESERT

Nearly as large as all the Iron Kingdoms combined, the Bloodstone Desert dominates the center third of Immoren and helps divide east from west. Ever-changing winds constantly reshape its vast seas of large, rolling dunes, leaving behind expanses of exposed bedrock. Rocky outcroppings lie scattered across the desert. Animal life, particularly creatures that cannot burrow to find shade, is more plentiful at such sites. The earthquakes the desert has experienced over the ages have created fissures across this stony land, drawing water from below to form small oases. A few natural springs dot this otherwise barren region, their waters forced to the surface by tremendous subterranean pressure.

The sheer size of the Bloodstone Desert makes generalities less meaningful. Rather than being a single consistent area, it comprises a dozen connected geographical zones, and much of it remains unexplored. Countless unknown features, settlements, ruins, and creatures—even entire ecologies—could exist in untracked corners of this vast expanse.

The Bloodstone's vastness also means it experiences a wide range of daytime temperatures and weather. In the south, temperatures rise so high during the day that unprotected skin can become reddened and blister in less than an hour. Temperatures are lower but still dangerous in the north around the Spine of Gorgandur, which is cooled slightly by wind blowing south from the Nyaloss Mountains. Throughout the desert, temperatures plummet quickly at night. On the northern fringes of the Bloodstone Desert, light coatings of ground frost are not uncommon in the morning, although they melt quickly when the sun rises.

Rainfall is infrequent, but when storms do come they drench large areas and often create intense flash floods that can last hours. Even the less violent storms deposit enough water that it lasts a day or two before disappearing due to evaporation and absorption.

THE BITTER SEA

The Bitter Sea and the mountains that surround it are the most prominent feature of the Bloodstone Desert. The skorne constructed numerous supply fortresses amid the outer hills and mountains. The more stable mountains on the periphery of the Bitter Sea contain many sheltered regions that allow the skorne to recuperate before they make the next leg of their crossing. Most travelers avoid the Bitter Sea itself, an elevated region of brackish water that may once have been a true inland sea but is now inimical to life. A shallow layer of water collects here from mountain runoff and rainfall, and thousands of connected geysers and hot springs steam and vent superheated water from below the surface. The seething waters of the Bitter Sea are covered by a thin layer of sediment in places, which can make it seem deceptively solid. Those who try to walk across these regions will likely break through into the superheated liquid beneath and experience a brief moment of agony before the flesh is cooked from their bones. In other areas, the liquid collects in less dangerous heated pools.

Extreme weather in the Bloodstone Desert can be quite hazardous. Storms are less intense in the west but often deadly farther east, owing to the proximity of the Abyss and the Stormlands. Weather phenomena become more extreme, less predictable, and increasingly deadly closer to the Stormlands. As a result, persistent wind, lightning, rain, and thunder mark the eastern edge of the desert.

Sandstorms are more common across this desert than in the Bloodstone Marches, and they often last many hours or even days. Such storms can be as wide as two hundred miles and as high as five. The constant high winds scour the skin and eyes of those not protected against them, obscuring vision even in relatively flat areas. The cyclones that sometimes appear here are a sight to behold, with the largest being over a hundred feet across and over a mile high. Given the unpredictable nature of weather here, such cyclones can sustain themselves for over an hour and travel dozens of miles with the wind.

Understandably, animals and plants have a hard time gaining a foothold here and surviving long-term outside of relatively sheltered oases. Only those that need less food and water manage this feat. Cacti, needle grass, and acacia trees are usually found only in or near stony plains, where the shifting sands hold less sway. A few spots in the desert where rainfall is slightly more plentiful contain larger clusters of such plants, and these areas are home to more animals than the vast expanses of sand dunes prevalent throughout most of the desert.

Only the most resilient animals can survive in the deepest portions of the Bloodstone Desert. Small reptiles and

amphibians are relatively common, but they often burrow and go dormant for the long stretches between rainfalls. Rodents and hares flourish in the less sandy areas, dining on the more abundant plant life found there. Predators, such as small foxes, usually wander from spot to spot, traveling between areas home to smaller herbivores in their search for prey. Birds, insects, spiders, and scorpions are common wherever significant plant life and fertile soil can be found.

Pyre trolls, Bloodstone striped constrictors, farrow, and razorbat kings prowl the edges of the desert and roam near the Chalice Peaks at its center. The hard, dark stone of these mountains has been worn into complex patterns by the scouring desert winds, and its natural fissures are home to many serpents and insects. Tough, thorny plants hardy enough to weather long stretches without rainfall grow among them.

The Idrians are among the few peoples able to cling to life in the Bloodstone. Their lives and homes are generally simple, and they protect their herd animals, sources of water, and other resources fiercely. An insular lot, the Idrians enjoy a certain freedom far from more civilized lands. They move their tent homes and herd animals from place to place in regular patterns, centuries of experience having taught them where they might find food, water, fertile ground, and other resources. According to rumor, some of these tribes know of small, fertile areas hidden deep within the desert, and whispers hint of at least one race comfortable with the eastern half of the desert—a diminutive people called efaarit who share some superficial resemblances to gobbers.

THE ROTTERHORN

Rising over four miles high, the Rotterhorn might be the single largest mountain in Immoren. It marks the southern border of the Bloodstone Marches and is used as a reference point for miles in all directions.

The foothills around the Rotterhorn form their own environs in the midst of the surrounding desert. Although rainfall is scarce, several natural springs give birth to small rivers that empty into lakes set among the hills. A wide variety of animals, including mountain goats, mountain lions, eagles, and owls, as well as a range of herbivores, birds, and insects, make their homes in these hills. High on the mountain, the Rotterhorn griffon roosts in the fissures that mark the slopes.

Given the Rotterhorn's size, more of it lies above the tree line than below. The bare stone of the mountain is exposed to the wind, which has scoured it smooth. The heat of the surrounding desert prevents permafrost, although the peak is capped with snow for a few months each winter.

At the southern base of this majestic mountain stand the Pillars of Rotterhorn, a formation of eight massive columns of black stone. Thousands of years ago, members of the then-young Circle Orboros erected these pillars to harness the flows of natural energy converging on the mountain. Each pillar stands over three hundred feet tall and is nearly thirty feet in diameter, a monument to the stoneworking skill of the blackclads. The Pillars of Rotterhorn were painstakingly carved from the dark basalt bedrock of the Bloodstone Marches and moved to their final resting place. The formation is one of the Circle's greatest sacred sites and among its most powerful ley line conjunctions.

Beyond the Pillars, the blackclads have a keen interest in the griffon roosts here, which they protect and see tended as valuable sources of warbeasts for their order. The Circle Orboros considers this mountain its territory and has placed dozens of wolds and other guardians here to protect the Pillars and the griffon roosts. Small groups exploring this mountain are usually ignored as long as they do not appear to threaten these sites. Devourer worshipers living in the Bloodstone Marches or the Bloodstone Desert sometimes journey here for sacred rites, for instance; such visitations are allowed and even encouraged by the Circle.

BLOODSTONE MARCHES

Lying east of the Black River and west of the Bloodstone Desert and mostly hemmed in by rugged hills and mountains on all sides, the Bloodstone Marches are the least desolate of western Immoren's deserts. Numerous areas here are fertile enough for farming and herding, though they are difficult, and such places can support limited settlements. Despite this, traditionally most humans living in western Immoren have ignored the Bloodstone Marches, deeming them inferior to the lands west of the Black River. The most fertile and lush area of this region is situated in the north, around Scarleforth Lake and its connected rivers. A large number of trollkin kriels once called this area home, along with the Glimmerwood to the west, but the arrival of the skorne forced most of these inhabitants to relocate.

Only two nations have taken an interest in claiming and settling substantial portions of this region: the Protectorate of Menoth in the south and the Skorne Empire in the east. The skorne do not find this area nearly as undesirable as other races do, as it resembles parts of their eastern homeland. The Marches are also home to scattered tribes of humans, a number of fierce bogrin, and a sizable population of farrow. Some trollkin remain, although with greatly diminished territories.

Mountainous regions in the area include the Iosan Peaks, which define the northern edge of this region; the Greybranch Mountains and Caerly's Craig, which run east and south of Scarleforth Lake; the Chalice Peaks to the east; and the Erud Hills in the south. The middle of the Bloodstone Marches is largely sandy, covered in low, rolling dunes for miles at a time. The Marches are dotted with islands of rocky outcroppings and small, stony plains where the sand has been swept away to other areas. To the west, dry grasslands are sheltered from the worst effects of desertification by low hills and boulders, particularly near Greybranch Gap.

The Bloodstone Marches contain the largest number of oases per square mile of any of western Immoren's deserts. Most of these fertile areas bring water from aquifers deep below the surface through cracks in the bedrock formed by earthquakes over the ages. In some places, the volatile black oil that can be refined into Menoth's Fury bubbles to the surface in roiling lakes. The pyre trolls of the Marches are commonly found in the vicinity of these pools, guzzling the oil with enthusiasm.

THE SKORNE IN THE BLOODSTONE MARCHES

The skorne are the single greatest threat to the inhabitants of the Bloodstone Marches. This cruel race from beyond the Bloodstone Desert has established multiple strongholds across the region in recent years, seizing a substantial stretch of territory—from Scarleforth Lake in the north, through many of the hills of the Marches, and almost to the border of the Protectorate of Menoth. They have already begun to use the Marches as a mustering point for their ongoing invasion of western Immoren. Their arrival in 606 AR resulted in bloody clashes with the kriels of Scarleforth Lake, costing the lives of hundreds of trollkin. The skorne have otherwise avoided major skirmishes with the peoples of the Marches, provided that the inhabitants do not approach their fortresses or otherwise interfere. That said, a number of vulnerable outlying settlements have seen their people enslaved.

The skorne seem to have an unspoken accord with the Protectorate of Menoth, or at least their forces in the region generally avoid each other. Similar arrangements exist with the many farrow tribes whose territories border the skorne's. Some farrow tribes have even willingly offered their fighting services to the skorne in exchange for payment. The greatest concentration of skorne forces can be found in and around Tyrant's Lash, Sand Watch, Balaash Fortress, and Kortar Fastness.

The Marches experience little variation in weather by latitude. Temperatures rise high during the day and fall to freezing at night. Rainfall occurs infrequently, often in heavy storms that last less than an hour. What little precipitation there is falls briefly and heavily, often bringing with it intense flash floods. Temperature fluctuations and severe winds are constant dangers. Sandstorms, brought on by atmospheric pressure changes, are frequent. Capable of lasting many hours, these storms stretch up to fifty miles wide and a mile high. Small cyclones can also form, often with little or no warning.

The Bloodstone Marches are home to the widest variety of flora among the deserts of western Immoren. Cacti of all sizes are common, storing water in their waxy trunks or the bulbs on their stems. Small clumps of thick-stemmed needle grass, each two to three feet tall, dot the region. Clusters of oleander flourish near oases, their sweet-smelling flowers blooming red, pink, and white. The occasional acacia tree, which can sprout as tall as twelve feet, grows near oases and rocky outcroppings, its broad canopy providing shade to travelers.

The Marches are also home to many animals. Small lizards, antelopes, and hares, as well as seed-eating rodents such as ground squirrels, are all found in relative abundance. Predators include pyre trolls, Bloodstone striped constrictors, small foxes, and coyotes as well as dune prowlers farther to the east. A variety of birds, including quails, thrashers, finches, and wrens, flit from plant to plant, and legions of insects—ants, cataphract beetles, dragonflies, and mantises—are common, as are several varieties of spiders and scorpions.

Most of the Idrians living in the Bloodstone Marches dwell in the hills and grasslands close to the rim of the desert, near oases, or in the shadow of the massive Rotterhorn. These Idrians are less nomadic than those living in the desert and are more likely to have permanent settlements, although entire families will leave the village for months at a time to follow great herds of horses. Settled Idrians are more willing than their nomadic counterparts to deal with outsiders, and they trade for valuable supplies whenever they can.

The Idrians of the Marches have been strongly affected by the Protectorate of Menoth and its crusades. Most Idrians in the southern Marches converted to the worship of Menoth during the bloody crusades conducted in the early sixth century AR. A sharp divide exists between Idrians who belong to the Protectorate and those outside its borders, although even some of those living in the Marches worship the Lawgiver and conduct trade and communicate with the theocracy.

Farther from the Protectorate, many Idrians are overtly hostile to all Menites, remembering the torments inflicted on their people. Some worship the Wurm or practice ancestor worship, and a number of outlying villages are allied to and watched over by the Circle Orboros. Blackclads serving the Eastern Dominion recruit Wolves of Orboros from these communities, often in return for boons given to a settlement by the druids in generations past. Numerous Idrian tribes owe their existence to a blackclad who has provided them with rain in a time of drought.

The Protectorate controls a very large portion of the southern Bloodstone Marches and regularly sends emissaries to the leaders of the local Idrian settlements. These discussions are usually met with pleasantries and promises of continued cooperation, but many of these people, even those living in villages that worship the Creator, still distrust the Sul-Menites. The villagers' religious practices are unorthodox by Protectorate standards, a fact that theoretically could invite reprisal. Understanding the consequences should they attract the ire of the theocracy, these Idrian leaders do what they can to keep relations amiable. Retaining their lands and traditions requires tact, cooperation, and no small amount of careful deception.

SCARLEFORTH LAKE

This large oasis north of the Castle of the Keys was historically frequented by pyre trolls, blackclads, bog trogs, and a number of trollkin kriels. Many of the former residents of this area have been forced out by the arrival of the skorne, but some remain. The skorne are focused on the southern shores in an area they use to pen and breed warbeasts brought here from eastern Immoren.

The rivers feeding Scarleforth Lake are rich in mineral runoff from the nearby mountains, which gives a brilliant, unique



coloration to local troll breeds. The acrid smell of sulfur, caused by underground pockets of gas pushed to the surface, permeates certain areas. Slender trees and bushes are common across the barren expanse leading up to the lake itself. Small, rocky outcroppings are scattered throughout. Some rise as much as thirty feet, providing a perfect vantage point for hunters and snipers. The plentiful vegetation and fresh water makes this one of the most habitable areas of the Marches, a fact once exploited by dozens of kriel villages that used to line the lakeshores. Most of these abandoned places are marked by large, rune-carved krielstones that tell the stories of those who dwelled here.

The Hawksmire River, which feeds Scarleforth Lake, contains a major Circle Orboros site called the Bones of Orboros. This site was the location of several recent battles. The Circle failed to defend it after the battle at the Castle of the Keys, and its standing stones were destroyed by the Legion of Everblight. Although the Bones of Orboros is a powerful ley line node, the blackclads have not yet committed the forces required to reclaim it. Both the skorne and several lingering kriels are active in this area, and they present a significant barrier to the Circle's plans to reclaim this site and repair its standing stones.

TERNON CRAG

Resting on the eastern shore of Comb's Beacon River, the small town of Ternon Crag is the gateway to the mining veins of the Greybranch Mountains to the east and Caerly's Craig to the south, although some of these lodes have been seized by the skorne in recent years. The town shrinks and grows as old mines run dry and new strikes are discovered. Standing well beyond the influence of nearby nations, Ternon Crag is home to a rough-and-tumble lot who call themselves "Craggers" and often refer to their home as "the Crag."

Ruler: None, although many look to Marshal Brue Westrone to settle disputes. The wealthiest tavern and store owners have created an informal town council that meets to discuss matters of shared concern. Its authority is minimal, and it relies on the cooperation of its members and other town elements. Commander Stannis Brocker of the Steelhead Mercenary Company has considerable clout here, although he defers to Marshal Westrone on matters that do not affect his men or their contracts.

Population: 4,000 human (mostly Midlunder, Morridane, Caspian, and Idrian), over 600 trollkin, and hundreds of gobbers, bogrin, Rhulfolk, ogrun, and farrow. These numbers fluctuate considerably from month to month.

Military Presence: Ternon Crag lies outside every kingdom's borders and has no formal military, but a significant portion of its population is well armed. In particular, the town houses a major chapter of the Steelhead Mercenary Company, which garrisons hundreds of trained soldiers. Other mercenary elements frequent the town, many in the regular employ

of the warcaster Asheth Magnus, who maintains a residence here. In Magnus' absence, Commander Brocker is the de facto military leader, although he has no authority beyond his men. The trollkin in town are as numerous and nearly as well armed as the town's mercenaries but are not as organized or disciplined.

Description: Ostensibly a civilized town, Ternon Crag is a ramshackle array of shops and houses lining packed-dirt byways, evidence of how the city grew in spurts rather than being planned. Although it has essentially no government, the locals have imposed some order. The town has an extremely diverse assortment of visitors and residents, and it is one of the few significant towns where the inhabitants won't bat an eye at a gatorman, a farrow, or even a well-behaved Tharn. Nothing fazes Craggers as long as visitors respect local customs and are ready to spend their coin or barter for goods.

Ternon Crag was founded in 569 AR when a loose organization of primarily Cygnaran entrepreneurs banded together to take advantage of the mining opportunities in the nearby Marches. As the town grew, the tents and wagons adorning its main streets were joined by more permanent structures. The locals eventually established a ferry on the nearby river, and trade into and out of the Crag grew. As legitimate business took root in the town, so too did thieves, scoundrels, and ne'er-do-wells. Chaos and violence came with them.

Fire has ravaged the Crag several times. In 575 AR, a bar fight in what is now the Gold Standard tavern resulted in a fire that burned down most of the town and killed many of its citizens. In light of this fire and the ever-increasing violence, the Crag's leading citizens met to write a town charter, which established the position of marshal.

The town has been a tenser place since the arrival of the skorne in the vicinity, particularly as that race moved to occupy some of the eastern hills. Early in 607 AR, the Crag was invaded and briefly occupied by a small cohort of skorne who plundered its supplies of iron and ore. These skorne were ousted by a combination of trollkin and mercenaries and have not returned. Rumors suggest Asheth Magnus might have something to do with the skorne's steering clear. Local trollkin insist their presence keeps the skorne at bay, although that claim seems dubious.

At present, Ternon Crag is home to an odd assortment of business owners, traders, shopkeepers, miners, prospectors, scoundrels, and vagrants. The town engages in regular commerce with Corvis and other communities along the Black River. Given the relative lack of ground suited for building, the Crag's architecture is spread fairly wide, ranging from the eastern bank of Comb's Beacon River to Greybranch Gap.

The town itself is divided into three districts: North Crag, South Crag, and the Outskirts. North Crag is the heart of Ternon Crag and home to well over half the town's inhabitants. This district serves the commercial needs of the Crag as well as its mines and expeditions into the Bloodstone Marches. Most of the permanent structures are here, set close together on the north end of the Crag and along the river. These include a number of taverns and gambling halls, such as the Gold Standard, Sanity's Bastion, and the Last Gambit. Bar brawls originating in these establishments often spread into the streets.

North Crag is also home to a chapter house of the Steelhead Mercenary Company. Recently the mercenaries have served as a de facto city watch in the Crag alongside Marshal Westrone's deputies, earning additional coin from the wealthiest business owners. The chapter house, a stone building on the east end of town, houses these soldiers-for-hire. When not employed, they can be seen drilling on the grounds under the watchful eye of Commander Stannis Brocker and carousing around the Crag when his attention is elsewhere. In times of need, the Steelheads often hold those guilty of serious crimes and protect the town from direct threats, acting as a deterrent rather than solving crimes. They are supposed to leave this and other matters of jurisprudence to Marshal Westrone, but his ability to enforce the law is limited.

The nearby Hull Estate dominates the northwestern corner of town. This grand area boasts its own docks, armory, and 'jack foundry. Asheth Magnus claimed Hull Estate for himself years ago, and his confederates maintain it in his absence.

The Crag Gaol sits on a low hill just northeast of the town's center. This large building houses the Crag's administrative offices, a run-down courthouse, and a gaol. The prison is overseen by Marshal Westrone and his deputies, who include a pair of large trollkin and a vicious but loyal bogrin. The gaol provides miserable living conditions, a circumstance Westrone believes critical to keeping the disorderly in line.

South Crag houses the town's poorer inhabitants, many of whom live in squalor. This area is also home to Krieltown, the local trollkin community. Krieltown is a bit ramshackle compared to urban kriels in larger cities, but efforts have been made to make it more defensible since the skorne attack in 607 AR.

The Outskirts is the name given to the temporary mining camps dotting the edge of the town. Old Thom, who owns most of this land, rents small parcels to miners and several hundred prospectors. The Outskirts is also home to the Crag's graveyard, which sits just north of the town. The area's mines are dangerous places, and many of the town's miners have suffered horrible injuries. Prospectors have to watch out for the many threats of the Marches, including interference by the skorne and nearby farrow tribes, though the latter can be kept at bay with periodic tributes.

THE STORMLANDS

Surrounding the Abyss, the Stormlands are perhaps the deadliest geographical region in all of Immoren. Plagued by torrential downpours and never-ending lightning storms, this deadly stretch of desert is filled with large, rolling dunes of sand propelled by forceful winds. These dunes are constantly in motion, and a given mound of sand never stays in one place for long.

A seemingly endless variety of rocky features lies scattered among this roiling sea of sand, but not many landmarks last

HOW DID THE STORMLANDS ORIGINATE?

The Stormlands and the Abyss are clearly unnatural, a fact evident to anyone even slightly versed in natural science. Yet their origins are a mystery to most people of western Immoren, save only the elves and their gods. Thousands of years ago, the long-dead empire of Lyoss created a bridge to the realm of their deities—the Bridge of Worlds. They succeeded in creating this structure, but when the gods crossed, it exploded, unleashing energies beyond anything seen before or since on Immoren. The destruction of the bridge permanently altered the continent, splitting it in two to open the Abyss and transforming the land into the blasted region of storms and death known as the Stormlands. The landscape, the weather, and many creatures in the proximity have been permanently altered both by what transpired here and by the lingering energies. The very laws of nature behave differently here than elsewhere.

more than a few days. Towers of obsidian and massive granite boulders jut toward the sky but eventually contribute to the sands that move around them and gradually erode them. Enormous sheets of shale glide atop dunes that constantly rearrange themselves.

Rain pummels the region constantly, causing flash floods that wipe out standing dune formations, but even rainfall patterns are unpredictable. Sometimes a small area stays dry for hours or even days at a time as torrential rains hammer the landscape all around it. Storm clouds form in seconds and drench the area for days or even weeks. The constant lightning strikes that riddle the region have created many strange sculptures of heat-fused sand.

Because these lightning strikes never stop, true darkness never takes hold. The Stormlands are persistently bathed in flickering blue-white pulses that can trick the eyes. Although much of the lightning in the Stormlands originates in the skies, some seems to rise up from the sand itself, arcing across the land to strike rocky formations and other ground expanses.

In some areas, the blue-white flames leap from the earth and expel gouts of noxious fumes that the winds carry in all directions. No normal animal life can survive the onslaught of the Stormlands for long, but bands of storm trolls stalk the sands in a constant search for prey, and great winged beasts swoop through the clouds overhead. These and the other unusual creatures that dwell here have adapted to the freakish environment.

At the heart of the Stormlands lies the Abyss, a fissure that splits the continent into distinct halves. The depths of the Abyss remain unexplored, although its distant bottom is believed to hold rivers of molten lava. Strange, hungry creatures dwell in its lightless depths and caves, creating an ecosystem unlike any other in Immoren.

FORESTS

The forests of western Immoren are unknowably ancient. They have stood as bastions of the wilderness throughout the centuries and have resisted all efforts of the Iron Kingdoms to tame them. Many of these places remain largely unchanged by civilization, having swallowed long-forgotten kingdoms and grown up over them.

The size and composition of western Immoren's forests vary between regions, from the snow-covered taigas and boreal forests of the far north to the temperate and swampy forests of Cygnar and Ord. Temperate forests and southern taigas contain a mixture of conifers and broad-leaved trees. Temperate rainforests receive heavy rainfall throughout the year and host many species of trees with thick underbrush, which overgrows fallen trees covered in moss.

Northern forests tend to be coniferous and evergreen. The flora must endure long periods of snowfall and subfreezing temperatures. The thick bark of the trees that grow here protects them from the cold, and their long roots can push beyond the frost line to reach sustenance deep within the soil. These forests grow thick in valleys and upon the foothills of the Nyschatha Mountains and the Shard Spires, although in higher elevations they thin out to nothing. In the southern stretches of Khador's boreal forests, the trees are a dense mix of pine, larch, and spruce, and the ground beneath them is carpeted by a thick undergrowth of hardy shrubs and grasses. In the outermost northern region, though, the undergrowth recedes before ultimately vanishing. In the north, the canopy is open to the cold sky, the forest being composed almost entirely of slender black pines.

The forests of Immoren's southlands tend to be swampy, particularly in southern Ord and northern Cygnar. Southern forests receive a great deal of rainfall year-round, which causes thick undergrowth to flourish. These forests are a mixture of evergreen and deciduous trees grown from a twisted skein of roots that break the soil's surface. This tangled undergrowth makes travel difficult, particularly for those burdened with heavy armor or supplies. Thick moss is common, hanging overhead and blanketing the ground below. Both the Thornwood Forest and the Gnarls contain ancient trees hundreds of feet tall, some with trunks over thirty feet in diameter. The soft, swampy soil causes frequent tree falls in these regions. These events can be quite dangerous; without warning, a tree suspended in the branches overhead can break free and come crashing to the ground below.

Forests along the western coastline receive heavy seasonal rainfall and are quite wet in general. They have a mixed composition, with thick stands of smaller trees, shrubs, and plants able to thrive with little direct sunlight. This vegetation grows thicker here than it does in many other forests, which makes these forests notoriously dense and challenging to traverse. Although some paths used by animals are relatively easy to navigate, beyond them the underbrush is impassable in many places without laborious clearing.

The rivers and lakes of the forests are important environs unto themselves as well as valuable resources. Rivers serve as transportation and steady sources of food and water. Many animal habitats and nearly all wilderness settlements are based near a river or one of the lakes into which they feed. Major waterways such as the Dragon's Tongue and Black Rivers feed the commerce of the Iron Kingdoms, allowing steamships to transport goods across western Immoren with relative speed. Their tributaries and byways are not always fully charted, however, and they can be exploited by river pirates and bandits or seized by small communities of gatormen or bog trogs.

The people of the forests are often at odds, and even communities that have established agreements quickly become hostile when they feel their territory is threatened. Trollkin, Tharn, various barbarian peoples, civilized woodland communities, gobbers, and bogrin are all potential forest inhabitants. Woods in swampier regions are sometimes home to gatormen and bog trogs, and certain glades have been seized by displaced Nyss. All these groups can be dangerous if approached improperly. Even a group of travelers with one or more members of the race encountered cannot be assured of safety.

Despite the potential for hostility from other communities, human settlements and industrial outposts exist throughout Immoren's forests. Men from cities or nearby towns constantly press into the wilderness for trading or logging. Lumber camps dot the fringes of most major forests, their laborers protected by mercenaries hired to defend the camp from attacks by wild races resentful of constant intrusions into their lands. Isolated villages of human woodsmen have made a niche for themselves in many of these places.

The nations of the Iron Kingdoms have carved great trade roads through the forests, connecting cities and creating vital arteries of trade. The armies of Immoren use established supply routes, roads, and rivers when they can, staying clear of the deeper forest unless such a trek is unavoidable. Caravans move goods along these roads from city to city, making them ripe targets for brigands and highwaymen. Entire villages within the woods sustain themselves on goods stolen from such convoys.

WEATHER

Weather conditions in a forest depend on its location. The Rimeshaws of Khador are perpetually buffeted by blizzards and strong winds from the Burningfrost Plains; in contrast, the Widower's Wood sees steady rainfall and fog for the greater part of the year. Most forests thrive in areas of ample year-round rain. Prolonged rainfall and mountain runoff can flood rivers and swell lakes. Waterlogged trails become treacherously slippery and prone to landslides on hills and slopes, where fallen branches, spongy earth, and thick mud conceal dangerous drop-offs and ravines. Damp wood is not good for building fires, and the voluminous smoke it produces can draw unwanted attention.

Khador's forests receive heavy snowfall but little rain. A deep freeze permeates the region throughout the winter and remains until the middle of summer. When the summer thaw melts the snow and ice, flashes of heavy rain turn the soil into a thick morass of mud. This is particularly true of the southern Shadoweald and the Gallowswood, where broad mud plains can render travel nearly impossible.

HAZARDS

Forests present several dangers to the inexperienced. Those not familiar with a forest may have difficulty distinguishing landmarks, and the sky can be hard to see through the canopy of leaves overhead. It is all too easy to become inextricably lost, each misstep leading an ill-prepared traveler farther from his desired destination. The thick vegetation conceals other dangers as well. In swampy forests, bogs and quicksand can go unnoticed until it is too late, and almost all major forests support a large population of predators. In the Thornwood, Cryxian forces move like vultures over old battlefields as they harvest necrotite.

Plants can be equally dangerous. Some contain potent toxins, whether in their oily leaves, their stinging nettles, or their fruits and berries. Consumption or even contact can pass a plant's toxin to the unwitting. The consequences can be relatively mild, such as painful, itchy rashes, but the worst poisons can be crippling or even lethal. These hazards are easily recognized and avoided by those native to a region, but comfort in one forest does not guarantee similar safety in an unknown one.

Forest fires are a constant concern during dry seasons. Fire can rage out of control through heavily wooded areas, spreading with frightening speed and easily overtaking the unwary. Entire settlements can be engulfed in a matter of minutes. The choking clouds of smoke can be as dangerous as the flames, and embers carried on the wind can set secondary fires wherever they land. A forest fire can happen naturally regardless of safety measures, of course; fires caused by lightning are commonplace in the dry seasons.

Other dangers come in the form of the forest's inhabitants. Many fiercely protect their territory. In almost every forest, the blackclads of the Circle Orboros have sacred sites defended from intrusion by powerful and deadly wards and standing stones. Moving through tribal territory without permission can be seen as a direct insult and often results in attack, so safely traversing a forest might require stealthily outmaneuvering tribal scouts and warriors or bartering for safe passage through the tribe's territory.

FORESTS OF WESTERN IMMOREN

BLACKROOT WOOD

The Blackroot Wood is a small forest in southwestern Khador, just north of the forbidding Shadoweald. Its name derives from the highly fertile black soil in which conifers grow prolifically. Heavily traveled, the Blackroot is harvested for its rich natural resources by nearby communities and by parties from Khardov and Rustok Castle. Several small trollkin kriels inhabit this forest and trade with the human communities. Burrow-mawgs that hunt and scavenge deep within this forest occasionally threaten foraging parties. Bears are rare in Blackroot Wood and face fierce competition from the more numerous burrow-mawgs and argus packs.

Blackclads of the Circle Orboros sometimes travel north from the Shadoweald to the Blackroot, where they come into contact with the native trollkin kriels. The trollkin maintain several shrines to Dhunia in the heart of the Blackroot, and disputes over territory have intensified the conflicts between these two groups. Clashes between trollkin shamans leading fierce winter trolls and blackclads commanding packs of winter argus have become legend among nearby settlements.

GALLOWSWOOD

Located just north of the Ordic border in south-central Khador, the Gallowswood is a large forest of temperate, broad-leaved trees. It is spread across a region of low hills where only robust trees such as oak and hickory grow in the rocky, nutrient-poor soil. The open ground is coated in a layer of dark moss and heath, but the soil does not support many other types of vegetation. In spring and summer the trees block out the sun, but in colder months the forest becomes little more than skeletal branches. The Orlovosk Highway, which connects the capitals of Khador and Ord, cuts a bare strip of old caravan ruts through the western edge of the forest, but men use this road infrequently. Tensions between the two nations are high, and the constant presence of dangerous creatures and tribes makes such journeys rare.

Considerable portions of the northern Gallowswood are logged by the Khadorans, who harvest hardwood for nearby Volningrad and Rorschik, but vast swathes of the forest are protected by blackclads serving the Northern Dominion of the Circle. Khadorans who push too far into the forest's dark interior are fallen upon by waiting wolds that preserve the Circle's sacred sites within the forest. Continued harvesting has whittled away at the Gallowswood over the decades, reducing the forest to nearly half its former size. Its inhabitants have grown increasingly aggressive in protecting what remains, and the local blackclads are supported by particularly ruthless Tharn. For now, the Circle Orboros maintains a strong grip on the forest's interior.

GLIMMERWOOD

Located southwest of Ios, the Glimmerwood has a reputation for strangeness that extends beyond its murky interior. Its southern fringes lie near the Widower's Wood through a long stretch of swamp along the Black River, but the Glimmerwood is considerably less swampy, being affected more by the arid climate of the Marches. Both forests occupy a zone between Cygnar, Llael, and the nearby Bloodstone Marches, which contributes to their troubled nature.

The Glimmerwood remains relatively wild and untouched by human expansion. Merywyn is the nearest major city, but the Ryn considered the forest a cursed place and never sought to claim it. Thickly overgrown, the forest earned its name from patches of algae and lichen that glow with a ghostly blue light at night, reflecting off smooth birch trunks and casting an eerie glimmer throughout the forest. Northern Cygnaran nobles have occasionally considered attempts to clear and claim this land but have never organized to do so, discouraged by the trollkin kriels and Tharn who call it home.

The kriels of the area have suffered greatly in recent times, beginning with the exodus of Madrak Ironhide's people from the Thornwood Forest. On the urging of King Leto, Madrak's people moved into this region for a time, intending to settle here until they could take possession of the lands the Cygnaran king had promised them. That pledge soon evaporated. Worse, the area was invaded by skorne seeking a different route to Cygnar's eastern border. The skorne eventually pulled back, deciding resistance here was too fierce after a number of bloody conflicts and a great loss of trollkin life. Although the trollkin were arguably victorious, Madrak and his people left the Glimmerwood, hoping to find safer territory elsewhere. A number of native kriels remain, mostly those less directly affected by the skorne incursions.

The rigors of war still grip this forest and its trollkin population. Human refugees pass through regularly, as do armed convoys from the Protectorate of Menoth. The trollkin initially sought to push back these incursions, but bloody clashes that put entire villages to the torch have given them a begrudging respect for the Iron Kingdoms armies. The kriels occasionally trade with Llaelese refugees fleeing the yoke of Khadoran rule, but as more news comes of war and strife, the trollkin of the Glimmerwood grow increasingly restless and bitter.

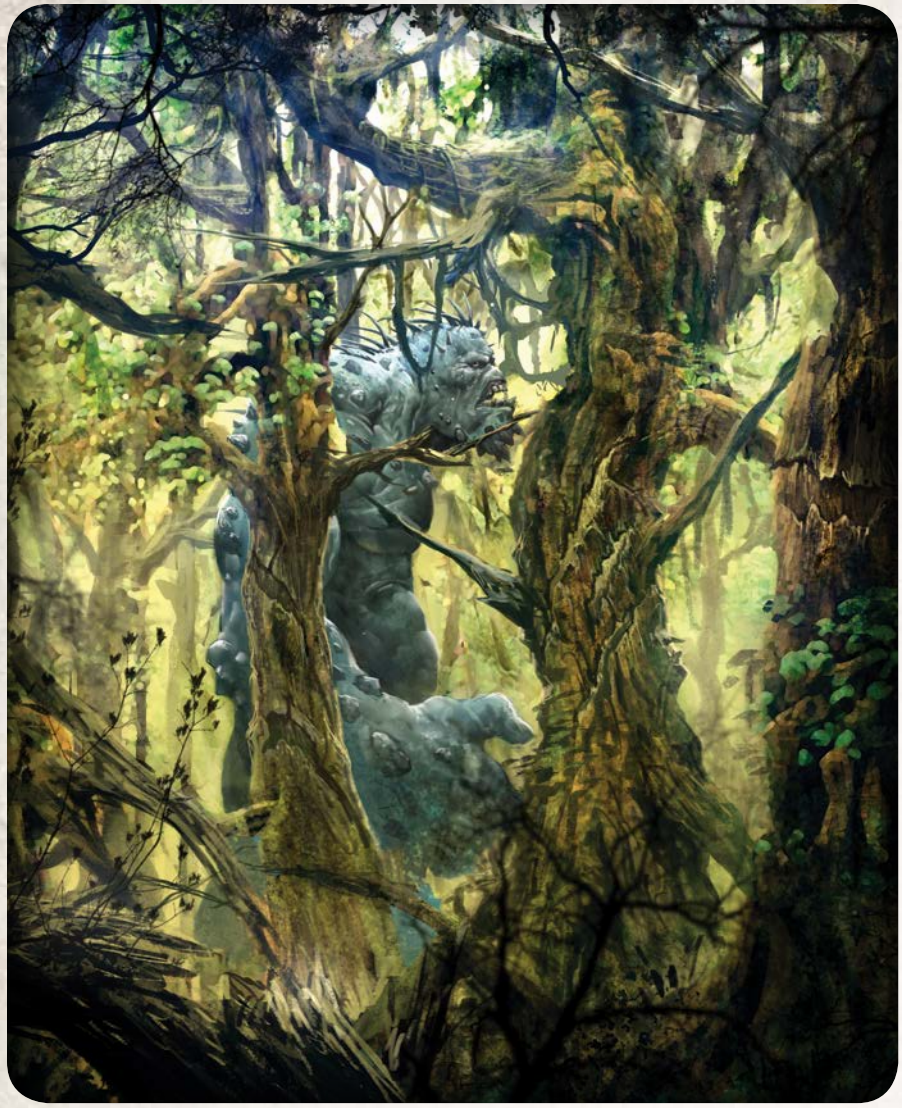
A warlock called Calandra Truthsayer, known as the Oracle of the Glimmerwood, occasionally travels through this region and is considered one of its most formidable protectors. Calandra is allied with the United Kriels and frequently works in support of that group. Well known to kriels from the Scarsfell to the Fenn Marsh, she has always been a traveler, and she returns to the Glimmerwood several times a year with an escort that includes a number of full-blood trolls as well as a group of fiercely loyal protectors. Calandra's band, although well armed, resembles a Radiz caravan, playing rowdy music and enjoying games of chance. Calandra is highly skilled at augury and sometimes provides advice or warnings to trollkin and those who have aided them.

The Tharn have been increasingly aggressive in this area since the trollkin population here has shrunk. These two groups are frequently at bloody odds over territory. The Tharn are sometimes supported by local blackclads, who maintain several minor sacred sites in this forest.

THE GNARLS

South of Ceryl lies the massive forest called the Gnarls, a wild place of ancient and twisted trees that is arguably the least tamed forest in Immoren. Home to many of the angriest and most militant kriels, the Gnarls is known for being one of the strongest bastions of the trollkin in western Immoren. No less feared than the kriels themselves are the full-blood trolls and dire trolls who make their homes here. Troll dominance in the Gnarls is strong enough that many humans will not even venture beyond the outskirts.

Aside from the Gnarlwood Trail in the east, no major roadway runs through this forest, and civilization has been forced to circle it. This has helped the Thurians of northwestern Cygnar,



including the city of Ceryl, remain isolated and free of interference from the capital. But several wealthy interests desire access to this region, and recent violence by the United Kriels may soon give them an excuse to press the issue.

Trade between the kriels and neighboring human logging communities and river merchants has always been profitable, albeit strained. Lumber harvesting is especially lucrative along the forest's western and eastern borders, and the trollkin begrudgingly allow it by necessity. Lumber camps dot the borders of the forest, but even well-armed groups keep to known territory. To go too far into the Gnarls risks the wrath of wild trolls or that of the powerful kriels, which already resent mankind's intrusions.

Tensions are also high within the kriels of the Gnarls themselves. The United Kriels were recently forced to seek sanctuary in the Gnarls after being driven from Crael Valley to the east. Many Gnarls elders, led by the great shaman Hoarluk Doomshaper, chose to support these kriels but did not intend to house and feed them. The refugees are placing increasing strain on the resources of the region's kriels, and the chieftains are not pleased. Even before this incident many elders saw Doomshaper as a rabble-rouser and were unhappy with his leadership; this latest development has only soured them further. These factions have grown increasingly antagonistic, and open conflict will likely erupt unless the United Kriels find somewhere else to go.

Adding to this, the Gnarls are not entirely under trollkin control. Several other groups hold smaller territories in the forest, including bogrin, several pockets of entrenched Tharn, and small tribes of human Devourer worshipers. The Circle Orboros is a significant influence in the Gnarls, although its holdings are smaller than they once were. The falling out between the trollkin and the blackclads over the attempted assassination of Madrak Ironhide was felt strongly here, and the trollkin retaliated by seizing and destroying several sites sacred to the druids. The blackclads have invested heavily in wold defenses at several significant sites, but those locations are isolated and disconnected. Clashes with trollkin, particularly those flocking to Doomshaper's banner, are vicious and brief. Blackclads working in the region must be cautious to avoid direct confrontation.

An organized effort by the kriels of the Gnarls would likely eradicate both the Circle holdings and the Tharn, but they have

THE WESTERN TRADEWAY

Known locally as the Gnarlroad, the Western Tradeway skirts the southern edge of the Gnarls for about seventy-five miles before linking with the Twelve Day Road, which runs between Ceryl and Orven. Given the propensity of the Gnarls to overgrow land almost as soon as it is cleared, the road is often in poor repair. The Gnarlwood Trail is a branch of this road that splits off at Demonhead Pass and goes northeast to Point Bourne. Most travelers who risk this route move in large, well-armed caravans and hire mercenary escorts to protect them. Road wardens keep watch over the path, ostensibly protecting travelers from danger, but they are few and the road is long.

so far lacked the will to commit to such an effort, which would result in heavy casualties. Given the kriels' other problems, most of the elders would prefer to leave the blackclads alone. Only Hoarluk Doomshaper and his followers seem intent on purging the woods of them.

Other threats lurk in the Gnarls. Deep in the forest, dire trolls stalk the valleys, their caverns littered with bones. Worse, the dracodiles that live on the shores of the Dragon's Tongue River are large enough to threaten steamships and they drive out nearly every other predator in their domain.

MALGUR FOREST

North of Gravewater Lake in Khador lies the ancient Malgur Forest. Growing in the wind shadow east of the Shard Spires, it is a tough and tangled forest of slender conifers and dense scrub capable of withstanding the constant cold. The northern reaches of the forest are practically unsettled, too far into the freezing tundra to support significant communities. Legend says the Old Witch took up residence for a time in the Malgur, but few claim to have actually seen her. Compounding the dangers of the forest, solitary winter trolls and aggressive packs of winter argus hunt the men and creatures who call the Malgur home.

Some of the last remnants of the barbarian tribes of the Skirov and the savage Vindol people still live here, following the ways of their ancestors. The Malgur Forest is important to the city of Skirov as its primary source of lumber, game, and charcoal (used to smelt copper). Hunting and logging parties brave the forest's dangers but set up camps outside its borders to avoid staying in the Malgur itself.

Even civilized villages and towns in this region harbor significant numbers of Devourer worshipers. Many are affiliated with the Wolves of Orboros and have sworn fealty to the blackclads. An unspoken truce exists in these settlements between Morrowans and Devourer cultists, with the former not prying into the affairs of the latter as long as they are discreet.

THE OLGUNHOLT

The Olgunholt is a massive forest in southern Ord. Encompassing the Almare Woods in the northeast and the Dogwood in the southeast, it is notorious for housing outlaws and bandits as well as feral creatures that prey on the unwary. Small numbers of Devourer-worshipping cults inhabit its interior, and dangerous creatures, such as the vektiss and the undead known as the hollowed, menace those who delve too far beyond its borders.

Due to its size, the Olgunholt is perhaps Ord's most important natural resource. Lumber is an important business in this nation, and competition to harvest the oak and cork of the forest is fierce. Much of Ord's traditional fish and game comes from the Olgunholt. The nation has few natural coal deposits, and the burning of trees to produce charcoal is quite profitable, albeit dangerous. Because the forest's interior is full of threats and historically the forest has been depleted to construct ships, lumber companies have learned not to harvest so much from the outer areas that they cannot renew the source of their livelihood. The Olgunholt's resilience helps bolster it against deforestation, but other factors at work force the greedy lumber companies to be cautious.

The Circle Orboros is the greatest power in the Olgunholt. Those humans who settle in the outlying regions, as well as the trollkin kriels thriving within the forest, do so only at the sufferance of the blackclads. The Wolves of Orboros maintain entire townships throughout the forest. Although these places appear to be independent communities subject to Ordic rule, they discourage outsiders from lingering. Some communities consist only of huge, extended families that have served the Circle for generations. They typically hide their worship of Orboros and the Devourer behind the symbols of Morrow. At night, in hidden forest clearings, they engage in their true worship, making offerings of hunted animals to the Wurm. When the Circle calls upon its Wolves, they fan out under the cover of night, their faces hidden by hooded cowls as they creep into enemy territory under the light of Calder.

The trollkin of Olgunholt bear no love for the Circle and its allies, but unlike their kin in the Gnarls, they are outnumbered and outgunned. Jatara, eldest shaman of the Greenroot kriel, holds great sway here over her well-armed people. With an eye to their safety, she has always been willing to negotiate with the blackclads. As a result, relations between the Olgunholt kriels and some human settlements are less strained here than elsewhere.

Convoys from Merin and Armandor favor the Almare Woods for their relative safety. The forest has its share of hazards, including poisonous plants that are difficult to distinguish from benign ones, berries that sicken and cause fever, and leaves that cause painful, weeping rashes. Larger predators rarely roam this far north, and the Circle's holdings lie further south.

The Almare lays claim to one infamous site: the Warrens. Once the haunted ruins of an Orgoth settlement, the Warrens is now a town of bandits and rogues. Acting independently of the Ordic crown, the people of the Warrens follow only their own laws. The largest gangs would like to expand their holdings into the surrounding forest, but they can't risk drawing the ire of either the Circle or the Ordic authorities.

RAVENSWOOD

A northern offshoot of the Thornwood Forest, the Ravenswood is separated from its southern parent as much by politics as by the dank Bloodsmeath Marsh to the south. The border that lay between Khador and Cygnar prior to Khador's invasion of the Thornwood remains the dividing line between the two forests. Centuries of warfare in this region severed the Ravenswood from the Thornwood as trees were cut down and replaced by battlements, trenches, and watchtowers.

Only a few narrow military resupply roads penetrate this dense, swampy tangle of moss-draped oaks, cedars, and willows. Within the forest, bands of farrow, bogrin, and Tharn skirmish with each other and with the isolated villages of hardy, if backward, Khadoran villagers of Umbrean descent who struggle to scratch a living from the waterlogged woodlands.

The region is littered with the scars of old border conflicts. Bones of soldiers, rusted hulks of fallen warjacks, and blasted craters left by heavy bombardments are scattered throughout the region. The areas that saw the heaviest fighting, such as the no-man's-land between Ravensgard and what remains of Northguard, are still raw, blasted wastelands of churned mud, abandoned trenches, and rusting barbed wire that are only beginning to regrow.

THE RIMESHAWS

Northern Khador is cold and hard, nowhere more so than the Rimeshaws. A hyperborean forest of pine, spruce, and aspen growing at the edge of a glacial plain, the Rimeshaws are at the utmost edge of land that supports plant life. At its northern fringe, the woods are stunted by the cold and twisted into strange, corkscrew shapes by the incessant winds of the Burningfrost Plains to the north. Ice and snow grip the region in sharp bitterness few humans can stand. Nightfall here is a withering assault on the body, and strong liquor is seen as a basic survival tool.

Most of the Rimeshaws' long-term settlements are built along the icy length of the glacier-fed Neves River. Many times over the forest's history, this water has run red from conflicts between tribes of savage humans and the terrifying monsters that call the forest home. Chief among the tribes found here are the Vindol and the Ruscar, who, together with the wild Skirov and Kossites, have fought and bled over the Rimeshaws for millennia. When not fighting one another, these human tribes often invade the scattered villages of the local trollkin. Although some kriels are still active in the Rimeshaws, most trollkin raids here are led by Scarsfell trollkin who return west with their spoils.

SCARSFELL FOREST

The vast Scarsfell Forest is cold and unwelcoming, but even such an untamed place is a home to many. The ancient trees here provide excellent lumber, and the thick pelts of the elk, ulk, and deer of the region are highly prized. The Scarsfell is a vast and varied region almost as large as the nation of Ord. Although its inhabitants know the forest well, most of it remains unmapped and little penetrated by civilized man.

Although a diverse array of people dwell in the Scarsfell, the population is sparse and scattered, leaving plenty of room for the many deadly creatures that live here. Savage trolls, bears, winter argus, winter trolls, and the occasional spine ripper pack are among the region's dangers—and then there is the local breed of mauler, which is related to the Thornwood variant and is every bit as fierce. Whatever the species, the animals that dwell here are particularly vicious. Some blame the influence of the blackclads, who draw from the creatures of this region for some of their most fearsome warbeasts.

The Scarsfell is also home to a particularly hardy breed of griffons that dwell atop the mountains rising from the northern forest. These stealthy beasts hunt across wide swathes of territory. The druids of the Circle are the only ones who dare visit these areas to cultivate these beasts, although some Khadoran nobles have posted bounties for live specimens.

The Scarsfell is not without its beauty. The snow-swept expanses of tundra and the groves of ancient trees are magnificent in their starkness. The wild people who hunt these tracts know the magic in the sight of a many-pointed buck crossing a snow-



covered deadfall or the sudden flight of hundreds of crows launching from the branches of the trees to cross the sky.

For thousands of years, the rugged Kossites have claimed the southern Scarsfell, dwelling in a string of villages loosely organized for mutual defense. Although each community holds only a small territory, the Kossites are scattered across a substantial portion of the forest. In the aggregate, they and other human tribes in this region control far less territory than the trollkin kriels do. The Khadoran government and military have a lighter presence here than in any other of the nation's populated regions, trusting the Kossites to handle their own affairs. Winter Guard garrisons exist in the larger towns, but they resemble local militias more than professional fighting forces.

The northern Scarsfell is unquestionably the domain of the trollkin, and these kriels are larger and stronger than any others north of Cygnar. Many disparate kriels, each with its own politics and leaders, lay claim to the woods spread over a considerable area. The kriels of the north are more traditional than those of the south, and their elders have far more clout than their chieftains over tribal affairs. Perhaps as a consequence, the Scarsfell kriels are less invested in the United Kriels movement, although the pull is there, particularly among the young. Ironhide's pleas did not fall entirely on deaf ears here, but most of these trollkin prefer to ignore far-off conflicts. Their isolationism is eroding, however, as younger trollkin—particularly those influenced by the example of the shaman Borka Kegslayer—have shown themselves eager to prove their fighting prowess by joining the southern conflicts.

Several points of primal power remain in the Scarsfell—sacred groves, dark grottos, and ancient menhirs whose purpose has been lost to history—all held by the Circle Orboros, which defends its natural shrines ferociously. Conflict between blackclads and others has generally been less frequent here than elsewhere. Both the kriels and the Circle retain their territories and have been unwilling to go to war to contest them. That said, some trollkin elders believe recent stirrings among the Ruscar and other human barbarians might be due to druidic instigation.

THE SHADOWEALD

Standing less than a day's ride north of Port Vladovar, the Shadoweald is small but no less dangerous for its modest size. A dense forest of black conifers growing on irregular terrain, it is dark and difficult to navigate. Dozens of predatory species prey on elk and deer here. The northern edge of the Shadoweald grows close to the southern Blackroot Wood, where the pines of the Shadoweald give way to the broad-leaved trees of the Blackroot.

The blackclads have held this forest for many centuries. Omnipotent Dahlekov has proclaimed that the Shadoweald, as a source of great power, is to be defended at all costs. To this end, terror has proven a more effective weapon than negotiation, so the druids spur attacks by argus and widow bears to keep Khadoran settlers from disturbing sacred sites and the complex rituals conducted there.

In recent years, holding the Shadoweald has not proven easy for the Circle. Zevanna Agha, the Old Witch of Khador, has led forces drawn from Khador's 3rd Border Legion in a number of intense battles here, seeking to wrest the forest from the blackclads. A number of lesser sites have changed hands, but the Circle has never failed to invest the resources and lives necessary to retake its most vital holdings. A few trollkin kriels dwell in the southern edge of the Shadoweald, but they give both the blackclads and the Khadorans a wide berth.

TARGOSS FOREST

North of Uldenfrost in northwestern Khador lies the Targoss, remote even for northern Khador. The men of Uldenfrost weather brutal northern storms in the din of their wooden halls far from the matters of politics or war that concern the rest of their countrymen. Enormous, ancient pines, unlike any other trees found in western Immoren, densely cover the landscape. The oldest have stood since centuries before the Orgoth landed on Immoren's soil, before even the founding of Calacia. Clouds of cold fog rolls through from the Icebrand Lakes and the Khardic Sea, freezing into a thick blanket of frost that coats trees and forest floor alike.

THORNWOOD FOREST

The Thornwood is a massive forest that has proven resilient even in the face of humanity's constant wars. In scope and density, it is comparable only to the Gnarls, the Scarsfell, and the forests of Ios. As its name suggests, its undergrowth contains many thorny plants, some bearing pointed spikes as long and sharp as stilettos. Tall, thin poplars and sagging willows sway in the wind here, while stout oaks thrive in the drier areas. Dead trees litter the paths and bogs.

The forest extends into and is surrounded by swampy terrain on both its eastern and western sides—the Bloodsmeath Marsh and the Blindwater Lake in the east are a part of the Thornwood, and Ord's Wythmoor lies to the southwest. The soil of this dark and murky forest has been stained by the blood of countless lives across thousands of years. Its roots tangle around the bones of fallen soldiers, and vast ruins—some, like those of Morrdh, ancient and lost—lie buried below its undergrowth.

Until recently, the Thornwood served as a geographical barrier protecting Cygnar's northern border from Khador. In 607 AR Khador managed to break the fortress of Northguard and drove Cygnar's northern armies south across the Dragon's Tongue River. Although the two nations agreed upon a tentative cease-fire shortly thereafter, hostilities could resume at any time. Khador was quick to claim ownership of the forest after its great victory, but in reality its forces have secured only the northernmost and southernmost areas and a tenuous supply route between the two.

The Thornwood once boasted a vibrant trollkin community, but the area has been heavily contested in their absence. Antagonistic groups here include blackclads, Tharn, subterranean cephalyx and Cryxian interlopers, a few lingering trollkin kriels, gatormen, and isolated pockets of those humans who have refused to leave. The only settlement of any size



in the Thornwood is the isolated Cygnaran city of Fellig in the northwest, which is now cut off from the rest of that kingdom. Some consider Fellig more Ordic than Cygnaran now, as it is protected by Ord's soldiers.

Like most forests its size, the Thornwood never sleeps. Day and night, the constant sounds of animal activity echo through the thick trees. Something is always slithering through the underbrush below or moving through the branches overhead. A number of dangerous beasts, including the Thornwood mauler and a wide assortment of trolls, lair in the Thornwood, but the most perilous creatures here are the intelligent ones that call it home.

Scars of countless battles mar this forest, including signs of the Warjack Road, a two-hundred-mile-long gash through the forest hacked clear by Khador's warjacks in 510 AR. Although little of the road itself remains, the surviving trees still bear marks of the violence. Maintaining roads through this region has proven difficult. Keeping the Bramblerut between Fellig and Corvis clear has required constant work, and most of it has fallen into disrepair since Khador seized the forest. Only a section of its middle is maintained, adopted for use as part of a new Khadoran supply line from Northguard to the newly erected forts on the south side of the river.

Although a large number of Khadoran soldiers are bivouacked in the Thornwood, the limited nature of their encampments and patrols has minimized the impact of their presence on the area's inhabitants. Khadorans patrol as deep into the forest as they dare in an effort to stay abreast of potential enemy movements, but such endeavors seem futile. Lingering Cygnarans have few qualms about taking out small groups of Khadorans if they can do so without inviting reprisal.

The Khadorans have begun to suspect that the true masters of the Thornwood are lurking beneath the surface—cephalyx and Cryxians, apparently working in concert. These horrors use extensive underground tunnels to travel, cropping up anywhere they wish. Many forest inhabitants have come to fear the mind slavers and walking dead in the central Thornwood, which is now shunned as much by the Tharn and local Morridanes as by Khadoran patrols.

Non-human tribes abound in the Thornwood, although their disposition and territories have changed drastically during recent conflicts. The Thornwood used to boast one of the largest concentrations of trollkin kriels, but most of these inhabitants were driven out and have since banded together to form the United Kriels. The central kriels were among the worst hit by the Cryxians, who left their villages despoiled and ruined. Some scattered kriels remain, but they are a shadow of what they once were.

A number of small tributaries of the Dragon's Tongue River to the south and the Black River to the east course through the Thornwood, feeding deep lakes and basins and making the forest quite swampy in those areas. Blindwater is the largest lake of the eastern forest, and it is surrounded by countless smaller bodies of water.

The gatormen of Blindwater Lake have arisen as a newly unified force under the leadership of an ancient and powerful bokor named Bloody Barnabas. Clusters of gatorman huts line both this lake and the other major lakes of the eastern swamps. The gatorman tribes have collected piles of human skulls they use to adorn their huts and the imposing stone ziggurats created to honor both Barnabas and Kossk, their hungry god. Gatorman bokors command the creatures and dark spirits of the swamp itself against their enemies. No force in the Thornwood is prepared to challenge their dominance in the swampy regions.

The Tharn had long competed with trollkin kriels in the western forest, each carving out well-defended pockets of territory. When those kriels left, the Tharn quickly seized the most useful and defensible of their lands. These savage tribes now occupy the western Thornwood in a strength not seen in centuries. The only outsiders they ally with are others serving the blackclads of the Circle Orboros, who maintain a number of sacred sites within the Thornwood.

Numerous swamp gobbers live in the eastern Thornwood. Their relations with local human Morridane swampies are normally friendly, another reason Khadoran forces hesitate to attack the deep swamp-dwellers. The Thornwood is also home to a number of small farrow holdings, particularly in the west, although most farrow prefer the drier climes and open spaces of the Bloodstone Marches.

To the east and south, the insular human populations, primarily Morridanes who live in swampie towns and villages, are less connected to recent events. Although they are no less resentful of Khadoran intrusion than their more civilized kin are, they are less willing to engage in armed resistance. The locals know the swamps far better than the invaders do, and they are on friendlier terms with local gatormen, which suffices for protection.

Chaos can erupt at any time in the Thornwood, adding to the toll of blood and the count of bones within this darkest of forests. Time alone will tell whether any of these groups will seize absolute control of the region. The Thornwood continues to endure and thrive regardless of—or perhaps because of—the violence and malignancy at its heart.

WIDOWER'S WOOD

The Widower's Wood surrounds the city of Corvis to the north and east. Its northernmost reaches blend into the southern Glimmerwood; to the west, the Black River cuts it off from the Thornwood. Unlike either of those forests, the Widower's Wood is swampy throughout. Travelers journeying through the region notice a gradual shift from rivers and streams running through densely packed earth to thick muck, few patches of solid ground, thin willow trees, and gnarled cypress. The smell becomes a pungent stench heavy with rot and the stink of stagnant, fetid water. Droning insects mercilessly swarm soft-skinned travelers, their stings and bites sometimes prompting infection.

Of humans, only the local swampies, primarily of Morridane descent, seem to appreciate the atmosphere here. The Widower's Wood is also home to several tribes of swamp gobbers and a smaller number of gatormen, bog trogs, and bogrin. Gobbers often construct their villages close to one or another of these communities for trade and security. Swamp gobbers and swampies here share considerable cultural overlap; the groups speak similar dialects and both enjoy rustic foods such as stick-roasted squirrel or frog, swamp oysters, crayfish, and a variety of small, bony fish.

The Widower's Wood is also home to the deadly and terrifying swamp horrors, ravenous cephalopods that dwell in deep, relatively inaccessible regions of the forest. When these nightmares rise and attack, even heavily armed groups quickly fall victim to their insatiable appetites.

MOUNTAINS

The mountains of western Immoren define its political landscape as much as they do its physical. From the frost-capped Thundercliff Peaks that give shape to the border between Khador and Rhul to the Wyrmwall Mountains that dominate much of Cygnar, the forbidding peaks and trackless reaches of these wild places form natural boundaries between nations and, until the advent of the rail, often effectively cut off neighboring regions within a country from one another. Perhaps most importantly, these inhospitable peaks create sheltered valleys and caves where the denizens of the wilds can thrive.

The unforgiving climate and hard, broken terrain make traveling through the mountains an arduous and dangerous affair at the best of times. Even well-worn paths are often little more than winding trails barely wide enough to accommodate a wagon, and they are regularly erased by avalanches and rockfalls that swallow all in their way. Moving large groups over knife-edged ridges, along treacherous cliff faces, and down narrow, twisting trails is all but impossible. It is part of what makes these regions effective as natural borders and prevents them from being tamed by the nations of the Iron Kingdoms.

The mountain tribes of western Immoren care little for the maps civilized nations draw across their territories. Travelers unfortunate enough to cross their path all too often end up as a meal, in an unmarked grave, or merely robbed blind and set free to wander lost until they die of exposure.

Nevertheless, the immense, untapped mineral wealth that lies within the mountains ensures these areas are never entirely ignored by civilized interests. A single major vein of iron or gold can bring an influx of human activity, including mining companies protected by well-armed soldiers. Many who dwell in these mountains fear this scenario more than dragons, trolls, or rampaging satyrs.

WEATHER

Even mountains rising from the scorching Bloodstone Desert become frigid at their upper reaches, which often remain capped in snow regardless of the temperature at their base. Blizzards can rip through the highest peaks even in midsummer, their howling winds tearing all warmth from those caught unprepared, and whipping snow can quickly conceal both fallen adventurers and natural landmarks. Winter gear, whether something as simple as a heavy, woolen cloak for the lower elevations or a full complement of layered furs for more northerly or higher excursions, is vital for anyone hoping to survive a trip into the mountains. Being unprepared for the sudden cold can result in frostbite and hypothermia.

Although lower elevations are less prone to unseasonable snowstorms and perpetual freezes, their weather should not be taken lightly. The mountains funnel and intensify storms, not only threatening those directly caught in them but also spawning devastating floods whose fury is focused by the natural shape of the valleys. The breaking of winter can provoke similar floods, a result of melting snow in the upper reaches or unseen rains miles upstream and deeper into the mountain range.

GEOGRAPHIC FEATURES

Height and mineral composition vary from range to range and peak to peak, but all mountains are imposing landmasses of incredible size. The wrinkled landscape surrounding them is packed with frigid lakes, winding streams, yawning gorges, and hidden valleys, all surrounded by walls of stone. A good number of these features are cut off from the outside world, and many of the valleys have never been explored by outsiders.

Younger mountain ranges tend to have sharper, better-defined edges and peaks. These features become worn down over time. The perpetually frozen, almost knifelike Shard Spires are an exception, as frozen sheets of rock splinter away, exposing the sharp rock beneath.

Mountains are home to extreme geothermal activity. Volcanoes in the heart of the Upper Wyrmwall Mountains and the Thundercliff Peaks lie dormant for years at a time before spewing noxious clouds of smoke and ash into the air. Near these volcanic ranges, fumaroles—cracks in the mountain that emit steam and hot gases—cloud the air year-round. Most of western Immoren's mountain ranges contain numerous hot springs warmed by subterranean groundwater. Even the desolate mountains of the far north have these springs, which tribal people often use for bathing and rituals.

Some high mountains, particularly amid northern mountain ranges, are topped with glacial ice. Created by the compaction of snow and ice, these glaciers form gradually over thousands of years. The crushing weight of the ice spreads the glacier down and out, pressing into the mountain with inexorable force. Glaciers inevitably deform, sections breaking off and slowly grinding down the mountainside, carving new features into the rock before melting away.

HAZARDS

In addition to the freezing temperatures, unpredictable blizzards, flash floods, dangerous creatures, and marauding savages they might encounter, travelers through the mountains must keep a wary eye out for avalanches. Huge slabs of snow can break apart and thunder down a mountain with incredible force, a common threat in the winter and on the higher peaks where snow rarely melts. These avalanches are capable of erasing entire settlements or swallowing a caravan whole without leaving a trace. Rockslides routinely destroy roads and block rail lines, leaving travelers stranded and wreaking destruction on anything or anyone unfortunate enough to be in their path.

The air becomes dangerously thin at higher elevations; eventually, breathing is a strain regardless of constitution. For those not acclimated to such heights, the sudden onset of danger or an attack by hostile creatures can spell a quick doom. Moreover, even those familiar with a particular range can experience sudden shifts as the weather and other natural conditions change. Volcanic activity and earthquakes can alter the very topology of the mountains, marring or erasing old landmarks and destroying once-reliable routes.

Sudden snowstorms can be deadly, turning the mountain into a field of uniform white. Becoming lost is all too easy during a snowstorm, and a traveler can blindly fall into a treacherous ravine or crevasse or wander into the lair of a large predator. During cold months, starvation becomes a real danger as vegetation withers and animals leave the area or hibernate in hidden caves and burrows.

Warmer weather brings new dangers. Snowfields melt unevenly to create areas strewn with dangerous pits, while rivers flood their banks to spill into valleys and down mountainsides, which can lead to deadly landslides. Fires are particularly dangerous during summer, as the flames race with deadly speed through the dry forest, funneling inhabitants over rough and difficult terrain that can end at impassable walls of rock and sheer cliffs, leaving no escape.

FLORA AND FAUNA

Although the uppermost peaks of many ranges are barren, snow-wreathed wastelands, the lower slopes and highland valleys are home to all manner of plants and animals. On the ascent, the shifting climate gives rise to a diversity of species greater than that found in many of the nearby lowlands.

Plants and animals that love warmer weather congregate closer to the base of the mountain, where temperatures are closer to

those of the surrounding area; other species more acclimated to cold make their homes higher up the mountain. Seasonal changes have a strong effect on these creatures. Berries and wild plants flourish in warmer months, providing food for animals that in turn become prey for predators. The plants disappear as the seasons turn, leading to animal migration that affects hunting and survival.

The species at higher elevations have adapted to the cold that permeates the heights. Even these disappear in the upper reaches, replaced by low-lying plants and lichens that cling to life just below the point at which nothing can survive for long. Some animals, such as mountain goats, take advantage of the difficulty of their terrain to avoid less nimble predators.

Areas that seem the most favorable for establishing a camp are often also most likely to be claimed by territorial creatures. A well-sheltered cave almost certainly houses a family of bears or wolves, and intelligent creatures such as bogrin often claim choice ground for their small villages, some of which are cunningly camouflaged and nearly invisible from a distance.

SETTLEMENTS

Despite the harsh conditions and constant dangers, the mountains of western Immoren are home to many communities. Scattered throughout isolated villages and individual farmsteads, these hardy mountain trollkin, farrow, bogrin, and humans are not overly fond of visitors. Gaining the trust of hardened mountain folk as an outsider is difficult, but they can make formidable and stalwart allies.

Khador, with its expansive ranges and resilient people, has the greatest population of independently minded human mountain dwellers of any of the Iron Kingdoms. Most of these are of Skirov, Kossite, or Ruscar ethnicity. Even Cygnar hosts scattered pockets of rustics, such as the reclusive Gnasir of the northern Wyrmwall Mountains and the Clamorgans of the southern ranges. Additionally, the Circle Orboros maintains a number of secluded sites in remote mountains. They often situate these places such that any approach is watched over by allied villages, including those inhabited by Wolves of Orboros.

MOUNTAINS AND HILLS OF WESTERN IMMOREN

DRAGONSPINE PEAKS

Situated just south of the Dragon's Tongue River, the Dragonspine Peaks are a small but noteworthy chain of mountains rising from the plains of eastern Cygnar. Made of granite and basalt, the mountains are shot through with deep caverns and close canyons.

Standing behind the new front line of Cygnar's northern border, the roads and rail lines that cross these mountains are of inestimable strategic value. Cygnar's most important northern trade hub, Bainsmarket, is sheltered by these mountains, and passengers, goods, and war materials bound everywhere from Corvis to Point Bourne pass through the Dragonspine Peaks every day.

TOMB OF LOST SOULS

This lost crypt deep in the Dragonspine Peaks was rediscovered in 602 AR. A large mercenary army was interred here with great honor for services they provided to Cygnar in its battles against the Tharn in the early Border Wars. Rumors say this army rose from the dead to march against the skorne invaders during the Battle of Corvis in 603 AR, although those who did not witness this miraculous event have a hard time accepting such a wild claim. Locals insist that not only did the dead army march to war, but some also returned afterward, retreating to their resting places and closing the great tomb doors behind them.

Attempts have been made to study the tomb's contents, but escalating conflicts in Cygnar have confounded such efforts. Human researchers from Corvis University have launched several small expeditions over the years in an attempt to catalog and study the tomb. The site remains very dangerous due to both its crumbling architecture and the intrusion of creatures, such as crypt spiders, that have been drawn to its dark and dusty chambers.

Many bands of farrow dwell in this area, and the craggy peaks and valleys serve them well. Although farrow bandits and raiders sometimes emerge from these hills to harass lightly armed trade caravans or even small ships on the Dragon's Tongue River, they are wary of drawing military attention.

The recent discovery of gold deposits in the arid, gravelly basins at the base of the Peaks has brought a flood of prospectors and miners looking to strike it rich. Some have even begun heading into the mountains proper to seek out the richer veins they are convinced lie there. This influx has caused a sharp increase in conflicts with the local tribes. Many explorers, especially those foolish enough to travel alone or without escort, do not return. The occasional tale of unbelievable wealth ensures there is never a shortage of new prospectors.

ERUD HILLS

The Erud Hills run from Imer down the eastern border of the Protectorate of Menoth and are a resource of incalculable value to that nation. Rich in basalt and granite gneiss, the hills were quarried by the Protectorate for material to build the capital city of Imer. The hills are also an ample source of ore, which runs rich and deep throughout the region. Citizens of Imer deemed guilty of indolence are assigned to hard labor in mining camps in the Erud Hills, the western edge of which is dotted with these camps and quarries.

The hills provide much-needed protection from the arid winds of the Bloodstone Desert. Without the Erud Hills to the east

and the Boar Hills to the north, the sands would bury what little arable land exists in the Protectorate. Watchtowers along the hills also warn the people of Imer of imminent dust storms and other dangers coming from the desert, such as the forces of the skorne. When a threat is spotted in the distance, the warning bells echo through the valley, giving the people a chance to clear the streets and shutter their homes.

Until the last century, the Erud Hills supported many Idrian tribes, who would winter in fastnesses carved into the hills. To this day, some Idrian families choose to dwell here as their ancestors did. The burial mounds of tribal kings and chiefs lie hidden deeper in the hills. Many Idrians living beyond Protectorate borders still revere these great men.

The Protectorate of Menoth has been less interested in claiming the eastern slopes of these hills. As a result a number of farrow tribes have settled here and sometimes come into conflict with the local Idrians. Both better armed and more numerous than the Idrian settlers, the tenacious farrow have successfully seized valued waterways and the larger caves.

HELMSREACH

On the northwestern border of Cygnar, Helmsreach is part of the Upper Wyrmwall Mountains. It is a treacherous range of peaks surrounding Haltshire Lake. The region originally contained only a vast plateau that held a massive, shallow sea, but the constant accumulation of ice over thousands of years formed powerful glaciers that eventually carved out this unique mountain range. Hungry night trolls emerge throughout Helmsreach after sundown, luring prey into their waiting claws with the glow of their luminescent spines.

GREYBRANCH MOUNTAINS

The Greybranch range is a horseshoe-shaped mountain chain stretching from the Castle of the Keys in the north to Fort Falk in the south. It closely follows the course of the Black River for most of its length before hooking sharply into the Bloodstone Marches. The mountains shield the northern expanse of Cygnar from the Bloodstone Marches and desertification. Tough scrub brush and grasses cover the western faces of the Greybranch's arid peaks, giving way to exposed rock on the eastern.

Most of the mountain range has historically been sparsely inhabited. The skorne recently established a number of holdings, several watchtowers, and a few small forts along their patrol routes here. Skorne cohorts have also seized several small mining operations formerly run by people out of Ternon Crag.

The mountains to the south are home to a mixed population of human prospectors as well as many farrow tribes. The farrow have resisted the skorne's efforts root them out of the mountains, instead abandoning old villages and establishing new ones deeper in the range. The southern spur of the Greybranch Mountains is known as Caerly's Craig, which is riddled with caves, abandoned mineshafts, and desolate ghost towns—ideal hiding places for brigands and gangs.

KOVOSK HILLS

Lying in the *volozk* of Umbrey, the Kovosk Hills are located in east-central Khador. These hills are characterized by the gentle, grassy slopes of their northern faces and the jagged, steep declines that mark their southern sides. The hills have long been the domain of the Umbrean horselords and the nomadic Yhari-Umbreans as well as scattered tribes of bogrin and hives of the wretched, subterranean dregg.

During the Orgoth invasion, the Umbreans retreated into these hills. Most leveraged the area to hide and to harass invading forces. When the fighting subsided, many stayed to establish a new life. These hills are also home to the massive Karpathan destriers and Pozdyov warhorses bred by the horselords of old. Herds of wild horses still range across the Kovosk Hills to this day, much as they did in the era of the horselords.

The Kovosk Hills are home to both the horselords' aging manors and many forgotten ruins. The most significant fastness here is Castle Tzepesci. Nestled deep within the hills, this massive fortified estate serves as the ancestral home of Great Prince Vladimir Tzepesci, ruler of Umbrey.

MURATA HILLS

The Murata Hills form the rugged northern border of Ord. They have long been used as defense against the expansionist ambitions of Khador to the north. Large rock formations and dirt earthworks from many eras of conflict lie scattered among the hills, and they grow more numerous with each generation. Centuries of warfare have left the Murata Hills filled with relics of the past. Rare artifacts hidden among the rocky landscape are sometimes revealed during long periods of rain.

The hills are nearly uninhabitable. Very little vegetation grows here, and the lack of water makes for a mostly desolate landscape. Adding to its hostile appearance are the stout fortifications of the Ordic military. High, turreted walls run through the Murata Hills, and all nearby trees have been either cut down to open up sight lines for Ordic cannons or harvested for the construction of palisades and forts. Despite the bleakness of these hills, a few small bands of farrow have settled along the northern foothills on the Khadoran side, creating fortified villages amid the rocky crags. Neither Ordic nor Khadoran border patrols have been willing to root them out.

NYSCHATHA MOUNTAINS

The Nyschatha Mountains lie south of the Shard Spires in central Khador. This range is lower and more rounded than the younger Shard Spires and lacks their sharp peaks. Although harsh and remote, these mountains are more accessible than those to the north, and Khador considers them an important site for future mining expansion.

In the summer, the lower slopes are filled with verdant deciduous forests and plentiful ground covering, but they experience regular snowfall in the winter. The tallest peaks remain snow-capped throughout the year.



Animal life is abundant throughout the Nyschatha Mountains. Mountain goats, ulk, and snow leopards are common. Winter trolls regularly emerge from their lairs high up in the mountains to plague the people living in the lower valleys with their yodeling cries, which can presage either violence or mating rites. Dotted throughout the range are areas filled with specters left behind from Priest-King Khardovic's crusades to purge the region of its original barbarian inhabitants.

The northern reaches of the Nyschatha Mountains are home to a scattered handful of Nyss who returned here, as close as they dared to their former homeland. They have sought to restore some semblance of their former lives, but doing so has required them to compete with other groups native to the region. The remote corners of these mountains are already home to bogrin tribes and certain isolated tribes of human barbarians. The Circle Orboros has also taken an interest in the region, although its sites here are less significant than in other places.

Small communities of Skirov and Kossites live across this range. These towns are numerous, but few of them have more than a modest population. The people here live a simple life far from the interference of the Khadoran government. Their communities are self-sufficient, with permanent buildings, ample water sources and gardens, plentiful hunting grounds, and large herds of domesticated yak used for food and as beasts of burden. Although such people consider themselves Khadorans, they are not enthusiastic about the appearance of mining operations under the direction of powerful kayazy.

SHARD SPIRES

An imposing range of sheer-sided mountains topped with glacial ice, the Shard Spires stretch south from the northernmost reaches of the Khadoran Empire. They are a craggy expanse of steep, jagged peaks and twisting, narrow valleys, all covered in deep snow and ice. Cold and dense, the Shard Spires drip with snow that lasts year-round at a surprisingly low elevation. Frequent avalanches sweep down their slopes, and the region is often cut off from the outside world by savage winter storms. Parties seeking to explore here have often vanished into blinding storms on the mountains, never to be seen again. This monumental near-arctic range provides both a buffering shield against the cold winds of the north and a natural spine to the nation of Khador.

These mountains were once home to the Nyss, who held this ground tenaciously for over a thousand years. Winter stones adorned with Aeric runes still flank the narrow pathways that led to Nyss territory. The former halls and shrines of that people are scattered throughout the range, but all now lie abandoned and covered with a heavy blanket of snow. When catastrophe struck the Nyss and drove them from their home, they left almost everything behind.

Slowly, other creatures have begun to return. White mountain goats are a common sight in the Shard Spires, traversing narrow paths and seemingly impossible precipices on sure hooves. A few winter trolls have moved into the region in pursuit. Eagles and hawks claim entire mountain peaks for their territory, and thick-pelted bears spend long months hibernating in caves

THE LEGION OF EVERBLIGHT

When the dragon Everblight awakened and spread his dark influence through the Nyss, he annihilated their culture and claimed them for his own. Corrupted by the dragon, these blighted Nyss became the Legion of Everblight and are now focused on serving his will as the foot soldiers of this horrific army.

The Legion of Everblight remained here only during their early, formative months. The blighted ogrun Thagrosh, host to the dragon's consciousness and heartstone, sought other candidates among the blighted Nyss to host portions of Everblight's athanc. Once the blighted army had grown strong enough, it began withdrawing from this region.

Although the majority of Everblight's forces have left the area, some draconic influence remains. The blighted Nyss still hold some locations, which they use to spawn all manner of draconic horrors. The dragon has taken care not to concentrate his forces in any one place. No substantial force of blighted Nyss currently occupies the Shard Spires, but small groups might be encountered here or in the nearby areas.

here. Plant life is sparse at higher elevations, but hardy trees and brambles thrive in ravines and on cliffs in the lower reaches of the mountains, offering shelter to any smaller game that can stand the cold. Native squirrels, marten, and deer have adapted thick coats to survive the rugged conditions.

Tall and imposing, the Shard Spires host some of the highest known peaks in Immoren. Among these mountains is *Nrynrr Lyss,* "the Top of the World," where an expedition of Iosans imprisoned Everblight's athanc after his defeat. The site was chosen because it was, as far as the Iosans knew, the highest and coldest peak in Immoren.

The Shard Spires are a rarely active volcanic range, although they saw a great deal of activity long ago. Smooth sheets of dark stone on many of the mountains give certain peaks a striped look. After the destruction of the Nyss, few of the mountain folk will venture back up into the accursed Spires. In truth, this region was considered too inhospitable for settlement even before the Nyss claimed it.

THUNDERCLIFF PEAKS

The Thundercliff Peaks form a natural barrier between Khador and Rhul. Known for its many lucrative but dangerous mines, this range is valuable to Khador, and much of what it produces goes to fuel the nation's various war efforts. Parts of the mountains have largely been picked clean of native firs and pines, leaving behind only exposed rock and stumps. Rockslides are common in these overharvested areas, as are mudslides during inclement weather. Hellspass is the largest and most important city in the Thundercliffs and is the center of Khadoran power in the region.

Animal life is relatively scarce in the Thundercliffs, having been chased away or hunted to near extinction by extensive settlement and mining operations. Birds of prey, including eagles and falcons, control expansive territories, and most of the bears that once roamed these mountains have migrated across the border into Rhul. As a result, attacks by the local wildlife on the human population have become frequent. The long-furred mountain goats of this range are an exception; many towns have domesticated these animals, which can subsist on wild grasses and thistles that grow in hard-to-reach places.

Much more developed than other nearby mountains, the Thundercliffs host a series of mining towns and small outposts on a network of dirt and gravel roads. The mines in these peaks are an important source of the red powder required for the alchemical creation of blasting powder. During the many recent years of war, wagons loaded with ore have been a constant sight on the road to Skirov. Every few hours a supply train headed west or empty carts returning east can be seen. Iron, silver, copper, and several other valued metals are also mined in this region.

MINING IN THE THUNDERCLIFF PEAKS

The Thundercliffs are rich in copper, silver, gold, and iron, which feed the ravenous Khadoran war machine. Mines in the region are dank, unstable, and deeply risky, but the gain is worth more than the hundreds of workers who perish every month. Mines left unworked or unguarded too long often become infested by bogrin. These creatures have plagued the local miners for generations, usually returning a few years after being forced out of a mine.

Skirov workers and prisoners from *khardstadt* labor camps mine the Thundercliffs. Most miners keep to their own kind, and towns along the supply roads are often divided strictly along racial lines. Entire settlements of ogrun—valued for their strength and endurance in the tough mining conditions—can be found here.

Over the last few years, dragonspawn have launched vicious attacks on sites of Khadoran interest in the Thundercliffs, including several important mines. Khador has responded by hiring Rhulic mercenaries, which has kept many mines safe, but the region is by no means secured. These difficulties have been exploited by other groups in the region, including several hardy tribes of bogrin.

WATCHER PEAKS

A section of the northwestern Wyrmwall Mountains situated south of the Gnarls and northwest of Orven, the Watcher Peaks are, for the most part, shorter and less sheer than the rest of the range. Although sparsely populated, they are home to more people than other sections of the nearby mountains. A number of Gnasir villages pepper the region's milder mountain passes and valleys. Even more cluster along the Twelve Day Road, a major trade thoroughfare that connects the great city of Ceryl with Orven in the east.

The Watcher Peaks were named after a legend that spirits here watched the departure of the Orgoth and remain vigilant against their return. Some insist these mountains are haunted by the Orgoth's victims, including those slaughtered at such places as Nine Stone and Henge Hold. Packs of ravenous wolves and worse rule the deeper parts of these mountains.

WYRMWALL MOUNTAINS

The Wyrmwall Mountains dominate southern Cygnar as a physical barrier between its west coast and eastern interior. A number of fortresses and the formidable city of Highgate have been built in the most accessible passes to safeguard them. This range of mountains is vast and sweeping, and Cygnaran patrols cover only the barest portion of it. Small, furtive groups find the area easy to penetrate and traverse without interference.

Warm and dry, the Wyrmwall is home to all manner of wild creatures. Dense brambles choke the rocky cliffs, and the gnarled roots of yew and oak trees clutch at the granite. Snow falls regularly on the high, jagged peaks that lie deep in the unsettled reaches of the range. Huge swathes of the Wyrmwall remain unexplored, populated by savage beasts and wild races. Feral bogrin, trolls, farrow, and satyrs carve out territories for themselves in the wilder stretches of these mountains, and intruders are rarely heard from again.

Cygnar has grown rich from the natural resources buried in these mountains. Numerous veins of iron and coal run through the Wyrmwall. Minerals key to the Cygnaran war machine, including copper, zinc, gold, and silver, can be found in abundance deep in the range, and the occasional discovery of precious gems draws swarms of miners to the area. Rhulic miners are a common site alongside Cygnaran citizens in the mountains, living in local enclaves considered extensions of Rhul by dint of old treaties.

An interconnected series of train stations supports these mines, and Cygnar runs an effective (if not always punctual) series of supply runs day and night. Even wilderness races marvel at the sixty-mile Wyrmwall Tunnel between Steelwater and Ironhead Stations. Only ten miles of track are open to the sky along this route, which was otherwise carved through the rock of the mountains.

Train robberies and ambushes were more common in isolated stretches of the railway system before the recent wars, when the trains became increasingly well armed. Now, these trains are often defended with mounted chain guns and numerous military sharpshooters. Farrow bandits seeking spoils have better luck with the slower wagon caravans that sometimes travel along the treacherous roads here. Many mines and small towns in the Wyrmwall do not have immediate access to a railway, and goods must be sent across difficult terrain to reach the nearest station.

Settlers have carved out quite a few well-defended villages near Highgate as well as on isolated plateaus and in gullies in the Wyrmwall. They cater to prospectors looking to start up new mines, woodsmen who hunt and trap in the mountains, and those who prefer a peaceful existence away from Immoren's constant warfare and struggle. Such settlements vary widely from culture to culture. Some owe strict allegiance to Cygnar and obey its laws, while others follow the will of local bandit warlords.

The Wyrmwall also has a number of significant religious sites. High up in the mountains northwest of Clockers Cove stands the Divinium, also known as the Holy Place of Virtue or the First Church, the oldest center of the Morrowan faith. Wilderness groups steer clear of this well-guarded place, knowing its monastic Keepers are as skilled in the arts of war as they are well-read. Six monasteries consecrated to the Order of Keeping sit in the mountains. Built to withstand the Menite Purging, the Divinium has never been seriously threatened, although ambitious farrow warlords dream of pillaging its halls.

Even in the civilized reaches of the Wyrmwall, Cygnar's 14th Division constantly patrols the mountains for signs of hostile forces. Their first priority is watching for Cryxian raiders attempting to infiltrate the mainland and establish bases in the mountains. Despite these efforts, rumors persist of several hidden Cryxian caches and outposts high in the Wyrmwall.

The greatest power lurking amid these mountains is the dragon Blighterghast, although this being seems to have little interest in lesser creatures. The dragon perches high in the mountains and keeps a constant vigil over the water, always looking for signs of Toruk the Dragonfather. Blighterghast moves so little he might be mistaken for a great statue, but his spawn are another matter. These monstrous creatures descend periodically from the peaks to hunt, sometimes falling upon—and subsequently obliterating—anything in their path.

The Circle Orboros is keenly interested in Blighterghast and maintains a watch on the dragon, supervised by Omnipotent Lortus. Highgate routinely dispatches forces of the Third Army to hunt marauding dragonspawn. Locals have developed many superstitions to avoid the dragon's attention, such as leaving offerings of recently killed game a few miles outside a village or whispering prayers to Morrow upon hearing the words "blight," "wings," or "dragon."

The druids of the Circle Orboros maintain numerous sacred sites among these peaks, including several that are considered major nodes of power. Great wolds stand watch over these sites, where some of the Circle's most impressive rituals take place at certain conjunctions of the stars. Amid the valleys live numerous hidden herds of satyrs and other creatures tended by the blackclads. Wolves of Orboros are gathered from many

of the remote mountain communities, particularly among the Clamorgan and Gnasir peoples. The Tharn who settled here from the Thornwood during the Orgoth Occupation are also allied with the Circle. These mountains are one of the few places where warpwolves have settled into small packs, producing many purebloods, a resource the blackclads guard jealously. Despite the Circle's power, its sacred sites are contested by the Convergence of Cyriss, which has created well-fortified temple complexes beneath several ley line conjunctions, thereby securing them for their own use.

Trollkin are sparse in the Wyrmwall, but kriels are scattered throughout these peaks. Mountain trollkin are isolated and less involved in affairs affecting their kin elsewhere. Many ancient krielstones carved with wind-worn Molgur runes still stand in remote villages, preserving lore and legends that have, in some cases, been forgotten among the larger trollkin communities.

UPPER WYRMWALL MOUNTAINS

The Upper Wyrmwall is a wild place of jagged peaks and trackless forests where civilization holds little sway. Trollkin kriels, feral bogrin, and Devourer-worshiping tribes inhabit the unmapped interior of the region, clashing with each other over limited resources, including the best hunting grounds. Only the blackclads tread these lands with anything approaching impunity; ancient pacts sealed in the blood of generations and incomprehensible powers leave them free to carry out their mystic rites or call upon old debts among their allies.

Massive dire trolls whose hunger for flesh knows no bounds, numberless packs of cunning wolves, and intensely territorial bands of satyrs all roam the stony peaks and untamed glades of this region. Despite these dangers, the unimaginable mineral wealth contained within the Upper Wyrmwall tempts those willing to risk lives—theirs or others'—in search of riches. Some of the most productive gold mines in the Iron Kingdoms are located here. More than gold can be found in these peaks, though—deposits of the incredibly rare trace materials required for the manufacture of military-grade cortexes and mechanikal wonders such as warcaster armor have been unearthed here as well. Cygnaran Army patrols regularly check on these mining operations as part of their patrols.

SWAMPS

The marshes of Immoren are among the least hospitable of its environments. These regions are preferred by only a few races acclimated to these regions and are avoided by the rest. Viewed by most only as obstacles, swamps are noted primarily for their hostile terrain and aggressive predators. These dark places of primordial power teem with malevolent lingering spirits, and horrific creatures lurk here beneath otherwise still and stagnant waters. Most who do not dwell within swamps prefer to leave these unpleasant places to the bog trogs, gatormen, swamp gobbers, and swampies who call them home. This avoidance has allowed some of these same creatures to dominate these regions relatively unchallenged.

All swamps are predominantly covered in a layer of freshwater or saltwater. These dank, murky landscapes wreak havoc on arms, armor, equipment, and supplies. Due to the lack of natural resources, swamp dwellers compete fiercely for everything, and some are quick to expel any who might threaten their domain. The scattered settlements found in swamps are built on the few patches of land that rise from the water. A swamp village can be spread across many tiny islands separated by patches of slow-moving water.

Despite the inhospitable nature of these swamps, blackclads understand their value. When heavy rains cause flooding, swamps and other wetlands absorb excess water, moderating the effects of the flood. Swamps also protect coastal areas from storm surges that can wash away fragile coastlines, and saltwater swamps and tidal salt marshes help anchor coastal soil and sand.

One of the main advantages of the swamp, for those inclined to live in one, is a lack of natural resources to trade. Intrusions by human industry are far less common here than in forests or mountains, limited to those who harvest peat for fuel or alchemists on the hunt for rare ingredients. Most who trespass on swamp territories do so for the simple expedient of trying to get somewhere else.

WEATHER

High amounts of precipitation are characteristic of all swamps. The land is dank and the temperatures typically above average, and the combination of these conditions offers a unique setting for plants to flourish. A few exceptions exist to the north, however, where ocean conditions produce fertile wetlands.

Wind is seldom a concern in swamps, where a thick awning of trees, bushes, and wild plants typically prevents gusts from entering. A lengthy, light drizzle may serve as a prelude to more serious rainfall, although heavy rainstorms are rare. The proliferation of eager predators lurking just beneath the surface of the dark waters is a more immediate concern.

Once every few years, dry seasons affect the smaller swamps of the land. Depending on a swamp's location, its water may recede enough to reveal the beds of its fens. These dry seasons can devastate the plants and animals of these smaller swamps, driving creatures into outlying areas where they come into contact (and often conflict) with those living nearby.

GEOGRAPHIC FEATURES

FRESHWATER SWAMPS

Freshwater swamps form around lakes, creeks, and the flood plains of rivers. Rains and spring floods cause water levels to rise. Water-tolerant foliage grows in the wet soil, helping preserve a soggy, swampy state.

Cypress and mangrove trees grow in many freshwater swamps across western Immoren. Moss hangs from their branches, and tiny shrubs called duckweed cover the water, obscuring the tangled root systems and creatures just beneath its surface. Many bushes and plants grow beneath the trees. Bony knobs called cypress knees, outgrowths of the trees' root structures, sometimes rise as much as ten feet from the water's surface.

Alligators, frogs, and many other creatures live in these swamps, along with powerful blackhides, swamp trolls, and ironback spitters. The root system and cypress knees provide a rich, secluded habitat for nesting birds as well as fish, amphibians, and reptiles.

SALTWATER SWAMPS

Saltwater swamps form along the tropical coastlines to the south. These swamps begin as bare flats of mud and sand covered by a thin layer of seawater during high tides. Plants that can endure tidal flooding begin to grow and soon form thickets of roots and branches, making travel through the region extremely difficult.

Animals live among these trees and feed on fallen fronds and other material. Crabs, conchs, and other shellfish are plentiful in saltwater swamps, and many predators are drawn here by the abundance of food. The swamps are also home to a huge variety of birds, whose waste helps fertilize the swamp and begins the cycle of life once more.

Because the young of many marine animals find nourishment and shelter in saltwater swamps, these wetlands are often called "ocean nurseries." Many ocean species enter coastal wetlands to spawn, and many fish swim into salt marshes to lay their eggs. When the eggs hatch, the young find plenty of food and some protection in swamp grasses and tree roots. Other species spawn in the ocean, and their young swim into the wetlands and live there until they mature. Young sea drakes, found in coastal waters to the south of western Immoren, inhabit these swamps, preying on the local wildlife until they are large enough to sustain themselves in the open ocean.

FORESTED SWAMPS

Forested swamps are found throughout Immoren; examples include the Widower's Wood, the Wythmoor, and portions of the Bloodsmeath. They are often besieged with floodwaters from nearby rivers and streams and sometimes covered by many feet of slow-moving or standing water. During dry seasons, they often offer the only shallow water for miles, critical to the survival of species that depend on the wetlands. Shrubby flora also dominates these swamps, whose soil is waterlogged for most of the year and is at times covered by as much as a few feet of water. The dense cover of Immoren's forested swamps makes them ideal habitats for solitary creatures such as swamp horrors and young dracodiles, which prey on smaller creatures before they reach full size and move on to larger waterways.

HAZARDS

Travelers unaccustomed to traversing a swamp will find its uncertain ground a major hazard. Apparently shallow water can hide deep sinkholes lined with heavy mud that makes escape difficult. The ground in a swamp is invariably treacherous, even on established trails, and circumstances that require haste—such as fleeing from a band of angry bog trogs—can result in unexpected injuries. Even worse, rotted wood and putrid water are catalysts for infection and disease.

Immorese swamps contain a variety of threats not found elsewhere, including swamp vapors that can cause unconsciousness, toxic plants and animals that can cause violent illness or death if consumed, volatile pockets of methane gas, quicksand that suffocates creatures unable to escape it, and living threats such as overgrown skiggs, packs of burrow-mawgs, giant swamp oysters, snakes, alligators, and worse. Although undead are a peril in many parts of Immoren, they are disproportionately common in the swamps. Dying souls have a harder time passing on here, and corpses sometimes attract malignant energies and rise from their watery graves.

Many intelligent creatures also inhabit Immoren's swamps. Some of these races will speak with visitors, but others will react violently to any perceived intrusion. A positive experience with one tribe of bog trogs or gatormen in no way guarantees that a different tribe will refrain from devouring intruders rather than asking their business.

SWAMPS OF WESTERN IMMOREN

ARMAN MOORS

A small bog in eastern Ord bordering the Thornwood, the Arman Moors are best known for their bleak beauty. These moors are covered with heather, peat, and marshes. This region grows wilder to the south, where it expands into the untamed Wythmoor. The locals have long grown accustomed to navigating the firmer paths of the Arman Moors and are willing to guide trade convoys for a small price. Knowledgeable scouts know to look for and avoid the area's hollows, which can swallow a man whole.

Many generations of cattle domestication around Armandor have given rise to a hardy breed particularly adept at navigating swampy ground. Herders in the area do not fear losing wandering cows to the deepest fens, but the cattle are tempting prey for hungry beasts from the Thornwood. A few of the Ordic Army's soldiers patrol the border region, ready to gun down anything dangerous that emerges from the forest. They do not catch everything, though, and local herders have had to endure attacks by many creatures, including rampaging warpwolves and full-blood trolls.

BLINDWATER

Within the eastern Thornwood lies the imposing Blindwater, a name that refers to both the expansive swamp and the great, stagnant lake lying at its heart. The stench of death hangs heavily over the marsh, as constant as the murky water that floods the region. Sheltered by a canopy of twisted limbs and vines, the air is hot, humid, and unmoving, thick with the foul vapors that rise from the swamp's surface.

Souls trapped in these fetid mists and waters are forever denied their passage to Urcaen. The energy of death permeates the area, strong enough to be felt as a lingering dread or a sudden chill despite the oppressive warmth. To those with the appropriate talents, such as the gatorman bokors, this spectral miasma represents a source of tremendous potential power.



Dark rites and blood sacrifice can bind these spirits to a bokor's will. With the aid of bone totems and fetishes, bokors enslave such entities and use them to inflict curses on their enemies; some are caged in prisons of rotting flesh and animated as undead slaves. Necromancy is an inextricable part of gatorman culture. Throughout the reed hut villages lining Blindwater Lake, bones are everywhere, employed as totems and piled high into imposing mounds.

The gatormen of this region are bound together under the rule of the mighty bokor Bloody Barnabas, and this lake is the center of his power. He dwells atop a great stepped ziggurat of recovered Morrdhic and Orgoth stone that serves as both fortress and temple. Here he holds court, visited by lesser bokors who pay him tribute. Although most of them still worship the gatorman god, Kossk, they blend their reverence for that entity with religious deference toward Barnabas.

Despite the powerful gatorman presence, swampies dwell in several nearby villages, isolated groups who share the lake's shores and tributaries with their inhuman neighbors. They have come to terms with living in the shadow of the Blindwater Congregation that serves Barnabas. So far, the arrangements between the two have held. As long as the humans stick to their territories and offer periodic tributes, they are allowed to continue their simple lives, fishing the rivers and tending to their own.

Deeper in the fen, some swampie villages have cohabitated with the gatormen for generations. The close quarters have led to cultural crossovers ranging from what an outsider might label as quaint regionalism to downright heretical ritual practices. Many natives wear small fetishes or necklaces of alligator teeth that mark them as allies or trade partners of the swamp's reptilian denizens. The necromancy favored by the gatormen has prompted some unusual local variants of Thamarite worship among these human settlers, who consider it neither strange nor unholy to maintain shrines to Scion Delesle or the Dark Twin. Cults worshipping the Devourer Wurm are fewer in number here but not unknown.

BLOODSMEATH MARSH

In the northeastern Thornwood near the old Khador-Cygnar border lies the Bloodsmeath Marsh, a vast sea of murky water,

dense reeds, and black mangroves. Tiny islands of peat moss are the only approximation of land amid the swamp, although hundreds of the spongy, waterlogged lumps dot the area.

The Bloodsmeath hums with life, much of it decidedly hostile. Clouds of biting insects darken the air, while an array of venomous serpents slither through the reeds. Massive reptiles watch hungrily from the water, where they war sporadically with voracious swamp trolls and other aquatic monstrosities. Bog trog hunting parties stalk the unwary with bone-tipped spears and barbed nets, relying on their peerless camouflage to creep close enough to strike.

The rugged, backwater swampies of the area have always lived beyond the edge of civilization, making do with whatever they can pry from the swamp without aid from (or contact with) the wider world. Their darker complexion, shorter stature, and distinctive dialect, which makes heavy use of colloquial sayings, set them apart from more civilized humans.

This region's primary landmark is the battered border fortress of Northguard, which is situated on more stable ground just north of the marsh proper. It towers at the center of a sprawling complex of trenches, secondary forts, and bunkers that once served as the northern limit of Cygnaran military strength. Several supporting towns sprouted up just south of the compound, clustered around the way stations and military depots along the supply road extending south through the marsh and offering local wares and services to both merchants and soldiers making the trek through the swamp or on patrol.

Northguard is still the area's economic driver to some degree, but times have changed, as has the identity of Northguard's masters. The outer walls of the fortress were shattered in the border conflicts, but most of the interior buildings were captured intact and are occupied by Khadorans. The former Cygnaran stronghold now serves as Khador's primary supply depot in this region, and Khadoran soldiers now march along these roads and avail themselves of the locals' services. Attitudes in these towns vary. Those who are as comfortable with Khadoran coin as Cygnaran maintain the same lives they did before, while more patriotic locals furtively work against the invaders.

Although the Khadorans have demonstrated their willingness to retaliate against any open resistance to their control of the region, the swamp folk and cold-blooded races of this region are wily. They know the terrain better than the northerners, who often rely on them as guides. Gatormen and bog trogs in the area have learned not to provoke large and well-armed Khadoran patrols but will gladly set upon smaller ones. Territorial markings are taken seriously among these tribes, who do not allow the Khadorans to push even slightly toward Blindwater.

CLOUTSDOWN FEN

Between the Gnarls and the sea lies the Cloutsdown Fen, a malodorous morass of stagnant water and clinging mud. Rotting fish and putrid vegetation are common to many swamps, but here the air is laced with a sulfurous tang. Anything left in the murky water soon accumulates a thin, powdery layer of yellow-grey buildup; iron in particular fares poorly, rapidly becoming corroded and brittle.

The Twelve Day Road, which connects Ceryl to Orven and the rest of Cygnar, runs through the Cloutsdown for nearly half its length and is noted for its pervasive stench, muddy mires, and inescapable dampness. The Gnarls, even more dangerous, loom imposingly to the north. As if the chance of losing a wagon to the sucking mud or the creatures lurking in the reeds were not enough, any caravan attempting to make the crossing is likely to be waylaid by brigands demanding "tolls" for safe passage and use of the road. Although a sufficiently armed or blustery escort can see them off, many merchants have taken to paying these extortions as an easier and cheaper solution. Liegemen of the duke of Ceryl have launched attempts to stamp out banditry, but the outlaws simply melt away into the swamp.

Most of the bandits who prowl the Twelve Day Road are inhabitants of the scattered villages, desperate men and women struggling to eke out a living. The Gnasir and trollkin who live in Cloutsdown Fen do so in relative poverty, a fact not lost on them when they compare their lives to the lives of those who dwell in Ceryl. With few other means of providing for themselves and generations of envy and resentment making rationalization easy, many have become brigands—an accepted, almost honored, profession among the locals.

FENN MARSH

The southeastern coast of Cygnar is dominated by the Fenn Marsh, a massive salt marsh that covers a substantial portion of the coastal land between Clockers Cove and Mercir. A seemingly endless sea of yellow-green grass and spindly reeds rises from its shallow, brackish water, broken only by the occasional stretch of open, stagnant river or copse of scraggly trees and thorny brush. The water in the Fenn Marsh rises and ebbs with the tide, revealing bands of sucking mudflats at its lowest and forcing the streams and waterways to flow inland as it rolls in.

Humanity's impact on the Fenn is limited. The bleak marsh is extremely inhospitable, and precious little fresh water can be found here. Only a handful of human communities dwell in the entire area, subsisting on what they can scrape from the muck or snatch from the shallows and surviving only at the indulgence of the gatormen and trollkin who rule the marsh.

Where the Fenn Marsh meets the Wyrmwall, a different sort of desolation takes over. The area known as the Ditches is a scar left on the face of Immoren by the cruel and uncaring Orgoth. Centuries of ceaseless strip mining in search of precious metals and harvesting of the stone used to construct Orgoth fortresses have left the region a barren wasteland of poisoned sand and broken rock.

The Fenn is the ancestral home to a sizable concentration of trollkin, although many from this region abandoned the old ways and migrated to Mercir. Better suited to the harsh environment and more tolerant of the pervasive salt, the trollkin of this region's kriels have traditionally done well

for themselves. In recent years, mounting pressure from increasingly aggressive gatorman tribes has begun threatening their existence.

Although the gatormen here have become increasingly dominant, they are more fractious and divided than their counterparts in Blindwater. They have recently begun pushing past their ancient boundaries and claiming new territory. This increased activity is largely due to the efforts of Calaban the Grave Walker, a bokor of tremendous power and influence who has risen to prominence. He has gathered a sizable contingent of local warriors and delivered them to the Blindwater Congregation, joining southern and northern gatormen into a single alliance. Not all tribes in the Fenn have committed to the cause, but few bokors have the will to stand against Calaban. Those who oppose him are sometimes killed and then animated as swamp shamblers to serve as a warning to others.

THE MARCK

The western coast of central Cygnar is home to the expansive bayous known as the Marck. One of the largest contiguous swamps in western Immoren, it begins at the base of the Wyrmwall Mountains south of Rimmocksdale Lake and extends well out into the sea as a marshy peninsula. Best known for the pervasive mists that shroud the entire region, the Marck exudes threatening mystery and dark uncertainty. The air in the Marck is hot, humid, and dense, held close to the murky water and muddy ground by a canopy of tangled limbs. Twisted clumps of hanging moss droop from the gnarled trees, whose sprawling branches keep the ground below in almost perpetual twilight.

The Marck holds an abundance of natural resources and a variety of wildlife. The soggy ground conceals rich deposits of coal and black, oily tar, while the dense overgrowth yields a number of rare, gnarled timbers. Giant armored turtles, fanged pike the size of a man, moss-covered swamp shamblers, and a host of other species swim beneath the stagnant water's surface.

The Arjun have made their homes in the deep swamp for generations. These reclusive people have only occasional contact with Ramarck, the only city of note in the region, and the various towns and villages of the exterior. Locals hold the Arjun in low esteem, akin to swampies elsewhere. Regardless, there are no finer guides if one can somehow gain their trust.

Gatormen have never had a significant presence in the Marck, but its depths are home to a number of bog trog tribes that have remained free of gatorman oppression. The primary adversaries of these bog trogs are the region's relatively numerous human inhabitants. Local Arjun have managed to negotiate truces with the bog trogs in some areas, but the two groups are more often violently at odds.

NORTH BERCK MOORS

The North Berck Moors stretch from the coast of the Sea of a Thousand Souls to the twin lakes of Mere Dorou and Mere Tagao in Ord. As such, the moors are primarily saltwater swamps, although some areas of freshwater swampland can be found nearer the lakes.

The northern moors are home to a wide variety of animal life, primarily amphibians, water snakes, birds, and large flying insects. Duckweed covers much of the water here, and large groves of cypress trees present frequent obstacles to travelers. Although mostly marshy, the northern moors contain some arable land.

The southern portions of the North Berck Moors are saltwater swampland. Muddy flats line the shore for miles, filling with water during high tide. Further inland, the salty water is host to a variety of trees whose root systems clog its surface and render much of the area difficult to travel. Hanging mosses cling to the broad canopy, limiting long-range vision. In the more watery areas, saltwater crocodiles, poisonous water snakes, and swarms of stinging insects are common.

In recent years, a population explosion among the gatormen of these moors has led to increased confrontations with bog trogs here. Forced south, the bog trogs have begun raiding settlements north of Berck in search of food and other resources. It is only a matter of time before these settlers retaliate.

WYTHMOOR

The Wythmoor is a large, swampy region of southeastern Ord. Adjacent to the Dogwood, as the eastern portion of the Olgunholt is known, it is a cold and dreary swamp with few inhabitants. The vast Wythmoor was once regularly harvested for lumber, but now only foggy moors and clustered groves of fan-leaved trees remain. Jutting from the bog are the skeletal remains of old, unharvested trees.

The Wythmoor contains vast stretches of sucking peat bogs, and incautious travelers can easily find themselves sinking into a brackish quagmire. Cryxian interlopers from the Thornwood have recently spilled over into this forsaken place. The Wythmoor had already been considered haunted, and now the risen dead prowl the fog, seeking to slay the living. This has become a problem for several small tribes of local swamp gobbers who had previously enjoyed a relative lack of competition.

OTHER WILD REGIONS

BURNINGFROST PLAINS

The Burningfrost Plains are a long, narrow valley north of Rhul flanked by the Blackice Mountains to the north and the Borokhun Mountains to the south. Northern winds, funneled by the mountains and chilled by passing over the frigid Sea of Blackice to the west, have produced a harsh, arctic wasteland of near-constant freezing winds and extreme cold.

What little precipitation the plains receive comes in the form of fine, powdery snow that falls hundreds of days each year. Carried by the strong winds, it fills the valley with a glittering fog that limits visibility and chills the air. Only the toughest scrub grasses and lichens grow in the permafrost of these plains. Wind-driven frost scours the region relentlessly, leaving a thick rime on anything exposed for long. These biting gales can reach near-hurricane force, filling the valley with a blinding drift of blown ice.

Very few creatures make their homes here. Small tribes of bogrin and humans live on the plains, fishing for sustenance in frozen lakes and hunting the wooly ulk, which eats the rough scrub growing in the wind shadows of rocky overhangs and boulders. The nomadic human tribes of the Burningfrost Plains dwell in dome-shaped tents of leather and fur hauled on sledded travois. Arctic wolves, winter trolls, and the occasional frost drake also hunt the ulk of the plains, and an adapted variety of furred dire troll is among this region's fiercest inhabitants.

THE GUARDIANS

The Guardians are a series of rocky peninsulas on the lengthy gulf coastline of the Protectorate of Menoth. They create several small, protected bays that serve as a haven for the Protectorate's fishing fleet. Little wildlife lives on the peninsulas other than small desert rodents, serpents, and the sea birds that nest on the shores. The vibrant ecosystem of this region's sheltered coves and inlets is unlike any other in Immoren. The Guardians are extremely hot and humid for most of the year, but the summer months are periodically marked by brief, intense storms.

The Protectorate has constructed several tall watchtowers here to keep a lookout for naval threats. Several small villages, mostly fishing communities, subsist on coastal fish caught in the inlets and small tide pools worn into the sandstone. These communities are predominantly traditional Idrians.

A number of blackclads secretly operate in the Guardians, although the proximity of zealous Menites forces them to maintain a very low profile. A number of Idrian families in this region secretly serve and shelter them, belonging to a local variant of the Wolves of Orboros that reveres Omnipotent Mohsar as a desert prophet.

HOWLING WASTES

Lying northeast of Rhul, flanked by the Blackice Mountains to the west and the Nyaloss Mountains to the east, the Howling Wastes are a massive and desolate wasteland of ice and driven snow. This featureless plain is blanketed in blindingly white frost and bathed in reflected sunlight, and its constant, high-speed arctic winds create dangerously low temperatures. No animals roam further north than the sheltered Frostbracken to the south.

The winds of the Howling Wastes are at their worst during the summer months, often reaching hurricane speeds. Because the frozen plains lack the geographical variation needed to create wind shadows, these windstorms stir up cyclones of stinging ice for hundreds of miles. This region is also subject to the rare meteorological phenomenon known as thundersnow—powerful electrical storms that occur during a blizzard.

The eastern coastline of the Howling Wastes is the only area that is home to any form of animal. A large breed of heavily blubbered seals lives in the coastal waters shielded by Kohsar's Tears, preying on large schools of cod and pike and hunted in turn by a few breeds of shark.

NINE STONE

An ancient ruin on Cygnar's western coast north of the Marck, Nine Stone is an ominous place whose origins are shrouded in mystery. It is clear, however, that many dark acts have been perpetrated here throughout history. The ruin consists of several sections of crumbed wall, degraded ramparts, and a complex system of tunnels, most of which have collapsed.

The name of this location is derived from the nine colossal stones that protrude from the earth high into the sky. The Enkheiridion provides anecdotal evidence that these stones are older than the Twins. Nine Stone has been linked to Devourer rites and is one of the oldest sites maintained by the Circle Orboros. It has been a place of power since prehistory and has witnessed countless human sacrifices.

The Orgoth understood this site's latent power and secured it for their own rites. Thousands are believed to have been slaughtered here. Since the departure of the Orgoth, Nine Stone has returned to the possession of the blackclads, although some claim the druids have had difficulty restoring the site. It is a place steeped in death, more amenable to necromancy and blood magic than to elemental rituals.

THE SAND NARROWS

The Sand Narrows is a massive inland beach south of the Marck that stretches over three miles wide at its broadest point. The wind shapes the sands here into ever-changing dunes. It is separated from the Cygnaran coast by a low line of hills, but underground water tunnels bring saltwater along its edge to create several tidal pools. Some serpent species make the dunes their homes, and crabs will wander inland for more than a mile in search of food or spawning grounds. Larger animals, including packs of burrow-mawgs, occasionally hunt along the beach, as its pools sometimes trap fish or other aquatic creatures.

THELBORN

Thelborn is the largest island in an archipelago off the northwestern coast of Khador near Uldenfrost. Trees do not grow here, lacking adequate soil. Its rocky coastline gradually gives way to low glacial mounds further inland, home to arctic gulls that nest among craggy spits of rock protruding from the frozen soil.

A critical base for the Khadoran whaling fleets, Thelborn is home to shipwrights and coopers with weather-beaten faces. Khadoran whalers have used this island as a staging point and processing center for generations. The northeastern coast is lined with several small villages of stilt shacks where the whalers can haul their catches to complete the processing they cannot safely perform on the deck of a ship. Glacial ice harvested inland is used to pack casks of whale meat, allowing them to be shipped from Thelborn as far south as Five Fingers. The island has long been an attractive destination for criminals, pirates, and cultists seeking to evade the reach of various governments.



CHARACTERS

In the dark and dangerous wilds of western Immoren, a terrifying beast howls. Defiant. Savage. Vicious beyond reckoning.

You are that beast, and this is your world.

Here, ravenous gatormen, devilish bog trogs, barbaric farrow warlords, and sinister blackclads are the heroes. Here, the untamed soul of the beast is free to live and die by claw and fang. From bogs to bayous, from the murky forest depths to stark mountain heights, you'll be both predator and prey. You'll hunt the humans who hunt you, and you'll clash with feral rivals for dominance and territory. You'll kill or be killed, eat or be eaten.

To survive, you'll have to unleash your inner beast.

CHARACTER STATS

What a character can do in *Unleashed* is governed by a set of statistics, or stats, that represent his attributes. Stats provide a numerical representation of a character's basic qualities and are used to determine the success or failure of actions during play. The higher the number, the better the stat.

The range of stats for most characters falls between 2 and 8. A character's race determines what his starting stats are as well as what their maximum values can be. As a character gains experience over time, the maximum allowable value of his stats increases.

PRIMARY AND SECONDARY STATS

Stats are broken into two categories: primary stats and secondary stats. A character's primary stats broadly determine his fundamental strengths and weaknesses and how much damage he can suffer in play. Secondary stats determine more specific aspects of the character's capabilities.

The primary stats are Physique, Agility, and Intellect. The secondary stats are Speed, Strength, Poise, Prowess, Arcane, and Perception.

Physique (PHY): Physique is how tough, healthy, resilient, and physically durable the character is. This stat is used to resist poisons, illness, and physical ailments. Physique also helps determine a character's Armor (ARM) and Willpower as well as the number of damage circles on his life spiral.

- **Speed (SPD):** This is how fast the character moves. It determines how far a character can move during his turn and helps determine a character's Defense (DEF) and Initiative.
- **Strength (STR)**: This is a measure of the character's physical strength. Strength is used to determine how much a character can lift and is a major component of how much damage he inflicts in melee combat.

Agility (AGL): Agility is a measure of the character's reflexes and nimbleness. This stat is used when a character makes a non-combat skill roll involving coordination and reflexes. It helps determine a character's DEF and the number of damage circles on his life spiral.

- **Poise (POI):** Poise reflects the character's hand-eye coordination and manual dexterity—the character's ability to focus physically. It helps determine a character's skill with ranged weapons.
- **Prowess (PRW):** Prowess is a measure of the character's grace, balance, and control over his body and takes into account practice, conditioning, and training. It helps determine a character's natural talent with melee weapons and partly determines his Initiative.

Intellect (INT): Intellect is a measure of the character's wits, powers of deduction, and speed of thought. This stat is used when a character tries to figure something out or uses a skill involving knowledge or problem solving. It also helps determine a character's Willpower and the number of damage circles on his life spiral.

- **Arcane (ARC):** Arcane is a measure of the character's magical power. It is also used to determine a character's skill with offensive magic. Only characters with the Gifted archetype have the Arcane stat.
- **Perception (PER):** Perception is a measure of how astute the character is, his attention to detail, and his awareness. It is also used in part to determine a character's Defense (DEF) and Initiative.

DERIVED STATS

Derived stats are values computed using a character's primary and secondary stats along with other factors. By combining primary and secondary stats in various ways, derived stats expand the parameters of what a character can do.

Defense (DEF): This stat determines how hard it is to hit the character. A character's base Defense is the sum of his Speed (SPD), Agility (AGL), and Perception (PER). Defense can be further modified by abilities or gear.

Initiative: This stat is used in Initiative rolls (p. 202) to determine when the character can act during combat. A character's base Initiative is the sum of his Speed (SPD), Prowess (PRW), and Perception (PER). Initiative can be further modified by abilities or equipment.

Armor (ARM): This is how difficult it is to cause damage to the character. A character's Armor is the sum of his Physique (PHY) and the armor modifiers from the armor he wears.

Willpower (WIL): This stat determines the character's ability to resist the effects of fear, madness, and mind control. A character's Willpower is the sum of his Physique (PHY) and Intellect (INT).

MAT AND RAT

MAT, short for melee attack, and RAT, short for ranged attack, are two derived stats very important for combat. A character's MAT and RAT are dependent on the weapon being wielded, so they are found within the weapon entries on the character sheet (p. 467).

MAT is a measure of a character's skill with a melee weapon. A character's MAT with a particular weapon is the sum of his Prowess (PRW) stat, his skill value when using that weapon, and that weapon's attack modifier if it has one.

RAT is a measure of a character's skill with a ranged weapon. A character's RAT with a particular weapon is the sum of his Poise (POI) stat, his skill value with that weapon's class, and that weapon's attack modifier if it has one. A character's skill with a thrown weapon is based on his Prowess (PRW) stat.

THE LIFE SPIRAL

Characters have life spirals that determine how much damage they can suffer during play. A life spiral is split into three aspects that correspond to the character's primary stats. In other words, each aspect has a number of vitality points equal to the character's stat. The higher a character's primary stats, the more damage he can suffer during play. Each aspect splits into two branches, for a total of six branches. The numbered branches are used to determine which branch of a character's life spiral suffers damage first.

For more details about using the life spiral on the character sheet, see "Filling Out Your Character's Life Spiral" on p. 146. For the complete rules on how characters suffer and heal damage, see "Damage" on p. 215.

STAT MODIFIERS

There are many effects in the game that can modify stats, including spells, equipment, archetype benefits, and weapon abilities. If an effect modifies—but does not permanently change—a character's stat, the modifier applies only to that stat. It does not alter the character's derived stats or require a change to his life spiral. If one of the character's stats is permanently changed, his derived stats and life spiral must be recalculated.

Example: *Doug casts the Fair Winds spell on his character, which increases his SPD by +1 for the turn. Because this is a temporary increase and not a permanent one, it does not affect his DEF or Initiative stats. If Doug decided to increase his SPD stat by +1 after gaining experience, however, this permanent change would affect those derived stats.*

COMMAND RANGE

Every character has a command range equal to his Intellect (INT) + Command skill in inches. A character is always in his own command range.

ABILITIES, CONNECTIONS, AND SKILLS

While a character's stats establish his principal attributes, his abilities, skills, and connections determine his specific expertise and talents. Characters begin the game with a small selection of abilities, connections, and skills (based on their choices of starting careers), and as they grow more experienced they learn new skills and abilities and also further refine and improve the skills they already have. Abilities, connections, and skills are similar in that they influence a character's specialization, but they differ in how they function, how they are acquired, and how they advance.

CHARACTER LEVEL AND ADVANCEMENT

Character level is a general measure of a character's overall level of experience. The three levels—Hero, Veteran, and Epic—provide a set of milestones to see how far your character has come.

All characters begin the game at Hero level. As characters adventure and gain experience they hone their abilities, refine their skills, and advance through the levels, thereby increasing their potential. See "Experience and Advancement" on p. 151 for details.

Abilities represent things a character knows how to do. Abilities can be gained only once, and they do not have ranks of mastery; a character either has an ability or he does not. Once a character gains an ability, he gains all the rules associated with it. Some abilities have prerequisites. The character must meet all such requirements before he can gain the ability. For descriptions of available abilities, see p. 153.

Connections are things like a character's tribe, the contacts he has developed, or organizations to which he belongs. A character can gain multiple connections, but each must be focused on a different network of contacts. For more information, see "Connections" on p. 170.

Skills represent knowledge, talents, and proficiencies a character develops over time. Skills have ranks that measure a character's mastery in that skill. Each of a character's skills has a maximum rank of 1 to 4, determined by his careers and current level. If more than one of a character's careers includes the same skill, use the highest maximum to determine the maximum rank the character can achieve. As a character gains experience, he can increase the ranks of existing skills or learn new skills available from his career choices.

Using a skill usually involves rolling dice in a skill roll to determine if the skill was successful or not. The higher the skill's rank, the more likely the skill roll will succeed. For more details, see "Skill Rolls" on p. 198.

For full descriptions of available skills, see "Skills" on p. 174.

CREATING YOUR CHARACTER

The most important component of your roleplaying experience is the character you choose to play. The choices you make when creating your character not only determine what your character is good at but also influence how your character interacts with others and the world around him. The steps below for creating a character cover the basics for playing *Iron Kingdoms Unleashed*. For a more deeply rewarding experience, think about your character's personality, history, and motivation. Is he quick to anger or does he possess an unnerving reptilian cool? Is he a skilled negotiator or does he rely on wordless intimidation? Does he have a noteworthy character flaw? Does he have any affectations, such as whispering to the dead or an inexplicable fondness for the trappings of human high society? What are his biases, weaknesses, and shortcomings? Where is he from? Is he a swamp dweller, a desert nomad, or a denizen of the mountain peaks and frozen wastes of the north? What is he afraid of? What—and who—does he love? The more detail you put into your character, the more enjoyment you'll derive from your roleplaying experience.

Before you get started, you'll need a character sheet to record all the pertinent information about your character. You can use any system you like for tracking this information, but we have included a character sheet at the end of this book for you to photocopy and use for your characters (p. 467).

With your character sheet, you are ready to get started with character creation. In addition to the following steps, you need to name your character and think about how he knows the other characters in your adventuring group. It is also highly recommended that you discuss your character concept with the Game Master before you begin. Your Game Master might have a specific type of campaign in mind that could affect the type of characters the group is playing. For instance, you might be playing a shard of desperate Nyss, a coven of swamp-dwelling gatormen and bog trogs, or a contingent of blackclads and their Devourer-worshipping allies.

There are five basic steps for creating a character:

1. Choose your character's race.
2. Choose your character's archetype.
3. Choose two starting careers for your character.
4. Increase your character's stats.
5. Apply the finishing touches.

ADVENTURING COMPANIES

As players think about the characters they wish to create, they should also consider how the characters fit into the rest of their adventuring group. Some groups will naturally be more tight-knit than others, made up of characters with a shared background and identity. Players interested in being part of such a group should consider forming an adventuring company (see p. 147).

STEP 1: CHOOSE YOUR CHARACTER'S RACE

You can play a bog trog, farrow, gatorman, human, Nyss, pyg, Tharn, or trollkin. Your choice of race determines the character's starting stats as well as the careers available to him. Race also affects a character's height and weight, and some races begin the game with racial benefits and abilities. The race entries list the following information.

Stat Profile: Each racial stat profile establishes the beginning stats for a starting hero of each race. It also sets the upper limits for each stat at each stage of a character's experience. Characters begin as Heroes, so use the Hero Limit column to determine the maximum value for each of your character's stats.

Only characters with the Gifted archetype have the Arcane (ARC) stat. If the character is a harnesser, he starts the game with ARC 2. Will weavers start the game with ARC 3. See "Arcane Traditions" on p. 232 for details on these types of spellcasters.

Archetype: These are the archetypes available to a character of this race.

Languages: These are the languages the character can speak and read at the start of the game. It is highly recommended that all the characters in an adventuring party have at least one language in common.

Height and Weight: This is the range describing the average size and heft of characters of that race. These are guidelines, not hard-and-fast rules. You can choose to play an exceptionally tall, short, heavy, or thin member of any of the races if you desire.

Additional Characteristics: These are other advantages or disadvantages the character begins with.

BOG TROG



Bog trogs are aggressive, greedy, and savage humanoids dwelling in the swamps and marshes of western Immoren. Though fully amphibious and able to survive indefinitely (if uncomfortably) on land, bog trogs prefer frequent immersion. Their villages lie in murky wetlands far from civilization, and they are belligerent and intolerant of other races, fiercely protecting their territory from intrusion. Bog trog and gatorman tribes frequently compete in the wilds and can be bitter enemies. Where gatormen are dominant, bog trogs are often pressed into the service of the more powerful creatures.

Bog trogs are far more likely to trick or ambush their enemies instead of confronting them head-on. A tendency toward treachery pervades bog trog culture, allowing the clever and deceptive to ascend. They prefer to kill from a position of advantage, avoiding direct conflict whenever possible. This has proven a useful survival skill but should not be mistaken for an unwillingness to engage in violence; bog trogs have no qualms about killing any creature perceived as a threat or an obstacle. On the other hand, they will enter into long-term alliances with other races—so long as they perceive sufficient benefits.

Though humanoid, bog trogs have reptilian and ichthyoid features. Their eyes are massive compared to those of other races, granting them keen vision even in murky swamp water. They use the short fins on their forelimbs and their long dorsal fin to guide themselves through the water. Their scaly skin is typically dark green to greenish-brown but can change color to blend into different environments. Bog trogs use this color-changing ability while hunting, creeping among the foliage or lurking just beneath the water's surface in readiness for a sudden ambush.

Bog trogs organize themselves into loose tribes that live in huts of woven reeds on muddy islands within the swamp. Rather than worshiping a god, bog trogs pass along legends of an enormous and powerful beast named Ashiga. The pious among them hope to awaken this slumbering beast to slake its hunger on their enemies.

Archetypes: Cunning, Gifted, Mighty, Skilled

BOG TROG

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

Languages: A bog trog starts the game with two languages: Quor-og and one other he has picked up in his travels.

Height: 70–80 inches male, 66–72 inches female

Weight: 220–340 pounds male, 196–300 pounds female

Additional Characteristics:

- Amphibious – Bog trogs treat water as open terrain and gain concealment while in water. Amphibious characters never make Swimming skill rolls and can always advance their full SPD while swimming (p. 194). A bog trog can remain submerged indefinitely.
- Blending – Bog trog skin pigmentation naturally changes to enable them to blend into their surroundings. Provided his body is mostly uncovered and he is not wearing armor, a bog trog gains boosted Sneak skill rolls.
- Natatorial – If a bog trog goes twenty-four hours without being able to fully immerse himself in water, he suffers a –2 penalty on all skill rolls from discomfort and impaired respiration. This penalty is removed immediately if the bog trog immerses itself in water but returns if he leaves the water before spending at least fifteen minutes submerged. Periodic immersion at more frequent intervals prevents this penalty.

FARROW



Farrow are an opportunistic and hardy race of boar-men that has thrived on the fringes of civilization for centuries. They are found among the unclaimed badlands of Cygnar and are particularly numerous on the habitable fringes of the Bloodstone Marches. Their territories are dotted with farrow villages led by local chieftains, with populations ranging from a few dozen individuals into the hundreds. The mightiest of these local leaders are self-appointed warlords, each of whom has dominated numerous lesser chiefs. Many farrow make a living as guides, scouts, and traders, and some sustain themselves as brigands, attacking travelers on the trade roads of western Immoren to pilfer goods. Farrow also make excellent cooks. (Bacon makes everything taste better.)

Farrow are a sturdy, strong race possessing a natural talent for physical activity. They stand about as tall as humans but carry themselves in a stooped, hunchbacked posture. A farrow's face is much like that of a boar, with a long tusked snout and a flat cartilaginous nose, but the eyes betray a keen intelligence. Farrow are quite shrewd and have a deserved reputation as peerless scavengers. They waste little; in their raids they will take anything that isn't bolted down and will transform even cast-off materials into effective weapons, tools, and armor. Though life on the fringes requires many to indulge in opportunistic banditry to survive, farrow settlements are generally open to trading with other races, and farrow warriors often sell their services as mercenaries and guides. Grun, the farrow tongue, has a simple grammar and includes a large number of words borrowed or modified from Cygnaran, peppered with emotive grunts and squeals irreproducible by humans.

Farrow society is brutal by the standards of some outsiders, as the strong dominate the weak and disputes are commonly resolved through violence. Dhunian shamans hold a respected position in farrow villages and can sometimes mediate escalating conflicts that threaten the community. Though religion is not a central aspect of farrow life, most tribes venerate Dhunia to some degree, depicting her as a pregnant female of their race. Farrow warlocks and bone grinders often rise to leadership thanks to their special talents. The greatest farrow warlords are those who can control porcine warbeasts and employ them to crush would-be rivals. Nonetheless, there is room in farrow society for other roles, and those who are clever or skilled seek the protection of stronger allies who value their talents.

FARROW

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

Archetypes: Cunning, Gifted, Mighty, Skilled

Languages: A farrow starts the game with two languages: Grun and one other he has picked up in his travels.

Height: 61–75 inches male, 55–69 inches female

Weight: 120–260 pounds male, 100–210 pounds female

Additional Characteristics:

- **Go to Ground** – A farrow character starts the game with the Go to Ground ability. This ability is in addition to any others the character gains from his starting careers.
- **Disease Resistance** – A farrow character starts the game with the Disease Resistance ability. This ability is in addition to any others the character gains from his starting careers.
- **Heightened Olfactory Senses** – A farrow character gains boosted Detection and Tracking skill rolls in situations in which his heightened sense of smell can be applied.

GATORMAN



Bipedal reptiles endowed with formidable natural weaponry, gatormen are primal hunters who dwell in deep swamps and along remote rivers, dominating any area they inhabit. They are feared predators notorious for guarding their territories with bloodthirsty efficiency and will eagerly assail any trespassers.

Gatormen have long jaws lined with large, sharp teeth for rending flesh, and their bite has bone-shattering power. Their thickly scaled hide overlays exceptionally dense muscle, providing tough natural armor. A gatorman's mind is that of a cold-blooded predator always searching for prey to consume. Gatormen can live incredibly long, and they spend the majority of that prolonged life jostling for dominance among their own kind. Tribes tend to be independent of each other if not openly antagonistic, competing for resources and hunting territory. Gatorman tribes are led by bokors, feral witch doctors who command predatory swamp spirits and necromantic powers.

Ruthless but pragmatic, gatormen will often barter with outsiders who bear offerings. Swamp denizens must placate or otherwise come to terms with local gatorman tribes if they hope to survive. Gatormen do not lightly break their word—whether a promise of safe passage or a vow of vengeance—and are rigid in interpreting such agreements, savagely punishing those suspected of betrayal.

Archetypes: Cunning, Gifted, Mighty

Languages: A gatorman starts the game with two languages: Quor-gar and one other he has picked up in his travels.

Height: 84–96 inches male, 76–90 inches female

Weight: 500–800 pounds male, 450–750 pounds female

Additional Characteristics:

- Gatormen are medium-based characters.
- **Amphibious** – Gatormen treat water as open terrain and gain concealment while within water. Amphibious characters never make Swimming skill rolls and can always advance their full SPD while swimming (p. 194). A gatorman can remain submerged for a number of turns equal to twice his Physique stat.
- **Bite** – In addition to his normal attacks, a gatorman can make one unarmed melee attack with his jaws during each of his turns. This attack uses the Unarmed Combat skill and is POW 5.
- **Flesh of Steel** – A gatorman character starts the game with the Flesh of Steel ability (p. 161). This ability is in addition to any others the character gains from his starting careers.
- **Gnawing Hunger** – A gatorman must eat at least once every four waking hours. If a gatorman character goes more than four hours without eating, he suffers –1 to Willpower skill rolls until he eats again. Luckily gatormen are not picky eaters and will devour any meat they can chew and swallow.
- **Imitative Power** – Gatormen often bedeck themselves in the trappings of rival races, believing such charms enable them to steal a portion of their enemies' power. While wearing or holding at least one relic, tool, trinket, or piece of clothing that was once possessed by a member of another race, the gatorman character gains +1 on social rolls involving characters of that race.

GATORMAN

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

HUMAN



Humans are the predominant civilized race of western Immoren, and the majority are often at odds with the denizens of the wild. Most humans dwell in the cities and towns of the Iron Kingdoms, living within the safety of their walls, but others live on the fringes, eking out a difficult existence in the wilds. Life in these small, scattered, and isolated communities is hard and has forged a tougher and more adaptable people with a very different outlook than their urban kin. These more rugged specimens are often hunters, hermits, deserters, outlaws, woodsmen, wilderness scouts, or mercenary irregulars. Some are adventurers seeking to master their environment and exploit the resources of the land. Others are descendants of the last barbarian tribes that persist in the most isolated territories of Immoren. A much smaller number are the enigmatic blackclads of the Circle Orboros—intimidating and dreaded masters of violent elemental powers.

Humans living in the wilds are a hardy and resourceful group, capable of thriving in a wide range of climates. Whether dwelling in tribal communities deep in the hinterland or in scattered villages on the fringe of the civilized world, they have carved out a niche for themselves throughout western Immoren.

Lacking the natural physical advantages of races like the farrow or gatormen, humans must rely on cunning, prowess, and their tight-knit communities in order to compete. Some act as liaisons for members of other races, venturing to neighboring communities to bargain for trade goods—or scout for potential raid targets. As a whole, however, humanity is little trusted by the less civilized inhabitants of the wild. Individual humans may prove themselves honorable, though this can take some doing. Theirs is a long and well-known history of betrayal and broken treaties, of endless war and systematic abuse. The feared blackclads have done little to improve this reputation, with their constant scheming and conspiracies—although they, at least, are considered a force to reckon with in the wild places.

HUMAN

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

Though humans share a common stat profile, there are a great number of human ethnicities across western Immoren, each with its own history and culture. Those prevalent in the wilds rarely have much in common with the dominant cultures of civilization. (See pp. 58–62 for more on human ethnicities.)

Archetypes: Cunning, Gifted, Mighty, Skilled

Languages: A human starts the game with two languages: his native language and one other he has picked up in his travels.

Height: 61–75 inches male, 55–69 inches female

Weight: 110–200 pounds male, 90–170 pounds female

Additional Characteristics:

- **Distrusted** – Humans are poorly trusted by the denizens of the wild. As a result, human characters suffer –1 on their non-Intimidation social rolls when dealing with characters of other races.
- **Exceptional Potential** – Humans are extremely adaptable and talented. Your character begins the game with +1 on your choice of PHY, AGL, or INT. Add this bonus before spending advancement points. Note that this bonus does not increase the character's racial maximum, just the starting value.

NYSS



Nyss are the proud but greatly diminished elven race that once inhabited the frozen north amid the imposing peaks of the Shard Spires—a region so cold and inhospitable that even the hardy Khadorans ceded it to them. Though slender, Nyss are tall and physically robust, with black hair and extremely pale skin. They are long-lived even by the standards of Iosan elves, to whom they are distantly related.

The Nyss are a tribal people who live close to the land as superlative hunters, trackers, archers, and swordsmen. Inheritors of a long and ancient line, they know the forging of superior weapons as well as the crafting of supple leather armor. The Nyss have an affinity for cold. Sorcery is common among them and is seen as a blessing that allows them to manifest the powers of cold against their enemies. Even those without this power comfortably endure extreme cold without requiring much protective clothing, though they are correspondingly uncomfortable in the extreme heat.

More than a thousand years ago the Nyss left their more civilized cousins and undertook a spiritual exodus to the frozen wilds and adopted a new way of life. This experience forever changed them. Traditionally the Nyss were a strongly devout people who saw themselves as chosen by the god of winter, Nyssor. Their culture was recently shattered by the arrival of the dragon Everblight, who enslaved the majority of the Nyss to serve as his legion. Those who escaped the dragon's blight fled south as refugees and now eke out livings as mercenaries, hunters, and brigands. Even as they have tried to preserve their old ways, they have had to adapt to survive. Whereas once the Nyss preferred to remain isolated from outsiders, desperate circumstances have led them to enter into unusual alliances.

NYSS

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

Archetypes: Gifted, Mighty, Skilled

Languages: A Nyss starts the game with three languages: Aeric and two others he has picked up in his travels.

Height: 67–77 inches male, 62–72 inches female

Weight: 140–195 pounds male, 95–130 pounds female

Additional Characteristics:

- A Nyss character begins with the Specialization (Nyss bow) and Specialization (Nyss claymore) abilities.
- Nyss gain +1 on Initiative and PER rolls.
- Nyss gain +3 ARM against cold damage.
- Nyss suffer –3 ARM against fire damage.

PYGMY TROLL (PYG)



Pygmy trolls, or pygs, have long existed at the fringes of trollkin society. These clever, diminutive cousins of full-blood trolls live in tribal groups, often near trollkin villages. Their society is predominantly a savage echo of the trollkin kriel, and for centuries pygs were little more than feral barbarians, their presence merely tolerated by trollkin. In recent years the relationship between the two races has evolved in the interest of mutual survival. Pygs and trollkin alike have discovered benefits in coexistence. Pygs emulate the trollkin sheltering them, wearing cast-off clothing and scavenging from the village's supplies for weapons and equipment. Some kriels even take in pygs as assistants and warriors, impressed by their cleverness, steady aim, and natural skill with firearms. These kriels use pygs as eager bushwhackers, stealthy and talented snipers, and far-ranging scouts.

Averaging three to four feet in height, pygs are quite intelligent despite the baseness of their culture. Like all trolls, they are incredibly resilient, enduring punishment that would kill creatures many times their size. Likewise, pygs are able to consume a startling array of foodstuffs, even substances that are toxic to their trollkin cousins. It is not uncommon to see pygs foraging in a village trash pile, picking out scraps deemed inedible by the trollkin. As the two species have coexisted, more pygmy trolls have gleaned useful skills and crafts from the trollkin and have found new ways to be of use in kriel society—far more than the trollkin ever dreamed possible.

Like full-blood trolls, a pyg that suffers dismemberment not only regenerates the lost body part but also spawns a whelp as his severed flesh regenerates a separate body. Pyg whelps grow much faster than those of full-blood trolls, and pygs often keep their whelps in a manner not unlike a pet, teaching them simple tricks and caring for them during the course of their stunted lifespan. A pyg's relationship with its whelps is unusual by the standards of many other races; a pyg will painstakingly care for a whelp one day, only to hurl it like a projectile in a fit of anger the next.

Archetypes: Mighty, Skilled

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

PYG

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

Height: 48–55 inches male, 40–50 inches female

Weight: 140–190 pounds male, 105–145 pounds female

Additional Characteristics:

- **Poison Resistance** – A pyg character starts the game with the Poison Resistance ability. This ability is in addition to any others the character gains from his starting careers.
- **Spawn Whelps** – If a pyg suffers a lost limb, he spawns a pyg whelp (see "Whelp Companion," p. 169) that grows to full size in d6 rounds.
- **Troll Resilience** – If a pyg suffers a lost eye or limb due to incapacitation (p. 217), he regenerates the eye or limb d6 + 3 days after fully recovering his vitality. A pyg that is grievously injured can sometimes self-stabilize. Every turn (or every five minutes out of combat) roll a d6. On a roll of 6, the character is stabilized. Pygs never suffer from slow recovery.
- **Tough** – Whether or not they have the Mighty archetype, pyg characters start the game with the Tough archetype benefit (p. 111). This is in addition to any other archetype benefits selected for the character.

THARN



Tharn are bestial Devourer-worshipping savages closely related to humans. Since the time of the ancient Molgur, the forests have echoed with their savage cries. In the Thornwood alone they once numbered in the tens of thousands, living in *tuaths* and led by powerful kings or chieftains. Though their population dwindled drastically, the Tharn are once more on the rise as a result of an alliance with the blackclads, who helped save them from extinction.

Powerful warriors rise in Tharn society, cutting down rivals in bloody clashes to become white manes and sometimes chieftains. Young Tharn watch their elders for signs of weakness, seeking opportunities to advance within the tribe. Tharn unable to hunt or fight do not live long.

Through their strong connection to the Devourer, Tharn are able to harness its savage power to transform themselves. With a howl to the Wurm, male Tharn can undergo a dramatic physical transmutation: they grow up to two feet taller, muscle mass expands, skin hardens, teeth lengthen into terrible fangs, and an insatiable hunger arises. Female Tharn who transform become unnaturally swift and agile hunters who move unseen and unheard as they stalk their prey, their senses as keen as those of the predators they revere.

Archetypes: Gifted, Mighty, Skilled

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

Height: 71–85 inches male, 62–72 inches female

Weight: 240–300 pounds male, 110–190 pounds female

Additional Characteristics:

- Male Tharn are medium-based characters. Female Tharn are small-based characters.
- **Feat: Transformation** – A Tharn is able to tap into his primal connection to the Devourer Wurm at will, transforming himself into a predatory beast. During his turn, a Tharn can either spend a full action to transform slowly or spend 1 feat point to transform immediately.

THARN

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

When a male Tharn transforms, he gains the Flesh of Steel ability, +1 STR, and boosted PHY rolls, but he rolls one less die on INT and non-Intimidation social rolls. Because they actually grow physically larger when they transform, male Tharn are very limited in the armor and clothing they can wear. Most male Tharn wear the leather armor developed by their people to easily accommodate the rapid changes to their bodies brought about by transformation. A Tharn wearing other types of armor must remove it before transforming or risk its destruction.

When a female Tharn transforms, she gains stealth (p. 219) and boosted AGL and PER rolls, but she rolls one less die on INT and non-Intimidation social rolls.

While in bestial form, a Tharn can only communicate through short, clipped sentences and guttural growls.

Tharn must transform and remain transformed during lunar conjunctions. When Calder and either of Caen's other moons are full, the Tharn cannot restrain their inner beast. For the duration of the lunar conjunction, the Tharn cannot revert to their human form for any reason.

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.

Trollkin are large and physically imposing, with distinctive skin that can range in hue from dark blue to blue-green, though their sorcerers tend to be slighter of build and are often albinos. They grow colorful quills on their heads rather than hair, and the faces of the males show calcified growths that become more pronounced with age. Trollkin are blood relatives of trolls and boast similar, if reduced, resilience; a trollkin who is well fed can endure wounds that would certainly kill a human. This vitality also leads to long lives; trollkin regularly live almost twice as long as humans. Some trollkin possess tremendously powerful, booming voices said to be able to crack stone and shatter eardrums.

Trollkin kriels are often at odds with human civilization. Certain kriels have had increasingly violent clashes with human townships and armies in recent years, including those groups counted among the United Kriels, an informal but powerful alliance. As a result, trollkin wearing quitari and other traditional adornments may be viewed with prejudice and fear by humans, particularly in regions beset by huge and ravenous full-blood trolls.

TROLLKIN

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

Archetypes: Cunning, Gifted, Mighty, Skilled

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

Height: 71–81 inches male, 63–73 inches female

Weight: 250–310 pounds male, 150–210 pounds female

Additional Characteristics:

- Trollkin are medium-based characters.
- **Tough** – Whether or not he has the Mighty archetype, a trollkin character starts the game with the Tough archetype benefit (p. 111). This is in addition to any other archetype benefits selected for the character.
- **Feat: Revitalize** – Whether or not he has the Mighty archetype, a trollkin character starts the game with the Feat: Revitalize archetype benefit (p. 111). This is in addition to any other archetype benefits selected for the character.

STEP 2: CHOOSE AN ARCHETYPE

Your character's archetype largely defines his role in the game along with what career options are available to him. Each archetype has a number of archetype benefits. Your character starts with at least one of these benefits (or more, from race or other sources), and as he gains experience he can earn additional archetype benefits.

Archetypes include Cunning, Gifted, Mighty, and Skilled.

CUNNING

Capable of bursts of true genius, the character is exceptionally intelligent and equally devious. He is capable of meticulous planning and the orchestration of the most sophisticated plots. His shrewd eyes see all the angles, enabling him to anticipate the likely course of action lesser minds will take. Characters with the Cunning archetype are wily, calculating, and capable.

A cunning character possesses a tactical genius and adaptability that gives him +1 on attack and damage rolls in combat. While in the command range of a Cunning character, a friendly character receiving orders from him also gains +1 on attack and damage rolls. This bonus is non-cumulative, so a character can gain this bonus from only one Cunning character at a time.

A Cunning character also begins the game with one of the following benefits. Characters gain additional benefits as they accumulate experience points.

- **Battlefield Coordination** – The character is a skilled battlefield commander, able to coordinate the movement and attacks of friendly forces to maximum effect. While in his command range, friendly characters do not suffer the firing into melee penalty when making ranged or magic attacks. When a friendly character makes a ranged or magic attack targeting a character in melee and misses, that attack does not have a chance to hit a friendly character.
- **Feat: Flawless Timing** – The character can spend 1 feat point to use this benefit during his turn. When he does, the character names an enemy. The next time that enemy directly hits him with an attack that encounter, the attack is instead considered to be a miss.
- **Feat: Influence** – The character can spend 1 feat point to double his command range for one round.
- **Feat: Prescient** – The character can spend 1 feat point to automatically win initiative and take the first turn in every round of combat. If two or more characters use this ability, they make Initiative rolls to determine which of them goes first.
- **Feat: Perfect Plot** – The character is a flawless planner and allows nothing to escape his attention. Assuming he is able to oversee all aspects of his plan, scout out the related sites, and do his research in great detail, he is sure to succeed. Of course this degree of planning takes time and care, but perfection is not without its cost. The character must spend 1 feat point to use this benefit. A character following this character's plans gains an additional die on non-combat related rolls during the day the plan was enacted.
- **Feat: Plan of Action** – At the start of combat, the character can spend 1 feat point to use this benefit. During that combat, he and friendly characters who follow his plan gain +2 to their Initiative rolls and +2 to their attack rolls during the first round of combat.
- **Feat: Quick Thinking** – The character's quick thinking enables him to act impossibly fast. Once per round, the character can spend 1 feat point to make one attack or quick action during another character's turn.
- **Genius** – The character possesses an incredible aptitude for intellectual pursuits. The character's INT rolls are boosted.
- **Hyper Perception** – The character's keen senses miss few details. The character's PER rolls are boosted.
- **Savant** – The character can attempt to use skills untrained that normally cannot be used untrained, but he suffers a –2 penalty to the skill roll.

GIFTED

Those with the Gifted archetype are born with the capacity to work magic. This potential can be latent, discovered only later in life, or it can be pronounced and defining from an early age. The Gifted archetype allows characters to take arcane careers such as Blackclad, Bloodweaver, Bokor, Bone Grinder, Mist Speaker, Priest, Shaman, Sorcerer, and Warlock.

A character with the Gifted archetype starts the game with a tradition (p. 232). This book describes two: the will weaver and the harnesser. If the character begins the game with a Warlock career, he is a harnesser; otherwise, he is a will weaver.

Choosing the Gifted archetype is the only way for a character to have an Arcane stat. If the character is a harnesser, he starts the game with ARC 2. Will weavers start the game with ARC 3. The character can increase his ARC before the start of the game by spending advancement points and later by gaining experience points (XP).

A Gifted character also begins the game with one of the following benefits. Characters gain additional benefits as they accumulate experience points.

- **Blood Boon** – When this character destroys a living character with a melee attack, instead of gaining a feat point he can immediately cast a spell with a cost of 3 or lower without spending fury points or generating fatigue. This benefit does not require the expenditure of a quick action.
- **Combat Caster** – When this character makes a magic attack roll, he gains an additional die. Discard the lowest die of each roll.
- **Fast Caster** – Each activation, the character gains one extra quick action that can be used only to cast a spell.

- **Feat: Dominator** – The character can spend 1 feat point during his turn to double his control area for one round.
- **Feat: Powerful Caster** – When the character casts a spell, he can spend 1 feat point to increase its RNG by 2. Spells with a range of CTRL (control area) or SP (spray attack) are not affected.
- **Feat: Quick Cast** – At the start of combat before the first round, the character can spend 1 feat point to immediately cast one upkeep spell without paying its COST.
- **Feat: Strength of Will** – When the character fails a fatigue roll, he can spend 1 feat point to automatically succeed on the roll instead. This benefit can be taken only by characters with the will weaver tradition.
- **Magic Sensitivity** – The character can automatically sense when another character casts a spell within fifty feet of him for each point of his ARC. The character can tune out this detection as background noise but is aware of particularly powerful magic. If the character has the harnesser tradition, he also can sense other harnessers within his detection range.
- **Occult Secrets** – The character delves further into the primal mysteries of the arcane and is rewarded with a spell from one of his career spell lists. This benefit can be taken multiple times, but the number of spells a character knows still cannot exceed twice his INT.
- **Rune Reader** – The character can identify any spell cast in his line of sight by reading the accompanying spell runes (see the "Runes and Patterns" sidebar on p. 233). He can also learn the type of magic cast (the spell list it came from) and the tradition of the character casting the spell.

MIGHTY

The character is in peak physical condition. He is incredibly strong and resilient. The character is capable of feats of strength that defy imagination.

Mighty characters gain an additional die on their melee damage rolls.

A Mighty character also begins the game with one of the following benefits. Characters gain additional benefits as they accumulate experience points.

- **Beat Back** – When the character hits a target with a melee attack, he can immediately push his target six feet (1″) directly away from him. After the target is pushed, this character can advance up to six feet (1″).
- **Feat: Back Swing** – Once per turn, the character can spend 1 feat point to gain an additional attack.
- **Feat: Bounding Leap** – The character is capable of preternatural feats of athleticism. Once during each of his turns in which he makes a full advance, the character can spend 1 feat point to pitch himself over the heads of his enemies into the heart of battle. When he does, place him anywhere within thirty feet (5″) of his current location.
- **Feat: Counter Charge** – When an enemy advances and ends its movement within thirty-six feet (6″) of this character and in his line of sight, this character can immediately spend 1 feat point to charge the enemy. This character cannot make a counter charge while engaged.
- **Feat: Invulnerable** – The character can spend 1 feat point during his turn to gain +3 ARM for one round.
- **Feat: Revitalize** – The character can spend 1 feat point during his turn to immediately regain a number of vitality points equal to his PHY. 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 this benefit.
- **Feat: Shield Breaker** – When the character hits a target that has a shield with a melee attack, he can spend 1 feat point to use this benefit. When he does, after damage has been dealt, the other character's shield is completely destroyed as a result of the attack.
- **Feat: Vendetta** – The character can spend 1 feat point during his turn to use this benefit. When he does, he names one enemy. For the rest of the encounter, the character gains boosted attack rolls against that enemy. The character cannot use this benefit again unless the most recent subject of the vendetta is destroyed.
- **Righteous Anger** – When one or more other friendly characters are damaged by an enemy attack while in this character's command range, this character gains +2 STR and ARM for one round.
- **Tough** – The character is incredibly hardy. When this character is disabled, roll a d6. On a 5 or 6, he heals 1 vitality point, is no longer disabled, and is knocked down.

SKILLED

The character is extremely quick, nimble, and dexterous. He relies on his wits, skill, and luck in equal measure.

A Skilled character gains an additional attack during his Activation Phase if he chooses to attack that turn.

A Skilled character also begins the game with one of the following benefits. Characters gain additional benefits as they accumulate experience points.

- **Ambidextrous** – The character does not suffer the normal attack roll penalty with a second weapon while using the Two-Weapon Fighting ability.
- **Cagey** – When the character becomes knocked down while he is not mounted, he can immediately move up to twelve feet (2″) and cannot be targeted by free strikes during this movement. While knocked down, the character is not automatically hit by melee attacks, and his DEF is not reduced. The character can stand up during his turn without forfeiting his movement or action.

- **Deft** – The character has nimble fingers and steady hands. The character gains boosted AGL rolls.
- **Feat: Defensive Strike** – When an enemy advances into and ends its movement in the character's melee range, the character can spend 1 feat point to immediately make one melee attack targeting it.
- **Feat: Disarm** – When the character directly hits an enemy with a non-spray, non-AOE (area of effect) ranged or melee attack, instead of making a damage roll, he can spend 1 feat point to disarm his opponent. If he does, the enemy's weapon, or any other object in his hand, flies from his grasp. He suffers no damage from the attack.
- **Feat: Swashbuckler** – Once during each of his turns, the character can spend 1 feat point to use this benefit. The next time this character makes an attack after using this benefit, his front arc extends to 360°, and he can make one melee attack against each enemy in his line of sight that is in his melee range. Regardless of the number of characters hit, this benefit can trigger the Sidestep benefit only once (see below).
- **Feat: Untouchable** – The character can spend 1 feat point during his turn to gain +3 DEF for one round.
- **Preternatural Awareness** – The character's uncanny perception keeps him constantly aware of his surroundings. The character gains boosted Initiative rolls. Additionally, enemies never gain back strike bonuses against him.
- **Sidestep** – When the character hits an enemy character with a melee weapon, he can advance up to twelve feet (2″) after the attack is resolved. He cannot be targeted by free strikes during this movement.
- **Virtuoso** – Choose a military skill. When making a non-AOE attack with a weapon that uses that skill, this character gains an additional die on his attack and damage rolls. Discard the lowest die of each roll. This benefit can be used more than once, each time specifying a different military skill.

STEP 3: CHOOSE TWO CAREERS

After selecting your character's archetype, choose two careers for your character. By mixing and matching different careers you can realize a vast number of character concepts, from a Long Rider warlock to a bone-grinding brigand to a monster-hunting archer.

A character's careers are more than professions; they represent his ongoing development path as well. Careers determine the character's role in society and the skills and abilities he has the opportunity to master.

When you choose your character's careers, you're not necessarily determining his present occupation but defining the skills and abilities he's learned over the course of his life. The people of the wilds are a varied lot, and the heroes who become player characters are even more diverse. It is for this reason that you choose two distinct careers. You might wish to consider one career to be your character's primary occupation—the way he would describe himself. A character who is a Bone Grinder and a Monster Hunter is likely to consider himself primarily a practitioner of ancient arcane arts, but he has also honed his abilities to bring down the greatest beasts of the wild to perform his meat magic. On the other hand, your character's careers might represent a change in his life. Perhaps a character who began his adult life as a bandit later returned to his tribe to prove he had the skill and vision to lead them, ultimately rising to become chieftain. Another perspective is to consider your character to be the aggregate of his careers rather than using either as a means of identification. A trollkin brigand/scout might still view himself as a warrior of his kriel above all else—just one who is a bit more clever and sneaky than most of his peers.

The careers you choose for your character determine not only what he knows how to do at character creation but also what he can learn and improve over time as he gains experience. Each career description lists the benefits starting characters begin with. On your character sheet, record the skills, abilities, and connections your character gains for each career as well as the starting equipment and money. Note that the skills and abilities of many careers overlap. If you choose the same starting skill twice (once from each starting career), your character begins the game with that skill at rank 2.

Some careers have prerequisites. A character must meet all such requirements in order to choose the career. A character cannot change his career choices, but he can add additional careers with experience. See "Earning Experience Points" (p. 153) and "Character Advancement" (p. 153) for more information.

ANATOMY OF A CAREER

Prerequisites: These are the requirements a character must meet in order have a particular career. Prerequisites usually include a specific race or archetype, and in some cases they require the career to be chosen at character creation.

Starting Abilities, Connections, and Skills: These are the abilities, connections, and skills a new character begins with. If a career has other considerations for beginning characters (such as spells or special requirements), they are noted here as well. The full list of abilities appears on p. 154, and the full list of skills appears on p. 176. Connections are discussed on p. 170. When a character gains a new career as a result of advancement, he does not at that time receive any of the starting abilities, connections, or skills associated with the new career.

Starting Assets: This is a description of any gear, equipment, or weapons a character starts with if he chooses the career at character creation. It also lists the starting funds for that character. This applies only to new characters. When a character gains a new career through advancement, he does not receive any of the starting assets.

A character keeps all the weapons, equipment, and money from both of his careers, with one exception: a character who has armor listed in both his careers keeps one set of his choice.

CAREER	REQUIRED RACE	REQUIRED ARCHETYPE	STARTING CAREER ONLY
Archer	—	—	—
Blackclad	Human	Gifted (Will Weaver)†	Yes
Bloodtracker	Female Tharn	—	—
Bloodweaver	Female Tharn	Gifted (Will Weaver)†	Yes
Bokor	Gatorman	Gifted (Will Weaver)†	—
Bone Grinder	—	Gifted (Will Weaver)†	—
Brigand	—	—	—
Bushwhacker	—	—	—
Chieftain	—	—	—
Fell Caller	Trollkin	—	—
Fennblade	Trollkin	—	—
Kriel Champion	Trollkin	—	—
Long Rider	Trollkin	—	—
Mist Speaker	Bog Trog	Gifted (Will Weaver)†	—
Monster Hunter	—	—	—
Priest of Nyssor	Nyss	Gifted (Will Weaver)†	—
Raptor	Nyss	—	—
Ravager	Male Tharn	—	—
Ryssovass	Nyss	—	Yes
Scout	—	—	—
Shaman (Devourer Wurm)	Human or Tharn	Gifted (Will Weaver)†	—
Shaman (Dhunia)	Farrow or Trollkin	Gifted (Will Weaver)†	—
Slaughterhouser	Farrow	—	Yes
Sorcerer	—	Gifted (Will Weaver)†	Yes
Warlock (Circle)	Human or Tharn	Gifted (Harnesser)	Yes
Warlock (Farrow)	Farrow	Gifted (Harnesser)	Yes
Warlock (Swamp)	Bog Trog or Gatorman	Gifted (Harnesser)	Yes
Warlock (Trollkin)	Trollkin	Gifted (Harnesser)	Yes
Warrior	—	—	—
Wolf of Orboros*	Human	—	Yes
Wolf Rider	Human or Tharn	—	Yes

* This career can be paired only with specific other careers at the time of character creation.

† A character who chooses this career and a Warlock career becomes a harnesser instead of a will weaver.

CAREER ABILITIES, CONNECTIONS, AND SKILLS

The following entries delineate the abilities, connections, skills, and spells specific to each career. Characters can choose to take these options as they advance through play with the accumulation of experience points, as noted on the Character Advancement Table (p. 152). A character who gains the career later in his advancement can choose from these options as well.

Abilities: Abilities cover a wide range of specialties a character can have. When a character gains a new ability as a result of accumulating experience points, he can choose only from the abilities provided by his careers. Some abilities have prerequisites, such as a certain skill rank or other ability. The character must meet all these requirements before he can choose such an ability.

Connections: Connections are things like membership in a tribe or organization and contacts with important or influential people. As with abilities, a character can acquire these later in his career.

Military Skills and Occupational Skills: Skills are aptitudes in which a character can gain greater proficiency over time. These are broken into two categories: military skills, which focus on combat, and occupational skills, which focus on the non-military talents associated with the career. Some skills are not available to starting characters and can be acquired only later in a character's career.

GENERAL SKILLS

In addition to the occupational skills listed in the individual career descriptions, there are a number of skills available to all characters. These are life skills that anyone could have the opportunity to learn. These general skills are occupational skills that any character can gain up to the maximum allowed by their level (Hero, Veteran, or Epic).

General occupational skills include Animal Handling, Climbing, Detection, Driving, Gambling, Intimidation, Jumping, Lore, Riding, and Swimming.



The skill lists in each entry define what skills are available to the career as well as how accomplished the character can become in each skill. The number listed by each skill is the maximum rank allowed by the career. The maximum rank for a skill is also dependent on the character's current level. **A Hero character can have skills up to rank 2, a Veteran character can have skills up to rank 3, and an Epic character can have skills up to rank 4.** If the same skill is listed for different careers for the same character, use the higher maximum value.

If both of a character's careers allow him to choose the same starting skill at character creation and he selects that skill twice, the character begins the game with the skill at rank 2.

Spells: This is the spell list from which a character with this career can select spells. The spell list section appears in the entry only for careers that can learn to cast spells. The maximum number of spells a character can learn is equal to twice his Intellect stat.

CUSTOMIZATION AND OPTIONS

The careers here are intended to get players exploring the wilds of the Iron Kingdoms quickly. As a result they offer few choices or options for customization at the time of character creation. Some experienced players might want a greater hand in creating their characters. With the Game Master's approval, a player can:

- Replace a starting ability with another ability available to that career. The character must meet all prerequisites for the new ability.
- Replace a starting occupational skill with another occupational skill available to that career.
- Replace a starting military skill with another military skill available to that career.
- Replace a starting spell with another COST 1 or 2 spell from that career's spell list.

These substitutions do not have a substantial impact on creating challenging encounters, but they add some flexibility for players willing to put a bit more time into the character creation process.

A Game Master might also decide to give players some opportunity for customization by starting their characters with a small number of experience points to add options. Starting player characters with 10 or 12 XP gives them plenty of room for customization without advancing them too far.

ARCHER

PREREQUISITES: NONE

STARTING ABILITIES AND SKILLS	**Abilities: Adjust Aim, Blur of Motion, Dual Shot (Archery)** **Military Skills: Archery 1** **Occupational Skills: Detection 1, Sneak 1, Survival 1**
STARTING ASSETS	**25 gc, bow, quiver of 10 arrows of any type**

ARCHER ABILITIES	**Adjust Aim, Arcing Shot, Blur of Motion, Crackshot, Dual Shot (archery), Fast Draw, Keen Eyed, Marksman, Return Fire, Saddle Shot, Shootist, Snap Fire, Targeteer**
ARCHER CONNECTIONS	**Connections (character's tribe)**
ARCHER MILITARY SKILLS	**Archery 4**
ARCHER OCCUPATIONAL SKILLS	**Craft (fletcher) 4, General Skills 4, Sneak 3, Survival 3, Tracking 3**



The archer is the master of the bow, and in his hands the simple and deathly silent weapon is as fearsome as any modern firearm. He might be a tribal warrior picking off enemies from afar or a bow hunter who has honed his skills through years of bringing down wild creatures. In addition to his deadly talent with the bow, an archer's skills aid him in detecting and stalking prey and in staying alive in the untamed wilderness. Both the Nyss and the Tharn are particularly renowned for the skill of their archers.

Archers are prized for their effectiveness in combat. Their ability to fire over the heads of their allies and into the massed ranks of the enemy make them a valuable addition to many warbands, and the silence of their weapons allows them to attack without raising alarm. Chieftains often seek out these specialized warriors because they can also use their skills to secure sustenance for the tribe. This utility both on and off the battlefield makes archers a coveted resource throughout the wilderness of western Immoren.

Playing an Archer: Choose the Archer career if you want to be a specialist with a bow who is able to throw out an impressive number of arrows. This is a narrowly focused combat career. Though the Archer is heavily reliant on his defining weapon, his singular talents make him a deadly force to be reckoned with. In most groups the Archer stays at the edges of conflict, moving from one shooting position to the next and bringing down enemies from afar. Within a few moments, he can fill a target with shafts and drop it bleeding to the ground.

The Archer's abilities make the most of his talent and his bow. Adjust Aim and Blur of Motion are unique to the Archer and ensure that if his first shot misses the mark, his follow-up won't. With experience he can choose abilities that allow him to forfeit his movement to take an additional shot with his bow, and the combination of Arcing Shot and Crackshot grant the Archer the ability to pick off targets despite the cover they try to hide in—or behind! Skilled Archers are formidable due to the sheer number of shots they can put downrange in a turn. A Veteran Archer will want to take the Snap Fire ability as soon as possible. This ability further increases the number of arrows he can fire each turn, allowing him to lay down a withering salvo across an entire battlefield.

BLACKCLAD

PREREQUISITES: HUMAN, GIFTED, MEMBER OF THE CIRCLE ORBOROS, STARTING CAREER

STARTING ABILITIES, CONNECTIONS, SKILLS, AND SPELLS	**Abilities: Aegis and Long-Lived** **Connections: Connections (Circle Orboros)** **Military Skills: Great Weapon 1** **Occupational Skills: Lore (Orboros) 1, Negotiation 1, Survival 1** **Spells: Force Bolt and Summon Vortex**
STARTING ASSETS	**Custom battle armor, druid voulge, and the cloak and robes of a blackclad**

BLACKCLAD ABILITIES	**Aegis, Artificer, Camouflage, Disease Resistance, Dominating Presence, Immunity: Cold, Immunity: Corrosion, Immunity: Electricity, Immunity: Fire, Iron Will, Language, Light Cavalry, Long-Lived, Mount Attack (Skirovik mountain goat), Natural Leader, Pathfinder, Stone Scavenger, Stonecutter, Trained Rider (Skirovik mountain goat)**
BLACKCLAD CONNECTIONS	**Connections (any)**
BLACKCLAD MILITARY SKILLS	**Great Weapon 2, Hand Weapon 2, Unarmed Combat 2**
BLACKCLAD OCCUPATIONAL SKILLS	**Bribery 4, Command 4, Craft (wold) 4, Cryptography 4, Deception 4, Disguise 3, General Skills 4, Interrogation 4, Investigation 4, Medicine 3, Navigation 4, Negotiation 4, Oratory 4, Research 4, Rope Use 3, Sneak 3, Survival 4**
BLACKCLAD SPELLS	**Spells from the Blackclad spell list**

There is no group among the humans of western Immoren more mysterious than the blackclads of the Circle Orboros. The Circle is an ancient order of those who have answered the wilding, an inborn connection to predatory beasts and the natural forces that flow invisibly through Caen. They command the powers of storm and stone, and wild beasts answer their call. Blackclads ferociously defend the nodes where ley lines intersect, protecting them from competing groups and the encroachment of civilization.



The blackclads are connected to the Devourer Wurm but do not worship it, viewing it as merely one aspect of a greater power they call Orboros. Long-lived, secretive, and reclusive, these druids are misunderstood and feared by the other inhabitants of western Immoren, who accuse them of performing dark rites in the moonlit wilderness. Yet among wilderness societies blackclads are offered wary respect, as their organization wields significant power and influence. Individual blackclads are sent forth to gather allies, having learned how to manipulate others to assist them in fulfilling the far-reaching goals of the Circle Orboros.

Playing a Blackclad: Choose the Blackclad career if you want to be a master manipulator backed by an ancient and powerful organization with the power to summon the elements. A Blackclad is a metaphysical mover and shaker who receives orders through the hierarchy of the Circle and who is expected to use the other characters in his party as his superiors see fit. The Blackclad has access to privileged information about the forces that *really* shape the world.

The Blackclad is a powerful Gifted career with incredible versatility; this is one of the few human careers that grants power over the natural forces of the wilds. The Blackclad's broad spell list gives him access to deadly offensive spells as well as a range of defensive and supportive magic. Depending on his second career choice, the Blackclad can be an arcane powerhouse or a deadly combatant. As he gains experience the Blackclad can choose one of two major paths, dealing with either the wild beasts of Immoren or the construction of powerful wolds. At the Veteran level the Blackclad gains access to the Dominating Presence ability, which allows him to cow lesser beings with the force of his authority.

BLOODTRACKER

PREREQUISITES: FEMALE THARN

STARTING ABILITIES, CONNECTIONS, AND SKILLS	Abilities: Ambush and Specialization (Fighting Claw) Connections: Connections (Tharn tribe) Military Skills: Hand Weapon 1 and Thrown Weapon 1 Occupational Skills: Detection 1, Sneak 1, Tracking 1 Special: A character who chooses Bloodtracker as one of her two starting careers gains the Feat: Vendetta Mighty archetype benefit.
STARTING ASSETS	Bloodtracker fighting claw, 5 javelins, javelin quiver, Tharn leathers

BLOODTRACKER ABILITIES	Acrobatics, Ambush, Dodger, Fast Draw, Fleet Foot, Hunter, Knife Thrower, Pathfinder, Roll with It, Signal Language, Specialization (Fighting Claw), Traceless Path, Weapon Master (Javelin)
BLOODTRACKER CONNECTIONS	Connections (Circle Orboros), Connections (neighboring tribe), Connections (Tharn tribe)
BLOODTRACKER MILITARY SKILLS	Hand Weapon 4, Thrown Weapon 4, Unarmed Combat 3
BLOODTRACKER OCCUPATIONAL SKILLS	Command 3, Craft (Tharn weapons and armor) 3, Cryptography 1, Escape Artist 4, General Skills 4, Navigation 3, Sneak 4, Survival 4, Tracking 4

Bloodtrackers are a remnant of ancient times, when any who ventured into Tharn territory uninvited would disappear into the silence of the forest. Imbued with the predatory power of the Wurm, these savage women strike their prey with lightning swiftness, cutting down any who would stand against them. Their lean forms flit like deadly shadows at the dim edge of awareness as they weave through the enemy and hurl their javelins with deadly accuracy into vulnerable flanks amid the shifting chaos of battle.

Ruthless hunters and undeniable masters of the hit-and-run, bloodtrackers make up a vital component of a Tharn tribe's martial strength, every bit as terrifying as the more physically imposing ravagers. For the bloodtracker, there is nothing more rewarding than looking her prey in the eye as she delivers a fighting claw deep into its warm flesh.

Playing a Bloodtracker: Choose the Bloodtracker career if you want to play a wild close combatant who emphasizes speed and agility over raw damage. Gliding through underbrush or leaping from branch to branch overhead, Bloodtrackers often go unnoticed by their enemies until it is too late. They are stealthy hunters and trackers who silently stalk their prey, then dart from the shadows to pierce their quarry with multiple javelins or the strike of a fighting claw. Bloodtrackers often act as infiltrators and assassins, lurking among the enemy until the time is right to strike.

Bloodtrackers begin the game with the Vendetta benefit, which allows them to attack a specified prey with greatly enhanced accuracy. The female Tharn's racial ability combined with Pathfinder allows her to keep hidden in rough wilderness terrain, concealed from sight until the perfect moment. As a Bloodtracker gains experience, she has access to a number of abilities that feed into her talents, including Hunter and Traceless Path. Bloodtrackers will want to pick up Weapon Master (Javelin) as soon as possible to increase the power of their javelin attacks. At the Veteran level, Bloodtrackers can gain the Acrobatics ability, allowing them to leap across the battlefield and through the ranks of their opponents with impunity.



BLOODWEAVER

PREREQUISITES: FEMALE THARN, GIFTED, STARTING CAREER

STARTING ABILITIES, CONNECTIONS, SKILLS, AND SPELLS	Abilities: Blood Rites, Empower Weapon Connections: Connections (Tharn tribe) Military Skills: Hand Weapon 1 Occupational Skills: Detection 1, Lore (Devourer Wurm) 1, Sneak 1 Spells: Blood Magic: Accurate Strike, Blood Magic: Bleeder, Blood Magic: Brutal Strike
STARTING ASSETS	Sacral blade and Tharn leathers

BLOODWEAVER ABILITIES	Anatomical Precision, Blood Spiller, Blood Trade, Empower Weapon, Gang, Haruspex, Inflict Pain, Shadow Magic, Two-Weapon Fighting
BLOODWEAVER CONNECTIONS	Connections (Circle Orboros), Connections (neighboring tribe), Connections (Tharn tribe)
BLOODWEAVER MILITARY SKILLS	Hand Weapon 4 and Unarmed Combat 3
BLOODWEAVER OCCUPATIONAL SKILLS	Craft (Tharn weapons and armor) 3, General Skills 4, Medicine 3, Sneak 4, Survival 3
BLOODWEAVER SPELLS	Spells from the Bloodweaver spell list



Bloodweavers practice ancient, blood-fueled magic that enables them to manipulate the energies of life and death. They turn their victim's own lifeblood into a terrible weapon, wielding the power of sacrifice to empower potent arcane effects. Bloodweavers lead their tribes in rites of blood worship in the name of the Devourer and can divine the future in the blood and entrails of their victims.

This blood magic makes bloodweavers terrifying combatants who are able to bring down foes many times their own size and physical strength. A bloodweaver works her magic through a sacral blade shaped by her own hands from bone, tusk, or fang and wielded in service to the Devourer.

Playing a Bloodweaver: The Bloodweaver career lets you use the very life essence of your kills to fuel powerful magic. The Bloodweaver is a practitioner of bloody Devourer rites who uses the cruel art of blood magic to evoke a number of different effects. With a stab, she can cause her opponent's body to explode in a blast of blood, gore, and bone fragments, piercing her enemies while leaving her allies untouched. So long as a thing bleeds, the Bloodweaver has tools at her disposal to make sure it dies painfully as a sacrifice to the Devourer Wurm.

Although Bloodweavers can be harnessers or will weavers, they have a unique arcane style. In addition to a handful of normal spells like Fair Winds and Blessings of the Devourer, Bloodweavers have a spell list of signature blood magic spells. As the blood magic rules (p. 235) explain, these spells do not require quick actions to cast, and multiple spells can affect the same attack. This effectively turns each strike with the Bloodweaver's sacral blade into a custom-built offensive spell with effects that vary from increased damage or accuracy to healing the Bloodweaver herself. The Bloodweaver career can be paired with other gifted careers for increased spellcasting options, but many Bloodweavers instead choose Scout, Warrior, or Wolf Rider to broaden their range of potential abilities. Experienced Bloodweavers gain options as they pick up additional blood magic abilities, broadening the customization potential of each attack.

BOKOR

PREREQUISITES: GATORMAN, GIFTED

STARTING ABILITIES, CONNECTIONS, SKILLS, AND SPELLS	**Abilities: Great Power** **Connections: Connections (Blindwater Congregation) or Connections (gatorman tribe)** **Military Skills: Unarmed Combat 1** **Occupational Skills: Detection 1, Intimidation 1, Lore (Kossk) 1, Lore (undead) 1** **Spells: Bone Shaker and Grave Whispers**
STARTING ASSETS	**50 gc**

BOKOR ABILITIES	**Death Mastery, Empower Weapon, Ghost Sight, Grave Man, Great Power, Haruspex, Possession, Soul Taker, Spirit Guide, Unhallowed**
BOKOR CONNECTIONS	**Connections (Blindwater Congregation), Connections (gatorman tribe), Connections (neighboring tribe)**
BOKOR MILITARY SKILLS	**Great Weapon 3 and Unarmed Combat 3**
BOKOR OCCUPATIONAL SKILLS	**Alchemy 2, Command 3, Cryptography 3, Deception 4, General Skills 4, Interrogation 4, Medicine 2, Navigation 3, Oratory 2, Sneak 3, Survival 3**
BOKOR SPELLS	**Spells from the Bokor spell list**

Bokors are the ruthless mystics and shamans of the gatormen. Most revere the great swamp spirit Kossk and call upon his power in their dark rites. Masters of necromantic forces, bokors have the power to summon the menacing spirits of the swamp through bloody rituals and to consume the souls of their enemies to work their magic. To the gatormen these are natural forces entwined with their religion, which is based on predation and consumption.



Though a bokor may choose to serve as a shaman of his people or to live a reclusive existence alone in the depths of the swamp, all are obsessed with the acquisition of personal power and the destruction of their enemies. Many bokors seize power as chieftains, keeping their people in check through fear of the spirits at their command.

Playing a Bokor: Choose the Bokor career if you want to play a cold-blooded pragmatist with arcane power over life and death. Bokors are unpredictable and pitiless mystics with one hungry eye on this world and one on the next. Comfortable in their dark knowledge, bokors tend to be more genuinely interested in the outside world than others of their kind, even if that interest stems comes from a deep-rooted desire to find fresh means of extending their personal power.

The Bokor's spell list gives him a diversity of dark magic and necromancy to dominate the living and the dead. Each new spell and ability he gains only serves to increase his power. A Bokor combines well with careers that offer combat abilities, such as Brigand or Warrior, but he also benefits from careers that amplify his already impressive arcane power, such as Bone Grinder or Sorcerer. As he gains experience, the Bokor has numerous options for spells and abilities that magnify his repertoire of necromantic powers. Veteran Bokors gain access to the Death Mastery and Possession abilities, allowing them to take control of their enemies, both living and dead.

BONE GRINDER

PREREQUISITES: GIFTED

STARTING ABILITIES, SKILLS, AND SPELLS	Abilities: Bone Grinder and Disease Resistance Military Skills: Great Weapon 1 or Hand Weapon 1 Occupational Skills: Alchemy 1, Craft (skinner) 1, Lore (extraordinary zoology) 1, Medicine 1 Spells: Arcane Bonds and Marked for Death
STARTING ASSETS	25 gc, apothecary kit, skinning tools, and any one bone grinder fetish

BONE GRINDER ABILITIES	Anatomical Precision, Bone Grinder, Brew Master, Disease Resistance, Inflict Pain, Meat Alchemy, Vivisectionist
BONE GRINDER CONNECTIONS	Connections (any)
BONE GRINDER MILITARY SKILLS	Great Weapon 3 and Hand Weapon 3
BONE GRINDER OCCUPATIONAL SKILLS	Alchemy 4, Craft (skinner) 4, General Skills 4, Investigation 2, Medicine 4, Navigation 2, Rope Use 3, Survival 3, Tracking 3
BONE GRINDER SPELLS	Spells from the Bone Grinder spell list



The bone grinder employs a unique mystical tradition to gain power from the flesh of dead beasts. Well versed in the skinning and dismantling of carcasses, bone grinders gather various parts from slain creatures in order to tap into the latent mystical energies lingering within them. Working a tradition that blends alchemy and occultism, bone grinders use these components to craft a variety of potent talismans, charms, and salves to imbue themselves with some of the dead beast's power. In the course of their work they also become skilled natural anatomists, gaining a unique perspective on how organs and tissues function as well as how they can be repurposed after death.

Bone grinders frequently set out in search of rare beasts to butcher for the construction of their talismans. Their special talents are in great demand among the warlords and bandit leaders of the wilds. Often bone grinders rise to become prominent members of their tribes despite their sometimes alarming enthusiasm for their bloody craft.

Playing a Bone Grinder: Choose the Bone Grinder career if you want to play a filth-encrusted meat wizard who uses scraps of dead creatures to empower potent magical talismans. These characters are arcane scavengers capable of tapping the mystical essence locked away in flesh, bones, and blood. They get their hands dirty digging around in corpses for choice ingredients and transforming the organs and tissue they harvest into charms that magnify their own arcane power and grant them unique abilities. The rest of the carcass they render down, turning the by-product into various alchemical concoctions.

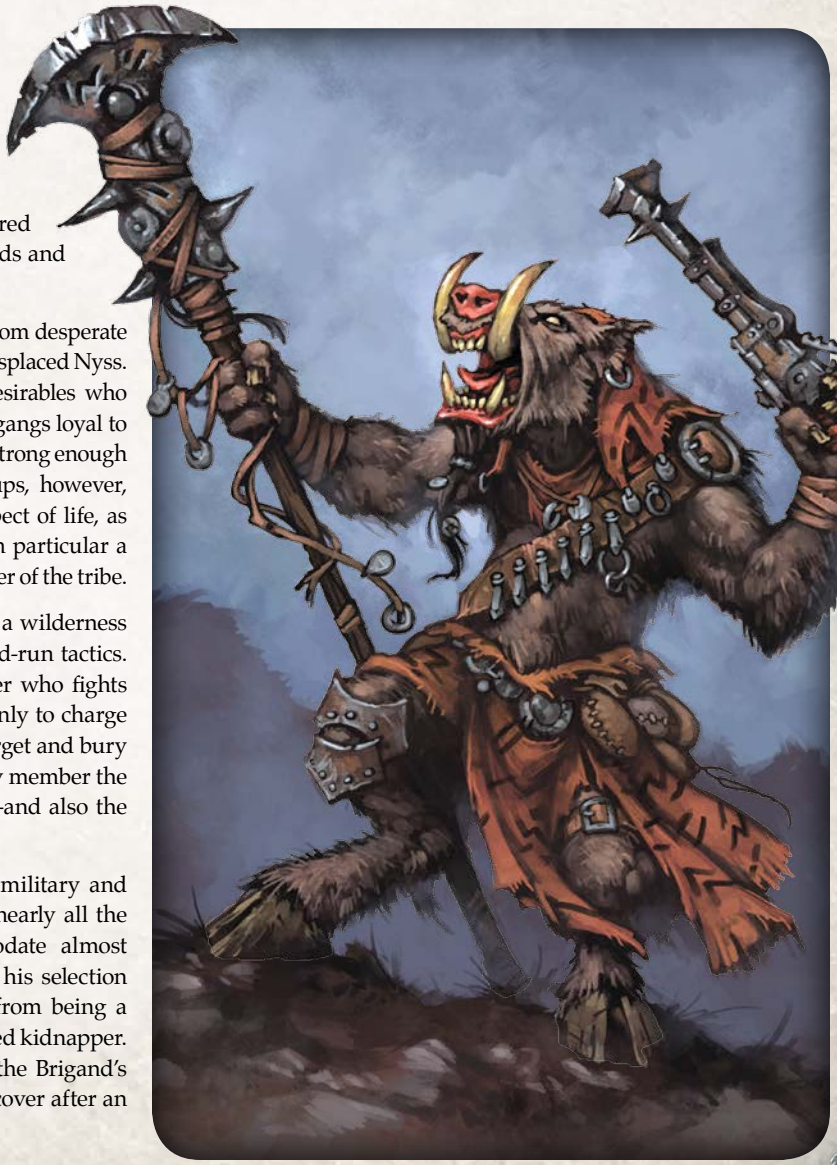
Bone Grinder is an incredibly versatile Gifted career, offering the ability to work alchemy and to craft fetishes from dead beasts. A Bone Grinder greatly benefits from the Monster Hunter career, which maximizes his effectiveness in bringing down a beast. Other Gifted careers, such as one of the Shamans or Warlocks, also pair well with the Bone Grinder. Abilities like Brew Master and Vivisectionist greatly benefit the Bone Grinder in the creation of his signature fetishes, and at the Veteran level Meat Alchemy means he will make the most of any opportunity to create an item from an animal's carcass.

BRIGAND

PREREQUISITES: NONE

STARTING ABILITIES, CONNECTIONS, AND SKILLS	**Abilities: Find Cover and Onslaught** **Connections: Connections (criminal gang or character's tribe)** **Military Skills: Choose two: Archery 1, Crossbow 1, Great Weapon 1, Hand Weapon 1, Pistol 1, Rifle 1, Thrown Weapon 1** **Occupational Skills: Detection 1, Driving 1, Intimidation 1, Sneak 1**
STARTING ASSETS	**75 gc**

BRIGAND ABILITIES	**Ambush, Appraise, Backstab, Binding, Camouflage, Dodger, Fall Back, Fast Draw, Fast Reload, Find Cover, Fleet Foot, Gunfighter, Onslaught, Relentless Charge, Waylay**
BRIGAND CONNECTIONS	**Connections (criminal gang or character's tribe), Connections (human settlement)**
BRIGAND MILITARY SKILLS	**Archery 3, Crossbow 3, Hand Weapon 4, Pistol 3, Rifle 3, Thrown Weapon 3, Unarmed Combat 3**
BRIGAND OCCUPATIONAL SKILLS	**Bribery 4, Command 2, Craft (any) 2, Deception 4, Disguise 3, Escape Artist 4, General Skills 4, Lock Picking 3, Navigation 2, Negotiation 3, Pickpocket 3, Rope Use 3, Sneak 4, Streetwise 2, Survival 2**



Brigands are pragmatic cutthroats and robbers that lurk in the wilderness of western Immoren and prey on travelers. Wielding a mismatched arsenal of scavenged weapons, brigands are masters of hit-and-run. The speed of their lightning raids often catches victims by surprise, leaving them helpless and at the brigands' mercy. These ruthless bandits are rightly feared by merchants and tradesmen who travel the back roads and byways of the wild.

Brigands come from diverse backgrounds and range from desperate military deserters to opportunistic farrow to hungry, displaced Nyss. Often these rowdy, undisciplined criminals are undesirables who have been driven from their tribes. They tend to form gangs loyal to none but bound by greed or necessity and led by those strong enough to keep the others in line. In some wilderness groups, however, brigandage is an entirely respectable and integral aspect of life, as essential to survival as hunting. Among the farrow in particular a brigand's skills are all but required to be a useful member of the tribe.

Playing a Brigand: The Brigand career lets you play a wilderness criminal who specializes in dirty fighting and hit-and-run tactics. The Brigand's abilities are tailor-made for a character who fights from ambush, firing from cover first and emerging only to charge into combat, or one who likes to creep up behind a target and bury a blade in its back. In a group the Brigand is the shady member the others keep around because of his versatile talents—and also the one they're reluctant to turn their back on.

The Brigand career has access to a wide variety of military and occupational skills. With the ability to choose from nearly all the ranged military skills, the Brigand can accommodate almost any fighting style. As the Brigand gains experience, his selection of abilities allows him to specialize his misdeeds, from being a maneuverable ranged combatant to serving as a talented kidnapper. At the Veteran level the Fall Back ability increases the Brigand's talent for hit-and-run tactics, letting him retreat into cover after an attack or lead the foolish into a trap.

BUSHWHACKER

PREREQUISITES: NONE

STARTING ABILITIES AND SKILLS	Abilities: Crackshot and Fast Reload Military Skills: Hand Weapon 1 and Rifle 1 Occupational Skills: Climbing 1, Detection 1, Sneak 1, Survival 1
STARTING ASSETS	50 gc, ammo bandolier, and a heavy rifle or repeating rifle with powder and ammunition for 10 shots

BUSHWHACKER ABILITIES	Ambush, Crackshot, Dual Shot (Rifle), Fast Draw, Fast Reload, Go to Ground, Keen Eyed, Marksman, Night Fighter, Return Fire, Shootist, Sniper, Swift Hunter, Targeteer
BUSHWHACKER CONNECTIONS	—
BUSHWHACKER MILITARY SKILLS	Hand Weapon 3 and Rifle 4
BUSHWHACKER OCCUPATIONAL SKILLS	Command 2, Craft (gunsmithing) 3, General Skills 4, Navigation 3, Sneak 4, Survival 3



Bushwhackers are outstanding wilderness hunters, snipers, and forward scouts. They are the expert riflemen of the wilds, both valued and feared for their deadly skill with long arms. Talented bushwhackers are often hired as mercenaries or inducted into criminal bands. Their ability to mount sudden ambushes makes them extremely important to those who take on the better-armed caravans and military patrols of the Iron Kingdoms. An experienced bushwhacker can name his price among the many raiding parties and brigands who litter the remote roads of western Immoren.

Blasting powder is rare in the wilds, and bushwhackers occasionally must go to great lengths to secure a supply. This might mean venturing into frontier border towns like Ternon Crag to find an agent who can freely enter the cities of the Iron Kingdoms, or it might mean robbing a storehouse, riverboat, or merchant convoy.

Playing a Bushwhacker: Choose the Bushwhacker career if you want to play a rifleman with a particular talent for ambush. Bushwhackers are well suited to flanking, harassing, and pinning down enemy forces while their companions creep up to engage them head on. Bushwhackers are adept at taking out powerful opponents at range but can be in a great deal of trouble if cornered.

The Bushwhacker's abilities are geared toward making him a superior gunman of the wilds. Crackshot and Night Fighter partially mitigate the effects of impediments like cover and stealth. Keen Eyed lets him increase the effective range of his rifle, and Go to Ground enables him to find cover in even the sparsest conditions. With Ambush he can make the most of the first round of combat by increasing his odds of dropping unprepared foes before they have a chance to retaliate. At the Veteran level the Bushwhacker can gain Sniper, which further increases his lethality with a rifle.

CHIEFTAIN

PREREQUISITES: NONE

STARTING ABILITIES, CONNECTIONS, AND SKILLS	**Abilities: Battle Plan: Take Cover, Natural Leader, Team Leader** **Connections: Connection (tribe or trollkin kriel)** **Military Skills: Choose two: Archery 1, Great Weapon 1, Hand Weapon 1, Thrown Weapon 1, Unarmed Combat 1** **Occupational Skills: Command 1, Lore (tribal) 1, Oratory 1, Survival 1**
STARTING ASSETS	**100 gc and a symbol of office (such as an iron crown or a wolf skin great cloak)**

CHIEFTAIN ABILITIES	**Battle Commander, Battle Plan: Battlefield Coordination, Battle Plan: Call to Action, Battle Plan: Coordinated Strike, Battle Plan: Take Cover, Cavalry Charge, Combat Rider, Defender, Expert Rider, Language, Natural Leader, Rallying Cry, Team Leader**
CHIEFTAIN CONNECTIONS	**Connections (any)**
CHIEFTAIN MILITARY SKILLS	**Archery 4, Great Weapon 4, Hand Weapon 4, Thrown Weapon 4, Unarmed Combat 4**
CHIEFTAIN OCCUPATIONAL SKILLS	**Command 4, Deception 4, General Skills 4, Interrogation 4, Navigation 4, Negotiation 4, Oratory 4, Seduction 3, Sneak 2, Survival 3**

The Chieftain is a fearsome combatant and leader of his people. Dominating through cunning and manipulation or naked force and brutality, the chieftain commands the loyalty of his tribe. He might be a savage warrior who fought his way into a position of authority, a member of a bloodline of powerful chiefs, or a clever and strategic thinker who guides his tribe to success both on and off the battlefield. A chieftain is responsible for the well-being of his tribe and often makes difficult decisions to ensure its continuing strength.



In times of scarcity or turmoil, it is the chieftain the tribe looks to for solutions and heroic deeds. A chieftain might strike out from his tribal lands on an adventure for any number of reasons: to gain renown, to gather wisdom so he can better guide his people, to find allies, to secure assets for his tribe, or to seek out and secure a new home for the tribe that has lost its lands.

Playing a Chieftain: The Chieftain career is perfect for players interested in taking on a leadership role in the party. Able to coordinate the forces of his tribe or band, the Chieftain leads by example. Likely he battled his way into his position of authority and has defeated a string of would-be usurpers. Even beyond the boundaries of his tribe, a Chieftain commands authority and respect.

The Chieftain leads from the front, using his military skills to take the fight to the enemy. His abilities are geared toward making the entire party more effective, with a number of powerful Battle Plan abilities that allow him to coordinate his allies in a fight. As he gains experience the Chieftain can expand the range of Battle Plans at his disposal, giving him tools to help deal with a variety of circumstances. Allies can charge into combat without fear of spoiling their companions' shots thanks to Battle Plan: Battlefield Coordination, and Battle Plan: Coordinated Strike lets the group combine forces to quickly cut down their enemies. Veteran Chieftains can pick up the Battle Commander ability, which allows him to use Battle Plans without spending feat points, and selecting Rallying Cry allows the Chieftain to turn an entire warband into an unshakable fighting force.

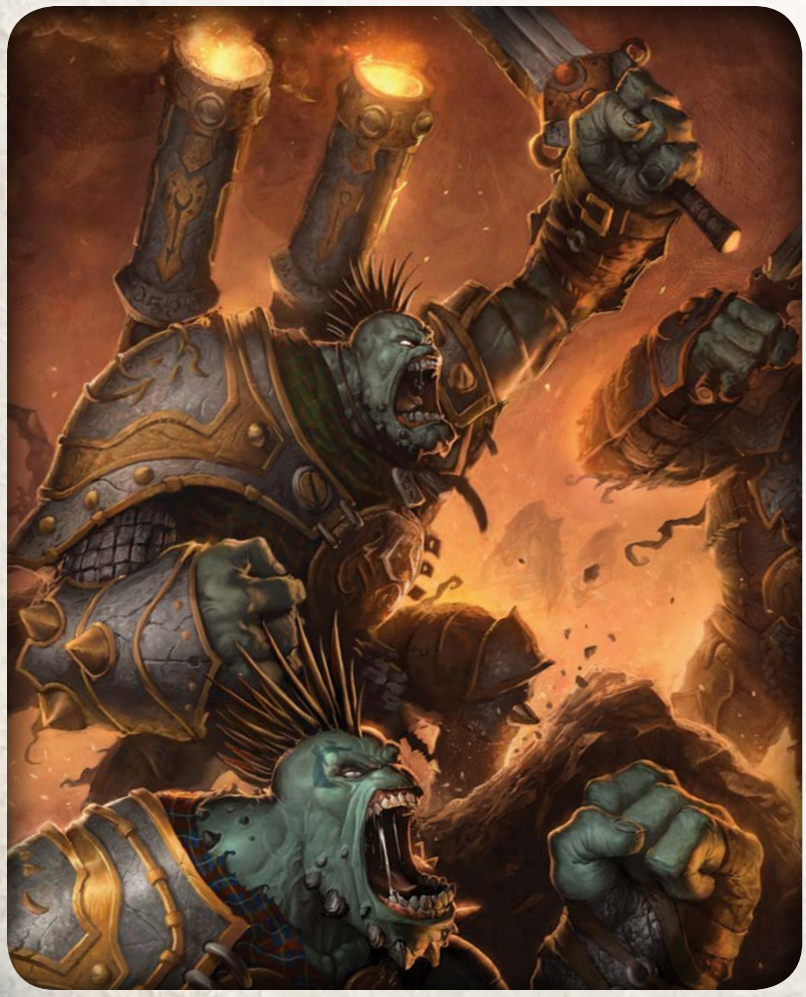
FELL CALLER

PREREQUISITES: TROLLKIN

STARTING ABILITIES AND SKILLS	Abilities: Fell Call: Signal Call and Fell Call: Sonic Blast Military Skills: Great Weapon 1 or Hand Weapon 1 Occupational Skills: Command 1, Fell Calling 2, Lore (Trollkin) 1, and Oratory 1
STARTING ASSETS	75 gc

FELL CALLER ABILITIES	Battle Plan: Call to Action, Fell Call: Cacophony, Fell Call: Call of Defiance, Fell Call: Ground Shaker, Fell Call: Heroic Ballad, Fell Call: Reverberation, Fell Call: Signal Call, Fell Call: Sonic Blast, Legacy of Bragg, Natural Leader
FELL CALLER CONNECTIONS	Connections (any)
FELL CALLER MILITARY SKILLS	Great Weapon 3, Hand Weapon 3, Thrown Weapon 3, Unarmed Combat 3
FELL CALLER OCCUPATIONAL SKILLS	Command 4, Fell Calling 4, General Skills 4, Oratory 4, Seduction 4

Fell callers are trollkin whose lineage can be traced back to the legendary Bragg, the first of their race to harness the booming song of the fell call. A character with this career can lift his powerful voice in song to urge his allies on to heroic efforts or simply to batter his foes with focused bursts of shattering sound. Fell calling is in the character's blood, and he has probably received training from more experienced trollkin with the same gift.



Fell callers are respected and valued members of their kriels, and they are a welcome presence among trollkin warriors. The rare fell caller that leaves his kriel to seek fame and glory in the wider world is likely to accept worthy non-trollkin as traveling companions. He doubtless expects the same level of heroism from his comrades as he displays.

Playing a Fell Caller: Fell Caller is a unique career that allows a trollkin to turn his voice into a weapon. If the idea of bellowing with enough force to send your enemies flying and supporting your allies with the power of your calls is appealing, the Fell Caller career is right for you. These characters are leaders and fearsome warriors with a reputation for being reckless and unpredictable. Among the trollkin they are popular heroes—charming rogues able to destroy a kriel's enemies with the same voice they use to charm its women.

A Fell Caller gains access to a whole suite of game play options unavailable to other character types. Any party that includes multiple trollkin characters would benefit a great deal from a Fell Caller, but even a lone descendant of Bragg can use his voice as a powerful battlefield asset. Fell calling can be a versatile tool used for bolstering a Fell Caller's combat potential or it can represent his main mode of attack. From the Mighty Fell Caller–Champion to the Gifted Fell Caller–Sorcerer, this career offers a wealth of options. Note that unlike spells, fell call attacks are ranged attacks, so they cannot be used in melee combat without penalties.

Experienced Fell Callers have many abilities available to increase their fell call options; with the Legacy of Bragg ability, they can even gain a free fell call each turn. At the Veteran level, Fell Callers can learn the impressive Ground Shaker fell call that allows them to knock their enemies right off their feet.

FENNBLADE

PREREQUISITES: TROLLKIN

STARTING ABILITIES, CONNECTIONS, AND SKILLS	Abilities: Hard, Relentless Advance, Specialization (Hooked Great Sword) Connections: Connections (trollkin kriel) Military Skills: Great Weapon 1 Occupational Skills: Command 1, Detection 1, Survival 1
STARTING ASSETS	75 gc and a hooked great sword

FENNBLADE ABILITIES	Cleave, Dual Fighter, Hard, Iron Will, Load Bearing, Precision Strike, Relentless Advance, Relentless Charge, Set Defense, Snag & Slash, Specialization (Hooked Great Sword)
FENNBLADE CONNECTIONS	Connections (trollkin kriel), Connections (United Kriels)
FENNBLADE MILITARY SKILLS	Great Weapon 4, Unarmed Combat 3
FENNBLADE OCCUPATIONAL SKILLS	Command 3, General Skills 4, Survival 3

The Fennblades are inheritors of a trollkin fighting tradition that originated with the stalwart warriors of the Fenn Marsh kriels. Their signature weapon, the hooked great sword, is heavy and difficult to master even for the brawniest trollkin. Despite this, the weapon has remained popular among the southern Cygnaran kriels for generations. The fighting techniques of the Fennblades require long hours of practice and great discipline, forging them into peerless soldiers among their people.

Fennblades are known for their prodigious strength, and some even take to wielding a great sword in each hand—a truly heroic feat. Easily swinging weapons even strong men would find challenging, Fennblades are a terrifying sight to the enemies of a kriel. Strength is not the sole mark of the Fennblade, however. Those who wish to fight among them must be disciplined enough to hold ranks against the rushing charge of an enemy force. Even as the earth trembles under oncoming enemies and massive beasts of war, these stoic warriors stand resolute, ready to break any line.

Playing a Fennblade: Choose the Fennblade career if you want to play a hardy trollkin warrior capable of breaking the force of an enemy charge. Fennblades are renowned for their strength as well as their skill with the massive hooked great sword. They are frontline warriors who bear the full brunt of the enemy and lock him in combat, giving their allies the opportunity to strike at his unprotected flank.

The Fennblade is a powerful warrior in all circumstances, but he truly shines when facing down enemy cavalry. Mounted enemies cannot capitalize on the power of their mounts' impact attacks against a Fennblade due to his Hard ability, and Set Defense increases his defense against any charge attack. Cleave can give a Fennblade the ability to perform multiple attacks in a turn, enabling him to carve his way through ranks of enemy soldiers. As he gains experience, the Fennblade becomes increasingly deadly. A Veteran Fennblade can pick up the Dual Fighter ability, enabling him to wield a great weapon in either hand, or Snag & Slash, which lets him rip an enemy rider from the saddle and quickly dispatch him on the ground.



KRIEL CHAMPION

PREREQUISITES: TROLLKIN

STARTING ABILITIES, CONNECTIONS, AND SKILLS	Abilities: Defensive Line, Iron Will, Load Bearing Connections: Connections (trollkin kriel or United Kriels) Military Skills: Great Weapon 1 and Hand Weapon 1 Occupational Skills: Command 1 and Detection 1
STARTING ASSETS	100 gc

KRIEL CHAMPION ABILITIES	Bodyguard, Defensive Line, Iron Will, Load Bearing, Natural Leader, Overtake, Relentless Charge, Retaliatory Strike, Rock Solid, Shield Guard, Shield Slam, Two-Weapon Fighting
KRIEL CHAMPION CONNECTIONS	Connections (trollkin kriel), Connections (United Kriels)
KRIEL CHAMPION MILITARY SKILLS	Great Weapon 4, Hand Weapon 4, Shield 3, Thrown Weapon 3, Unarmed Combat 4
KRIEL CHAMPION OCCUPATIONAL SKILLS	Command 3, Craft (metalworking) 3, General Skills 4, Oratory 2, Survival 3

Kriel champions are hardened trollkin warriors who spend their lives in service to kith and kriel. Born to war, kriel champions are often closely related to the leaders, chieftains, and proud bloodlines of their people. Many are chieftains of minor kriels who have sworn themselves to the life of a champion.

Kriel champions formalize their fraternity with the *kulgat* blood oath, making their minds known to their brothers. It is said these bonds are so powerful that in battle each champion can anticipate the actions of those with whom he has shared the oath. Drawing strength from one another, they fight for the very survival of their people with seamless, coordinated precision. Kriel champions are the true heroes of their people, and their names and deeds are immortalized in song and stone alike.



Playing a Champion: Choosing Kriel Champion lets you play one of the mighty warriors of the trollkin, wading into combat alongside your brothers or allies to cut down all enemies. Champions are the inspiration for stories told for generations among the trollkin. If you want to play a noble and powerful warrior, Kriel Champion may be the career for you.

The Kriel Champion's selection of abilities offers a number of powerful defensive capabilities. Load Bearing helps him fight more effectively in heavy armor, and Shield Guard allows him to absorb damage from attacks intended for nearby allies. Rock Solid keeps him on his feet in battle, and Retaliatory Strike lets him punish an opponent who harms his allies. For offense, the Kriel Champion can make great use of Relentless Charge, Overtake, and Two-Weapon Fighting to charge into a mass of enemies, drive deep into their ranks, and cut them down on all sides. At the Veteran level he should pick up Bodyguard, which lifts the restriction on how often he can use Shield Guard to protect his brothers.

LONG RIDER

PREREQUISITES: TROLLKIN

STARTING ABILITIES AND SKILLS	**Abilities: Bull Rush, Cavalry Charge, Trained Rider (Bison)** **Military Skills: Great Weapon 1 and Shield 1** **Occupational Skills: Animal Handling 1, Lore (Trollkin) 1, Riding 1**
STARTING ASSETS	**75 gc and a bison with tack**

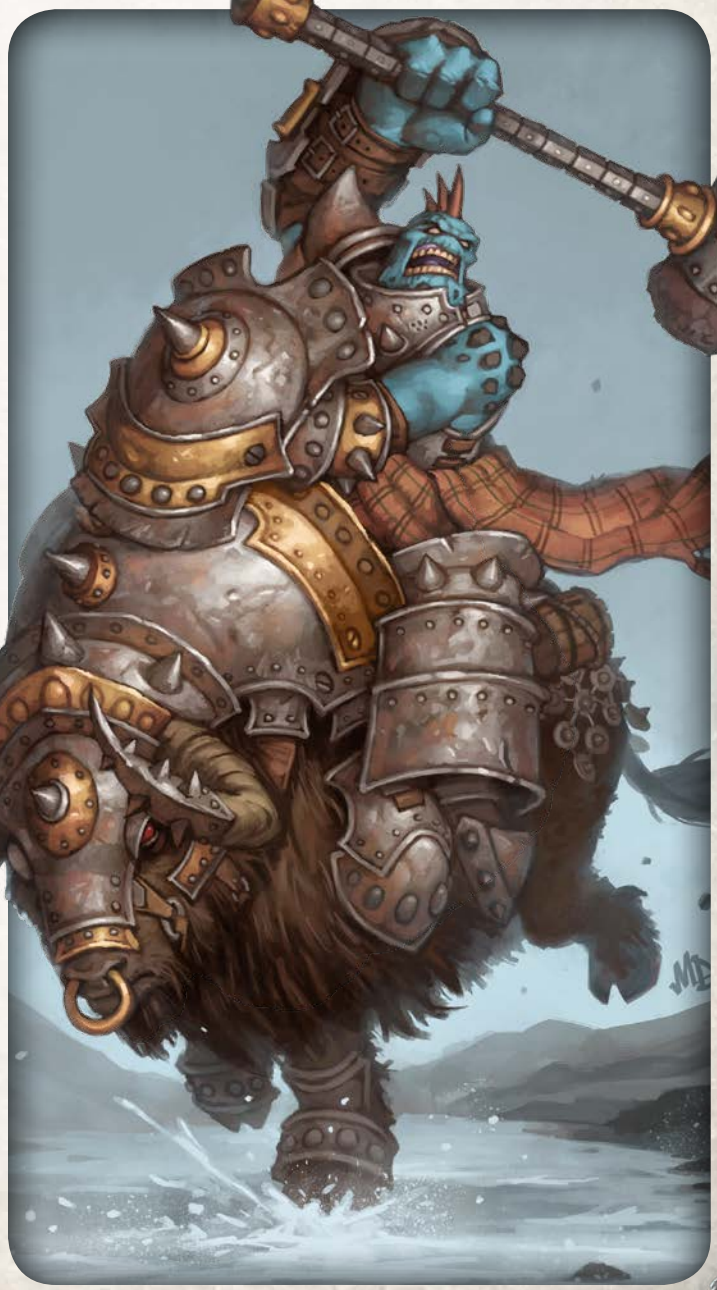
LONG RIDER ABILITIES	**Bull Rush, Cavalry Charge, Combat Rider, Expert Rider, Follow Up, Line Breaker, Load Bearing, Mounted: Counter Charge, Ride-By Attack, Trained Rider (Bison)**
LONG RIDER CONNECTIONS	**Connections (trollkin kriel), Connections (United Kriels)**
LONG RIDER MILITARY SKILLS	**Great Weapon 4, Hand Weapon 3, Shield 4, Unarmed Combat 3**
LONG RIDER OCCUPATIONAL SKILLS	**Command 3, General Skills 4, Survival 3**

The long rider is the traditional mounted warrior of the trollkin kriels. Since horses are unwilling to bear trollkin, long riders instead ride to battle atop powerful bison. The combination of fearsome trollkin warrior and hulking horned beast shatters the opposition and at full gallop is even capable of sending a heavy steamjack flying to the ground.

The life of a long rider is a nomadic one, and these warriors are rarely found out of the saddle for long. Though many fight to defend kith and kriel, some find the lure of adventure too great to ignore and set out to earn fame and fortune in the dangerous wilds of the Iron Kingdoms.

Playing a Long Rider: If the idea of playing an unstoppable wrecking ball mounted atop a snorting, belligerent bison appeals to you, consider the Long Rider career. Long Riders are talented heavy cavalry who can trample their group's enemies, using the mobility of their mounts to exploit openings their allies create.

The Long Rider career is all about mounted combat; few other starting careers boast such skill while mounted. The Bull Rush ability allows the Long Rider to perform slam power attacks with his bison, giving him a powerful advantage when facing larger enemies such as warbeasts. As he gains experience, the Long Rider's skill when fighting from his mount only increases thanks to abilities like Mounted: Counter Charge, Ride-By Attack, and Line Breaker, making the Long Rider a mobile bastion of devastation.



MIST SPEAKER

PREREQUISITES: BOG TROG, GIFTED

STARTING ABILITIES, CONNECTIONS, SKILLS, AND SPELLS	Abilities: Conniver Connections: Connections (bog trog tribe or Blindwater Congregation) Military Skills: Great Weapon 1 or Hand Weapon 1 Occupational Skills: Bribery 1, Deception 1, Detection 1, Sneak 1 Spells: Cloak of Fear and Phantasm Special: Mist Speakers begin with +1 INT and +1 to their racial maximum INT at each level.
STARTING ASSETS	50 gc

MIST SPEAKER ABILITIES	Advisor, Backstab, Conniver, Dodger, Sucker!
MIST SPEAKER CONNECTIONS	Connections (Blindwater Congregation), Connections (bog trog tribe), Connections (gatorman tribe), Connections (neighboring tribe)
MIST SPEAKER MILITARY SKILLS	Great Weapon 3, Hand Weapon 3, Unarmed Combat 3
MIST SPEAKER OCCUPATIONAL SKILLS	Bribery 4, Command 3, Craft 2 (any), Deception 4, Escape Artist 3, General Skills 4, Interrogation 3, Investigation 3, Negotiation 4, Oratory 3, Seduction 2, Sneak 3, Survival 3
MIST SPEAKER SPELLS	Spells from the Mist Speaker spell list



While rarely the actual leaders of their tribes, mist speakers are the spiritual advisors and counselors to the chieftains who command the bog trogs. These cunning viziers are adept at deception and misdirection. Mist speakers purport to communicate with the spirits of the swamp, who direct them in all things and give them insights beyond the understanding of their tribal brothers. From their cryptic wisdom the "big fish" who lead the bog trog tribes gain insight into the best course of action—though the outcome almost always favors the mist speaker himself. In battle, mist speakers support the tribe by wielding powerful magic that calls upon the forces of the bog trogs' swampy homes.

Mist speakers speak reverently of the mammoth beast Ashiga, which they believe slumbers beneath Sike Dulra, the great swamp of bog trog legend. Some mist speakers claim that when Ashiga rises from his slumber he will free all bog trogs from subjugation at the claws of their gatorman oppressors. Some mist speakers believe it is they who will awaken Ashiga, through their whispered chants and the blood they spill.

Playing a Mist Speaker: Choose the Mist Speaker career if you want to play a clever amphibious manipulator who wields versatile spells and influences more powerful individuals to help achieve his own goals. A Mist Speaker often seeks to attach himself to the mightiest warriors, offering counsel to guide his companions to perform actions that ultimately benefit the Mist Speaker himself. In most parties, he will support his allies with potent magic from the rear of the battle—so long as those allies continue to prove useful.

The Conniver starting ability lets a Mist Speaker lie masterfully, and his spell list offers several options for influencing others. Devil's Tongue in particular is an attractive choice, letting the Mist Speaker amplify his deception without anyone being the wiser. A Veteran Mist Speaker should acquire the Sucker! ability as soon as possible so he can let the more durable (or disposable) members of the group suffer to protect him from harm.

MONSTER HUNTER

PREREQUISITES: NONE

STARTING ABILITIES AND SKILLS	**Abilities: Big Game Hunter, Hunting Ground, Precision Strike** **Military Skills: Hand Weapon 1 and choose one: Archery 1, Crossbow 1, Pistol 1, or Rifle 1** **Occupational Skills: Lore (extraordinary zoology) 1, Survival 1, Tracking 1**
STARTING ASSETS	**100 gc**

MONSTER HUNTER ABILITIES	**Anatomical Precision, Big Game Hunter, Binding, Camouflage, Deadly Skill, Dismember, Exterminator, Hunting Ground, Pathfinder, Poison Resistance, Precision Strike, Skilled Trapper, Staredown, Survivalist**
MONSTER HUNTER CONNECTIONS	**Connections (adventuring scholar)**
MONSTER HUNTER MILITARY SKILLS	**Archery 4, Crossbow 4, Great Weapon 3, Hand Weapon 4, Pistol 3, Rifle 4, Thrown Weapon 3, Unarmed Combat 4**
MONSTER HUNTER OCCUPATIONAL SKILLS	**Craft (skinner) 4, Escape Artist 3, General Skills 4, Investigation 2, Navigation 3, Negotiation 3, Research 3, Rope Use 3, Sneak 4, Survival 4, Tracking 4**

Monster hunters make it their mission to track down and eliminate the most dangerous beasts stalking the wilds of western Immoren. They are consummate trackers, trappers, and survivalists who study not only the behavior and anatomy of their prey but also the habitats and terrain those creatures call home. Monster hunters may be employed to keep the frontiers clear of marauding beasts, track down rare specimens for bone grinders, or simply ensure a supply of food in times of need.

Monster hunters are drawn to this pursuit for any number of reasons. Some were raised in fringe communities under constant threat of attack. Others are victims of great tragedy, having lost family or friends to the claws and teeth of a great beast. A few are simply born with a wild streak and a love of adventure and are more than willing to brave the unforgiving wilderness to bring back trophies as proof of their prowess.

Playing a Monster Hunter: If the idea of hunting and bringing down the biggest, meanest creatures in the wilderness appeals to you, consider the Monster Hunter career. Monster Hunters often attach themselves to groups of travelers—sometimes as hired protection from the threats of the natural world, and sometimes simply so they can use their unsuspecting comrades as bait.

The Monster Hunter has a healthy mix of military and occupational skills, all tailored to surviving in the wild and killing monsters. The Hunting Ground ability enables a Monster Hunter to stealthily hunt down creatures in his chosen environment, while Big Game Hunter and Precision Strike allow him to line up powerful strikes against a rampaging beast and choose how it suffers damage. As the Monster Hunter gains experience, he becomes increasingly adept at enduring in the wilderness. His ability to set traps not only helps him gather food but also grants him another way of capturing and killing his prey. A Monster Hunter with the Cunning archetype can use Feat: Quick Thinking to good effect, shooting down wounded creatures that turn to flee or preventing them from tearing out his allies' throats. At Veteran level, the Monster Hunter gains access to the Dismember ability, making him a deadly threat to any of the great beasts of the Immorese wilds.



PRIEST OF NYSSOR

PREREQUISITES: NYSS, GIFTED, WORSHIP OF NYSSOR

STARTING ABILITIES, CONNECTIONS, SKILLS, AND SPELLS	Abilities: Empower Weapon Connections: Connections (Fane of Nyssor) Military Skills: Great Weapon 1 Occupational Skills: Craft (metalworking), Lore (Faith of Nyssor) 1, Lore (Nyss) 1, Survival 1 Spells: Hand of Fate, Hidden Path, Staying Winter's Hand
STARTING ASSETS	50 gc, Nyss claymore, Nyss leather armor

PRIEST OF NYSSOR ABILITIES	Astute, Cold Steel, Empower Weapon, Immunity: Cold, Natural Leader, Snow-Wreathed
PRIEST OF NYSSOR CONNECTIONS	Connections (Fane of Nyssor), Connections (human settlement), Connections (Nyss shard)
PRIEST OF NYSSOR MILITARY SKILLS	Great Weapon 3
PRIEST OF NYSSOR OCCUPATIONAL SKILLS	Command 3, Craft (metalworking) 4, General Skills 4, Interrogation 3, Medicine 2, Navigation 3, Negotiation 3, Oratory 3, Research 2, Survival 3
PRIEST OF NYSSOR SPELLS	Spells from the Priest of Nyssor spell list



The remaining priests of Nyssor are the living lorekeepers and guardians of their people. As a member of the Fane of Nyssor, each priest is charged with maintaining the old ways and guiding the Nyss in the worship of the Scyir of Winter. This has been a particularly vital responsibility since the Nyss homelands were destroyed and the survivors became refugees.

The priests of Nyssor are respected for their role but are not elevated above any other Nyss, as every member of the race is thought to be chosen by the god. Nyss judge one another on their contributions to the shard, priests the same as anyone. The most educated and literate of Nyss, priests are expected to maintain the history of their people, preserving legends of fallen shards as well as the words of Nyssor himself. Their god is revered as a peerless smith and crafter as well as the Winter Father, and it falls to priests of Nyssor to craft the deadly claymores so valued by the Nyss. Otherwise, priests of Nyssor act much like any other Nyss refugees, save for their spiritual responsibilities.

Playing a Priest of Nyssor: The Priest of Nyssor is a character with grave responsibilities related to the tragic fate of his people. It falls upon him to guide and advise other Nyss and their allies as he negotiates a hostile world. He is also a potent spellcaster wielding the magic of winter and cold. He often represents the voice of reason, counseling his traveling companions in their times of need.

The Priest of Nyssor has a toolbox of spells at his disposal. His starting spell list provides many strong options useful for surviving in the wilderness, and as he gains experience he can build a robust inventory of spells to aid himself and his allies. With only a single military skill and few spells that do damage, a Priest of Nyssor relies heavily on his second career for his combat ability, so careers like Archer, Raptor, Ryssovass, and Scout are good choices. With the Cold Steel ability, Veteran Priests of Nyssor become adept at channeling supernatural cold into their strikes to help bring down even the strongest opponents.

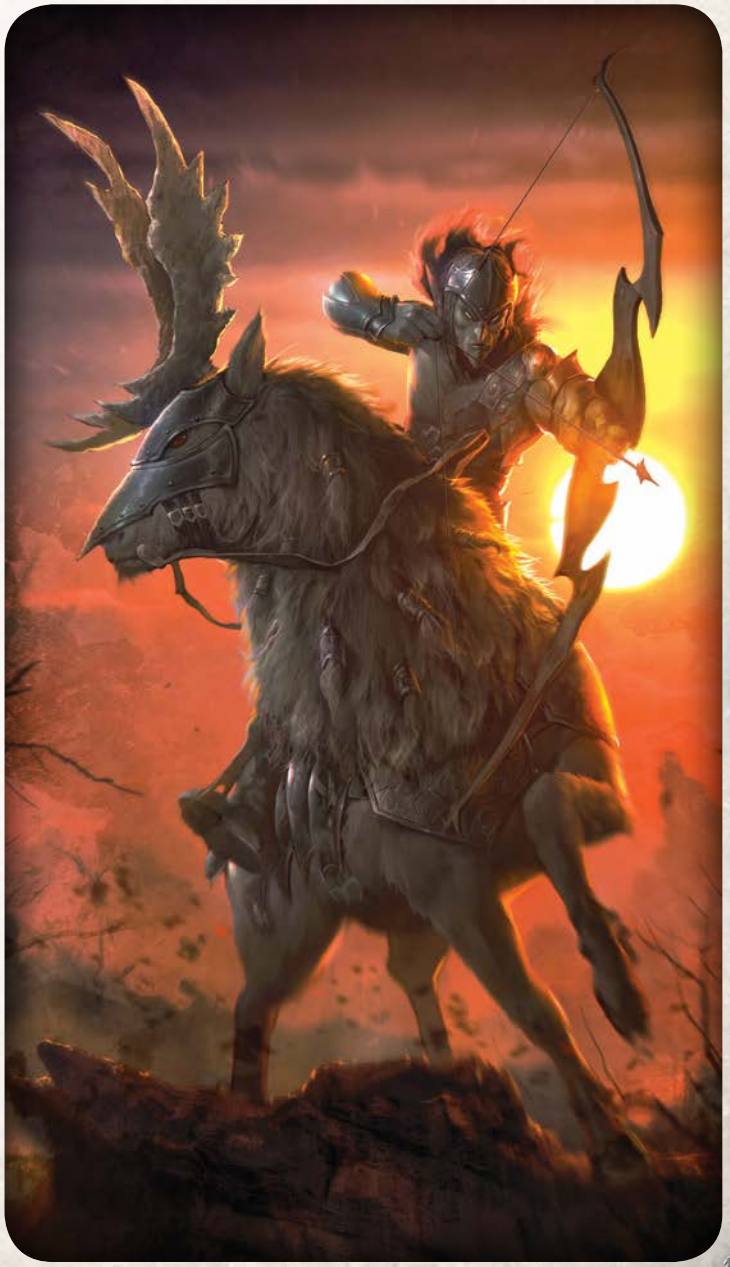
RAPTOR

PREREQUISITES: NYSS

STARTING ABILITIES, CONNECTIONS, AND SKILLS	Abilities: Saddle Shot and Trained Rider (Ulk) Connections: Connections (Nyss shard) Military Skills: Archery 1 and Great Weapon 1 Occupational Skills: Animal Handling 1, Riding 1, Survival 1
STARTING ASSETS	50 gc, Nyss leather armor, and an ulk with tack and harness

RAPTOR ABILITIES	Beast Handler, Cavalry Fighter, Evasive Rider, Expert Rider, Light Cavalry, Mount Attack (Ulk), Opening Salvo, Saddle Shot, Swift Rider, Trained Rider (Ulk)
RAPTOR CONNECTIONS	Connections (Nyss shard)
RAPTOR MILITARY SKILLS	Archery 3, Great Weapon 3, Unarmed Combat 2
RAPTOR OCCUPATIONAL SKILLS	Command 2, General Skills 4, Navigation 3, Survival 3, Tracking 4

Early on, nomadic Nyss learned to tame and ride ulk stags, sure-footed mounts native to their frozen homeland. Hunting from the ulk's back, these talented riders came to be known as raptors, and they were soon teaching their young to ride and shoot from an early age. The Nyss employed them as outriders while on the hunt or when raiding. Even the swiftest of horses cannot keep pace with a running ulk, and the raptors train to fire from the saddle with stunning accuracy.



Nyss must earn the right to ride among the raptors. Hopefuls venture naked into the frozen wilderness to track down and tame an ulk stag as their mount. They either return proudly astride an ulk or die alone in the snow. This tradition continues today, though it may require a refugee Nyss to travel north again, back toward the lost homeland.

Playing a Raptor: Choose the Raptor career if the idea of riding a swift mount and picking off your enemies with a lethal hail of arrows appeals to you. Raptors atop their ulks are nearly untouchable; they are able to dance away from an onrushing enemy or close to strike him before he is even aware of the threat. Raptors are consummate light cavalry, peerless on the hunt. In most groups a Raptor acts as a ranging scout, riding ahead of his allies to investigate the landscape for potential danger.

The Raptor career pairs extremely well with the Archer career, enabling the character to pick off targets with his bow while using his mobility to avoid counterattack. A career with a melee focus, such as Warrior, will let him make the most of his deadly Nyss claymore. Gifted Raptors make for an interesting combination, blending the mobility and combat talents of the Raptor with a powerful suite of spells. As a Raptor gains experience, he gains a number of abilities that make him faster and more lethal. Light Cavalry allows the Raptor to swiftly advance or fall back at his discretion, and Opening Salvo lets him fire his Nyss bow and follow up with a deadly charge. A Veteran Raptor should pick the Cavalry Fighter ability to make the most of his weapons, switching between bow and sword in the blink of the eye.

RAVAGER

PREREQUISITES: MALE THARN

STARTING ABILITIES, CONNECTIONS, AND SKILLS	Abilities: Heart Eater and Treewalker Connections: Connections (Tharn tribe) Military Skills: Choose two: Archery 1, Great Weapon 1, Hand Weapon 1 Unarmed Combat 1 Occupational Skills: Climbing 1, Detection 1, Jumping 1, Survival 1
STARTING ASSETS	Tharn leathers, and a Tharn axe or Tharn bow with a quiver of ten arrows

RAVAGER ABILITIES	Consume Essence, Disease Resistance, Fearless, Heart Eater, Hyper Awareness, Overtake, Pathfinder, Specialization (Tharn Axe), Specialization (Tharn Bow), Sprint, Treewalker
RAVAGER CONNECTIONS	Connections (Circle Orboros), Connections (neighboring tribe), Connections (Tharn tribe)
RAVAGER MILITARY SKILLS	Archery 4, Great Weapon 4, Hand Weapon 4, Thrown Weapon 3, Unarmed Combat 4
RAVAGER OCCUPATIONAL SKILLS	Command 3, Craft (Tharn weapons and armor) 4, General Skills 4, Navigation 3, Sneak 2, Survival 4, Tracking 3



Striding the wilds like a nightmare of prehistory, the ravagers are savage warriors of the Tharn. With extraordinary strength born of their supernatural transformations and empowered by the vitality drawn from hearts ripped out of those vanquished in battle, Tharn ravagers enter battle filled with terrifying rage. Gifted with preternatural speed and a predator's grace, they move through the densest forests with peerless ease and fall upon their enemies from the shadows with pitiless ferocity.

Fearsome avatars of blood and death, Tharn ravagers fear nothing in their transformed state. A ravager lives only to protect his people and destroy those who would threaten their way of life. His methods are not merely brutal and barbaric but a bold repudiation of the order of law, a savage cry to the Beast of All Shapes.

Playing a Ravager: Play the Ravager if you want to be a hulking tribal warrior fighting to defend his *tuath* or a living weapon of terror unleashed by the Circle Orboros. A more opportunistic Ravager may be seeking glory among his people, watching for an opportunity to cull elders from the tribe in order to improve his own position. Alternatively, some Ravagers become fiercely loyal to those they accept as pack brothers and will serve a group as both champion and terrifying protector.

The Ravager is an extremely combat-focused career with a wilderness bent. Able to specialize in the Tharn axe and Tharn bow, the Ravager performs equally well at a distance or up close, and the Heart Eater ability allows him to turn his kills into a feast of options to make him more effective in combat. In a wilderness region, abilities like Pathfinder and Treewalker ensure the Ravager has full freedom of movement, even when his enemies do not. The Ravager is even more terrifying at the Veteran level. Able to consume the very essence of his kills, he becomes incredibly strong and is able to withstand even extreme punishment.

RYSSOVASS

PREREQUISITES: NYSS, STARTING CAREER

STARTING ABILITIES, CONNECTIONS, AND SKILLS	**Abilities: Defender and Specialization (Nyss Great Sword)** **Connections: Connections (Nyss shard)** **Military Skills: Great Weapon 1** **Occupational Skills: Command 1, Detection 1, Intimidation 1, Survival 1**
STARTING ASSETS	**Nyss great sword and ryssovass plate armor**

RYSSOVASS ABILITIES	**Blade Shield (Nyss Great Sword), Cleave, Defender, Defensive Line, Fearless, Load Bearing, Precision Strike, Relentless Charge, Renowned, Retaliatory Strike, Set Defense, Specialization (Nyss Great Sword)**
RYSSOVASS CONNECTIONS	**Connections (Fane of Nyssor) and Connections (Nyss shard)**
RYSSOVASS MILITARY SKILLS	**Great Weapon 4 and Unarmed Combat 3**
RYSSOVASS OCCUPATIONAL SKILLS	**Command 4, Craft (metalworking) 4, General Skills 4, Survival 3**

The *ryssovass* are the remnants of a small but revered order of Nyss warriors. Trained in the deadly art of the Nyss great sword, they were once guardians tasked with protecting the winding passes leading into the Shard Spires. These fighters were drawn from the disparate shards' most skilled fighters, who drilled tirelessly in the arms and armor of their order. The weaponry employed by the ryssovass are relics that have been used for generations. New inductees were responsible for the repair and maintenance of the order's swords and armor, overseen by elders who would recount the legacies of the warriors who had used them before.

Traditional ryssovass armor was heavy plate, unusual for the Nyss. A scarcity of the steel required to forge this armor and the ryssovass blades limited their production and thus the numbers of the ryssovass themselves. The arrival of Everblight decimated the ranks of these defenders. Many fell protecting their people, but many more were corrupted and joined the dragon's legions. Only a very few survived to flee with the remnants of their people, protecting the refugees as they moved south. Now, those surviving ryssovass are wandering warriors of a lost tradition, cruelly aware of having failed to preserve the culture they were sworn to protect. They are as much relics of the Nyss civilization as the weapons they bear, but each remains a deadly and disciplined combatant, and many are motivated by dreams of vengeance.

Playing a Ryssovass: Play a Ryssovass if you want to be a formidable melee fighter who is among the last of a dying order. Like the Priest of Nyssor, the Ryssovass is a living reminder to the scattered Nyss refugees of what they have lost. These master swordsmen often ally with tribes and warbands of other races in order to survive, but they are always ready to stand and fight for what remains of their race.

With many abilities available to increase his durability or punish enemies for their attacks, the Ryssovass can be a solid lynchpin for any group's defensive strategies. Ryssovass benefit equally from different archetypes. Being masters of their order's unique fighting style, a Skilled Ryssovass strikes more often with his powerful Nyss great sword. A Mighty Ryssovass has access to abilities like Feat: Invulnerable and Righteous Anger, both of which play into his role as a powerful defender. Whatever their archetype, experienced Ryssovass gain access to Blade Shield, which allows them to turn away bullets and arrows with a flash of their blades.



SCOUT

PREREQUISITES: NONE

STARTING ABILITIES AND SKILLS	Abilities: Pathfinder and Survivalist Military Skills: Choose two: Archery 1, Crossbow 1, Hand Weapon 1, Pistol 1, Rifle 1, Thrown Weapon 1, Unarmed Combat 1 Occupational Skills: Detection 1, Sneak 1, Survival 1, Tracking 1
STARTING ASSETS	75 gc

SCOUT ABILITIES	Battle Plan: Reconnaissance, Battle Plan: Shadow, Camouflage, Disease Resistance, Expert Rider, Fast Reload, Knife Thrower, Light Cavalry, Night Fighter, Pathfinder, Prowl, Pursuit, Signal Language, Skilled Trapper, Survivalist, Swift Hunter, Swift Rider, Traceless Path
SCOUT CONNECTIONS	Connections (any)
SCOUT MILITARY SKILLS	Archery 3, Crossbow 3, Hand Weapon 3, Pistol 3, Rifle 3, Thrown Weapon 3, Unarmed Combat 3
SCOUT OCCUPATIONAL SKILLS	Command 3, Craft (any) 2, Cryptography 1, General Skills 4, Investigation 3, Medicine 3, Navigation 4, Rope Use 4, Sneak 4, Survival 4, Tracking 4

Scouts are skilled guides and hunters who command an impressive knowledge of the wilds and how best to survive in it. Their skills are learned through necessity rather than formal training, and they draw upon years of experience living in the harsh wilderness. A scout typically learns to wield a variety of weapons that he uses for both hunting and defense, and many are skilled trappers. Scouts often barter their talents as guides, leading others through the wilderness for a fee. Others act as hunt masters who work to ensure a tribe has sufficient food, or as boundary wardens who patrol the territory, vigilantly watching for danger.



A talented scout can mean the difference between feast and famine in the wilderness, and his skills are always in demand. A scout who chooses to ally himself with a group commands the respect of his companions, since without him they would likely starve or fall prey to the countless dangers and hazards that plague western Immoren.

Playing a Scout: The Scout career is the path of the consummate outdoorsman, a strong choice for those interested in playing a rugged survivalist. In most groups the Scout probes for danger ahead, relying on his talents to move unimpeded and unseen through the dense undergrowth. Some Scouts take a leadership role, using their familiarity with the wilderness to keep their allies alive.

Scout is a versatile career with both combat and non-combat options: the Pathfinder ability allows a Scout to traverse wooded regions with ease, for example, and the Survivalist ability helps him sustain himself in the wilderness. Scouts draw abilities from a broad assortment of talents, letting a player tailor the character to his exact tastes. Play styles for this career range from the sniper with Night Fighter and Prowl to the survival expert with Survivalist and Skilled Trapper and from the horseman with Expert Rider and Light Cavalry to the wilderness leader with Signal Language and Battle Plan: Shadow. The experienced Scout has no lack of options and can begin to explore many different character directions. The Veteran ability Battle Plan: Reconnaissance is exceptional for the guide-style scout, as it lets him confer Pathfinder on an entire group. Sniper-style scouts benefit greatly from Swift Hunter, which lets them shoot down a target and quickly fade back into the wilderness.

SHAMAN (DEVOURER WURM)

PREREQUISITES: HUMAN OR THARN, GIFTED, WORSHIP OF THE DEVOURER WURM

STARTING ABILITIES, CONNECTIONS, SKILLS, AND SPELLS	**Abilities:** Blood Trade **Connections:** Connections (Devourer cult or Tharn tribe) **Military Skills:** Great Weapon 1 or Hand Weapon 1 **Occupational Skills:** Command 1, Lore (Devourer) 1, Survival 1 **Spells:** Bleed, Blessing of the Devourer, Cloak of the Predator
STARTING ASSETS	75 gc

DEVOURER SHAMAN ABILITIES	Aegis, Blood Trade, Disease Resistance, Flesh of Steel, Gift of the Beast, Poison Resistance, Staredown, Survivalist
DEVOURER SHAMAN CONNECTIONS	Connections (Circle Orboros), Connections (Devourer cult), Connections (human tribe), Connections (Tharn tribe)
DEVOURER SHAMAN MILITARY SKILLS	Great Weapon 3 and Hand Weapon 3
DEVOURER SHAMAN OCCUPATIONAL SKILLS	Command 3, Deception 4, Disguise 3, Escape Artist 3, General Skills 4, Interrogation 3, Medicine 2, Navigation 3, Negotiation 2, Oratory 2, Sneak 3, Survival 3
DEVOURER SHAMAN SPELLS	Spells from the Devourer Wurm Shaman spell list

Since the earliest days there have been those who revere the Beast of All Shapes and exult in its savage glory, supplicating the Devourer with bloody rites and ritual sacrifice. Devourer shamans still worship in much the same manner as they always have in isolated wilderness communities and among the bestial Tharn tribes.

Able to channel the predatory essence of their primitive god, Devourer shamans summon raw magical power that is both primal and terrifying. They often accompany the warriors of their tribes on hunts and raids, making sacrifices of bloodletting to the Devourer Wurm.

Playing a Devourer Shaman: Play the Devourer Shaman if you want to be a savage priest of a primal god. A Devourer Shaman might live within a human community hidden among the mountains or forests of western Immoren or on one of the many Scharde Islands, where he worships the Devourer in one of its aspects as a predatory animal. He might be a member of a Tharn tribe, lending the power of his rituals to their ferocious might. He might even be the leader of a Devourer cult hidden in a forgotten backwater of the Iron Kingdoms.

Devourer Shamans embody the savage ferocity of the Devourer Wurm. Not only do they start the game with the powerful Blood Trade ability, but they also have a strong selection of starting spells. This career's spell list offers a number of options that can augment the hunting abilities of the shaman and his allies, such as Blessing of the Devourer and Cloak of the Predator, and his ability list enhances his prowess as a savage arcane hunter. At the Veteran level a Devourer Shaman gains access to the formidable Gift of the Beast ability, which gives him access to many powerful Mighty archetype abilities.



SHAMAN (DHUNIA)

PREREQUISITES: FARROW OR TROLLKIN, GIFTED, WORSHIP OF DHUNIA

STARTING ABILITIES, CONNECTIONS, SKILLS, AND SPELLS	Abilities: Balm of Dhunia Connections: Connections (farrow tribe or trollkin kriel) Military Skills: Great Weapon 1 or Hand Weapon 1 Occupational Skills: Animal Handling 1, Command 1, Lore (Dhunian) 1, Oratory 1 Spells: Earth's Cradle, Inviolable Resolve, Triage
STARTING ASSETS	75 gc

DHUNIAN SHAMAN ABILITIES	Balm of Dhunia, Charmer, Dispel, Fate Blessed, Natural Leader
DHUNIAN SHAMAN CONNECTIONS	Connections (farrow tribe), Connections (neighboring tribe), Connections (Thornfall Alliance), Connections (trollkin kriel)
DHUNIAN SHAMAN MILITARY SKILLS	Great Weapon 3 and Hand Weapon 3
DHUNIAN SHAMAN OCCUPATIONAL SKILLS	Command 3, Craft (stoneworking) 4, General Skills 4, Medicine 3, Negotiation 4, Oratory 4, Survival 2
DHUNIAN SHAMAN SPELLS	Spells from the Dhunian Shaman spell list

Dhunian shamans are counselors and priests who serve their communities, aiding the sick and wounded and taking up arms in their defense. Though viewed as primarily supportive, when angered such shamans are both powerful and terrifying. They do not fear battle, for death is simply a part of the cycle of life. Worship of Dhunia is largely a personal affair, but her shamans serve their tribes and families by conducting rites during equinox feasts, births, deaths, and other significant events.



Many Dhunian shamans are rooted in a particular community, but others travel between villages to provide aid where they can as well as to share news and maintain connections between allies' communities. These nomadic shamans are the ones most likely to live a life of adventure, only settling down in a single place in their later years. Others take an active role in rallying their people for battle, particularly trollkin shamans affiliated with the United Kriels. They frequently serve as battle leaders, mustering forces where they can to increase the ranks of trollkin armies. Among the farrow, Dhunian shamans are respected members of the tribe but do not wield as much clout as those among the trollkin, though they still guide rites of worship among their tribes and add the strength of their spells to raiding parties in battle.

Playing a Dhunian Shaman: Play the Dhunian Shaman if you want to serve your party as a healer and protector. These shamans are the peacekeepers and voices of reason for their people. The Dhunian Shaman is a solid option for players looking to play a "good guy" character while still being able to cave in a few skulls if the need arises. Included among such characters are fierce battle shamans as well as those whose worship has led them to connect with beasts related to their people, such as full-blood trolls or battle-ready great hogs.

In addition to being a powerful spellcaster, the Dhunian Shaman has abilities that allow him to provide strong support to fellow characters and friendly warbeasts alike. His starting ability lets the shaman treat wild animals and injured allies, and with experience he gains access to abilities that make him a good match with the Warlock career. Additionally, the Dhunian Shaman boasts a versatile set of occupational skills that make him useful in any wilderness game. Veteran Dhunian Shamans gain the incredibly powerful ability Fate Blessed, which they can use to guide their allies' strikes in combat.

SLAUGHTERHOUSER

PREREQUISITES: FARROW, STARTING CAREER

STARTING ABILITIES, CONNECTIONS, AND SKILLS	**Abilities: Fearless and Specialization (Halberd)** **Connections: Connection (Thornfall Alliance)** **Military Skills: Great Weapon 1 and Unarmed Combat 1** **Occupational Skills: Command 1, Detection 1, Intimidation 1**
STARTING ASSETS	**25 gc, halberd, full plate armor**

SLAUGHTERHOUSER ABILITIES	**Broad Stroke, Cleave, Fearless, Finisher, Gang, Hack, Load Bearing, Precision Strike, Relentless Charge, Specialization (Halberd)**
SLAUGHTERHOUSER CONNECTIONS	**Connections (farrow tribe), Connections (Thornfall Alliance)**
SLAUGHTERHOUSER MILITARY SKILLS	**Great Weapon 4, Unarmed Combat 3**
SLAUGHTERHOUSER OCCUPATIONAL SKILLS	**Command 3, General Skills 4, Survival 3**



Slaughterhousers are the vicious heavy infantry of the Thornfall Alliance. Though rooted in the savage warrior traditions of the farrow, slaughterhousers were first organized and equipped by the great warlord Lord Carver and were instrumental in his rise to dominance. Wearing the heaviest armor their warbands can scavenge or manufacture and armed with long pole cleavers designed to hack apart their enemies on the spot, slaughterhousers embrace battle enthusiastically. They train in regular, if somewhat haphazard, drills that focus on exploiting the weaknesses of wounded enemies and finishing them with brutal strikes.

Individual slaughterhousers are chosen for their size, prowess, and viciousness. Slaughterhousers are uniquely merciless and prefer not to take prisoners. Instead, they indulge in their predilection for bloodshed and mayhem with unrestrained fervor.

Playing a Slaughterhouser: Play the Slaughterhouser if you want to be a powerful and merciless farrow who is proficient in cutting lethal swathes through his opponents. Slaughterhousers are fearsome fighters, able to chop down large numbers of enemy soldiers. They are usually in the thick of combat, dispatching armored targets and brutally dismembering enemy warbeasts.

Slaughterhousers interested only in mayhem and bloodshed should pair the career with ones like Brigand and Warrior, but those favoring a wider variety of skills might look to the Chieftain, Monster Hunter, or Scout to augment their rather modest occupational skill options. An experienced Slaughterhouser has a number of ways to increase his killing capabilities. Cleave allows him to move from a kill into a brutal second attack, and Broad Stroke lets him clear out entire ranks of weaker enemies. Load Bearing is a good choice for any Slaughterhouser looking to mitigate some of the drawbacks of his heavy armor. At the Veteran level the Slaughterhouser gains access to the Finisher ability, which allows him to finish off even the toughest opponent.

SORCERER

PREREQUISITES: GIFTED, STARTING CAREER

STARTING ABILITIES, SKILLS, AND SPELLS	Special: Choose the element the Sorcerer can manipulate: Fire, Ice, Stone, or Storm. Once chosen, the element does not change. A character cannot take this career twice. Abilities: Determined by element, as follows: **FIRE** — Abilities: Immunity: Fire; Spells: Fire Starter, Howling Flames, Wall of Fire **ICE** — Abilities: Immunity: Cold; Spells: Blizzard, Chiller, and Ice Bolt **STONE** — Spells: Battering Ram, Solid Ground, and Stone Stance; Special: Stone sorcerers begin with +1 PHY and +1 to their racial maximum PHY at each level. **STORM** — Spells: Razor Wind, Storm-Tossed, and Wind Blast; Special: Storm sorcerers begin with +1 SPD and +1 to their racial maximum SPD at each level. Military Skills: Choose one: Archery 1, Crossbow 1, or Hand Weapon 1 Occupational Skills: Detection 1 and Survival 1
STARTING ASSETS	75 gc

SORCERER ABILITIES	Camouflage, Dodger, Elemental Mastery, Immunity: Cold (Ice Sorcerer only), Immunity: Fire (Fire Sorcerer only), Traceless Path
SORCERER CONNECTIONS	—
SORCERER MILITARY SKILLS	Archery 3, Crossbow 3, Hand Weapon 3, Thrown Weapon 2, Unarmed Combat 2
SORCERER OCCUPATIONAL SKILLS	General Skills 4, Sneak 3, Survival 3
SORCERER SPELLS	Spells from the Sorcerer spell list of the character's chosen element

The sorcerer is a vessel for potent elemental magic. Each sorcerer bears a preternatural command over one primal element—fire, ice, or stone. Instinctive workers of magic with little or no formal training, they hone their powers through painful trial and error. For their efforts, they are rewarded with incredible arcane power, able to bend flame, frost, earth, and storm to their will. This connection to the fundamental forces of nature changes a sorcerer on a physical level. Some are able to walk through fire unharmed; others can withstand the harshest cold without ill effect. Those connected to the power of storm are swift and graceful, while those touched by stone are as powerful and sturdy as the earth itself.

Though sorcerers are shunned in some parts of the civilized Iron Kingdoms, in the wilds they are considered boons to their tribes. The Nyss and trollkin in particular view these individuals as valued members of their communities, and their powers are treated as a sacred gift, a cause for celebration rather than fear.

Playing a Sorcerer: Play the Sorcerer if you want to manipulate the elements themselves, shaping a natural force like ice, fire, or storm to your whims. Sorcerers bring the brunt of these forces to bear against their enemies. Command over such power often lends the sorcerer a certain authority among his kind.

The Sorcerer career is effectively four distinct careers in one, each type capable of shaping a single elemental force. The



Sorcerer is defined by his choice of element. Not only does each one grant a different focused spell list of elemental magic, but each Sorcerer type also has a powerful starting ability that either grants a special immunity or improves one of the Sorcerer's stats. Experienced Sorcerers have plenty of valuable spells to learn as well as access to abilities like Camouflage and Dodger to help keep them safe. The Veteran ability Elemental Mastery is unique to the Sorcerer career and grants a bonus on both attack and damage rolls with spells of the chosen element.

WARLOCK, CIRCLE

PREREQUISITES: HUMAN OR THARN, GIFTED, STARTING CAREER

STARTING ABILITIES, CONNECTIONS, SKILLS, AND SPELLS	Abilities: Warlock Bond and the choice of Resonance: Devourer Warbeast or Resonance: Wold Connections: Choose one: Connections (Circle Orboros), Connections (Tharn tribe), or Connections (Wolf of Orboros tribe) Military Skills: Great Weapon 1 or Hand Weapon 1 Occupational Skills: Animal Handling 1, Command 1, Lore (Devourer Wurm or Orboros) 1 Spells: Roots of the Earth and Spirit Fang Special: Change the character's arcane tradition to harnesser if he has another arcane career. A warlock can boost only with magical weapons.
STARTING ASSETS	25 gc and a medium-based Devourer warbeast or medium-based Wold that begins the game bonded to the warlock

CIRCLE WARLOCK ABILITIES	Beast Handler, Calm, Earth Magic, Empower Weapon, Field Marshal: Magical Weapon, Field Marshal: Relentless Charge, Pack Hunter, Pathfinder, Resonance: Devourer Warbeast, Resonance: Wold, Stone Warder, Warlock Bond, Wold Mastery
CIRCLE WARLOCK CONNECTIONS	Connections (Circle Orboros), Connections (Tharn tribe), Connections (Wolves of Orboros)
CIRCLE WARLOCK MILITARY SKILLS	Great Weapon 3, Hand Weapon 3, Unarmed Combat 3
CIRCLE WARLOCK OCCUPATIONAL SKILLS	Command 3, General Skills 4, Sneak 3, Survival 3
CIRCLE WARLOCK SPELLS	Spells from the Circle Warlock spell list

Humans invited to join the Circle Orboros are those born with the wilding, which grants them a special connection to the natural forces of the world. Some of these druids share a particularly strong bond with the predatory beasts of western Immoren. This expression of the wilding represents a powerful but unpredictable link to Orboros that requires years of training and refinement to harness. All blackclad warlocks undergo a lengthy period of mentoring, and it is during this training that the warlock learns the nature of his power and how to harness it as well as studying the fundamental philosophies of Orboros.

Tharn are another matter—all Tharn are innately blessed with a connection to the Devourer Wurm, but for most this power is channeled into their transformation. The connection goes deeper for some rare few, who can enter the beast minds of others and draw on their strength. These individuals are also sought out by the Circle as allies and assets. For Tharn warlocks, connecting with the mind of a warbeast is an extension of their own bestial natures.

Many Circle warlocks are embroiled in the political conflicts of the order, often working through minions to undermine their opponents. Such behavior is in tune with the very essence of the order: as in nature itself, the Circle Orboros rewards only the smartest, strongest, and most determined with power and position.

Playing a Circle Warlock: If the idea of being able to control a host of predatory beasts and massive stone constructs while pursuing secret agendas appeals to you, consider the Circle Warlock career. Tharn Warlocks stand among the most powerful heroes of their tribes, while Druid Warlocks tend to be more secretive and subtle manipulators, willing to sacrifice others if required for success.



Circle Warlocks have a wide range of potential warbeasts to choose from. As he gains experience, a Circle Warlock can pick up several abilities that help him maintain control of his warbeasts, and his well-balanced spell list gives him powerful options to support himself and his beasts as well as offensive spells to wield against his foes. Veteran Circle Warlocks can gain the Pack Hunter ability, which greatly benefits the living warbeasts he commands.

WARLOCK, FARROW

PREREQUISITES: FARROW, GIFTED, STARTING CAREER

STARTING ABILITIES, SKILLS, AND SPELLS	Abilities: Resonance: Farrow Warbeast and Warlock Bond Military Skills: Choose two: Great Weapon 1, Hand Weapon 1, Pistol 1, Rifle 1, Unarmed Combat 1 Occupational Skills: Animal Handling 1, Command 1, Survival 1 Spells: Perdition and Quagmire Special: Change the character's arcane tradition to harnesser if he has another arcane career. A warlock can boost only with magical weapons.
STARTING ASSETS	25 gc and a medium-based Farrow warbeast or two razor boar warbeasts that begin the game bonded to the warlock

FARROW WARLOCK ABILITIES	Empower Weapon, Field Marshal: Counter Charge, Field Marshal: Hog Wild, Goad, Maltreatment, Resonance: Farrow Warbeast, Souie!, Warlock Bond
FARROW WARLOCK CONNECTIONS	Connections (farrow tribe), Connections (human settlement), Connections (Thornfall Alliance)
FARROW WARLOCK MILITARY SKILLS	Great Weapon 3, Hand Weapon 3, Pistol 3, Rifle 3, Thrown Weapon 3, Unarmed Combat 3
FARROW WARLOCK OCCUPATIONAL SKILLS	Command 3, Deception 3, General Skills 4, Negotiation 3, Streetwise 3, Survival 3
FARROW WARLOCK SPELLS	Spells from the Farrow Warlock spell list

Among the Gifted farrow are a select few who develop a powerful, intuitive bond with porcine beasts. These farrow warlocks invariably rise to prominence within their tribes, using their powers and their beasts to usurp leadership and mount ambitious campaigns against neighboring rivals. Such warlocks can simply take what they desire from weaker farrow. The majority of the mightiest warlords among the farrow are warlocks, each having forced obedience from numerous lesser chiefs in their territories.



Some farrow warlocks have different ambitions and eschew the headaches and responsibilities of leadership to become notorious brigands. They use the beasts they control to crush the defenders of caravans or military patrols. These outlaw warlocks prefer working with small groups of allies, each with skills to complement their own—the fewer their numbers, the more each gets when the loot is divided. Frequently earning extra income from bartering their services as mercenaries, they demonstrate a typical farrow disregard for collateral damage left in the path of their attacks.

Playing a Farrow Warlock: If the idea of playing a callous farrow able to control giant pig-beasts is appealing, the Farrow Warlock might be a good career for you. Farrow Warlocks are often cruel and capricious, keeping those they view as underlings—which is essentially everyone—in line with a combination of bravado and threats of violence. Though some are primarily drawn to power, others are simply eager to amass personal wealth, happy to serve the ambitions of others if the price is right.

The Farrow Warlock is unique in that he can start the game with not one, but two bonded warbeasts. His pair of razor boars may seem slightly less intimidating than the starting warbeasts available to other warlocks, but they allow him tactical flexibility, and he can carefully manage the fury he builds between them. Although his abilities are tightly focused on improving the capability of his bonded warbeasts, the Farrow Warlock can be a deadly combatant himself. His spell list contains powerful offensive spells, and he has access to a diverse range of military skills. As he gains experience, the Farrow Warlock will have to make a difficult choice between expanding his personal spell list and picking up additional Warlock Bonds to increase the size of his battlegroup. Veteran warlocks with one or more Gun Boars or Road Hogs will likely want to pick up the Field Marshal: Hog Wild ability in order to capitalize on the additional ranged attack.

WARLOCK, SWAMP

PREREQUISITES: BOG TROG OR GATORMAN, GIFTED, STARTING CAREER

STARTING ABILITIES, SKILLS, AND SPELLS	Abilities: Resonance: Swamp Warbeast and Warlock Bond Military Skills: Unarmed Combat 1 and either Great Weapon 1 or Hand Weapon 1 Occupational Skills: Animal Handling 1 and Detection 1 Spells: Carnivore and Sunder Spirit Special: Change the character's arcane tradition to harnesser if he has another arcane career. A warlock can boost only with magical weapons.
STARTING ASSETS	25 gc and a medium-based Swamp warbeast that begins the game bonded to the warlock

SWAMP WARLOCK ABILITIES	Empower Weapon, Field Marshal: Counter Charge, Field Marshal: Magical Attack, Field Marshal: Poltergeist, Maltreatment, Resonance: Swamp Warbeast, Spirit Eater, Warlock Bond
SWAMP WARLOCK CONNECTIONS	Connections (Blindwater Congregation), Connections (character's tribe), Connections (neighboring tribe)
SWAMP WARLOCK MILITARY SKILLS	Great Weapon 3, Hand Weapon 3, Unarmed Combat 3
SWAMP WARLOCK OCCUPATIONAL SKILLS	Command 3, General Skills 4, Survival 3
SWAMP WARLOCK SPELLS	Spells from the Swamp Warlock spell list

The warlocks of the gatormen and bog trogs are rare and powerful individuals with a special connection to the deadly creatures that share their murky environs. The ability to bond with and control the beasts of marsh, bog, and fen affords warlocks a great deal of personal influence that enables them to rise within their tribes. The bokors of the gatormen believe the ability to commune with the amphibious and undead swamp monsters is a gift granted to a select few by the swamp spirit Kossk, allowing these warlocks to command the beasts of his domain.

The cold-blooded swamp warlocks command respect among their peoples and inspire fear in others. This trepidation is largely due to the formidable beasts they command, but is also attributable in part to the warlock himself. Warlocks of these races tend to be ambitious and power-hungry, always looking to gain power at the expense of the weak. Bog trog warlocks in particular relish the sway they hold over their lesser brethren, often exercising tyrannical authority over their tribes even as they offer cringing subservience to neighboring gatorman chieftains.

Playing a Swamp Warlock: Opt for the Swamp Warlock career if you want to wield dark magic and necromancy, harvesting the souls of your defeated foes to augment your own dark power. Swamp Warlocks are versatile, filling numerous roles in their bands. They can empower their comrades through the use of powerful spells or simply smash into the front ranks of the enemy accompanied by their warbeasts.

While the Swamp Warlock is a powerful Gifted character and melee combatant in his own right, his true strength comes from the ability to bond with and command warbeasts. He has access to incredibly powerful beasts like the Blackhide Wrastler and the Swamp Horror as well as the ability to create his own undead warbeasts from nothing more than a pile of bones. All the Swamp Warlock's potential warbeasts share the Amphibious ability, which gives him and his beasts incredible mobility in their watery domain. Upon reaching the Veteran level the Swamp Warlock should pick up the Field Marshal: Counter Charge ability so that his warbeasts can leap up from the water to devour all that draw near.

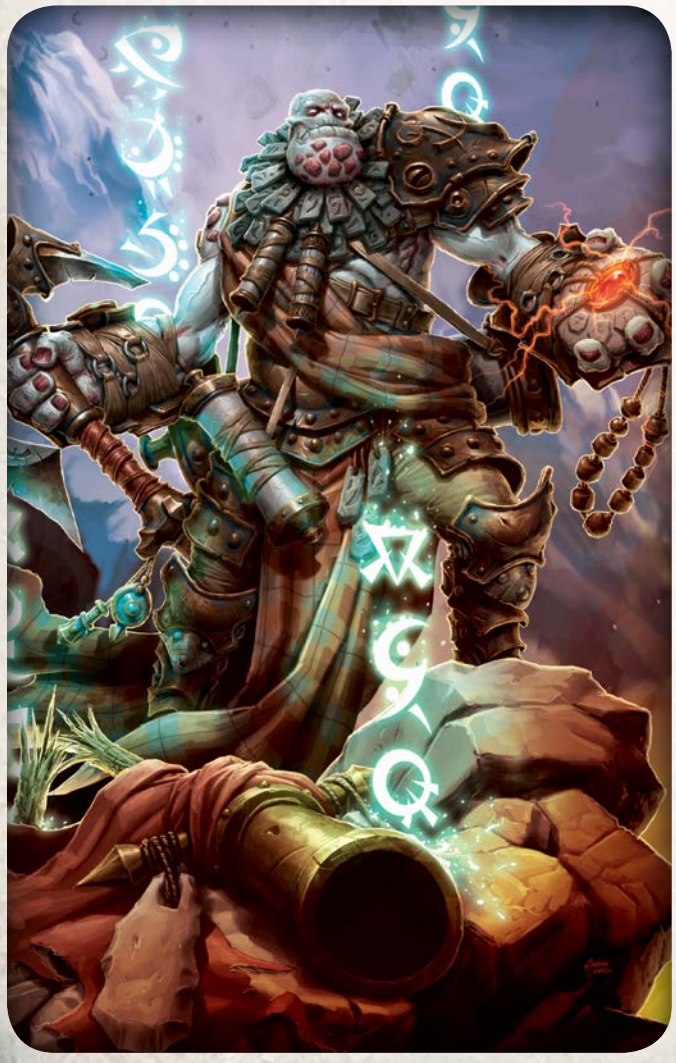


WARLOCK, TROLLKIN

PREREQUISITES: TROLLKIN, GIFTED, STARTING CAREER

STARTING ABILITIES, CONNECTIONS, SKILLS, AND SPELLS	Abilities: Resonance: Trollblood Warbeast and Warlock Bond Connections: Connections (trollkin kriel) or Connections (United Kriels) Military Skills: Great Weapon 1 or Hand Weapon 1 Occupational Skills: Animal Handling 1, Command 1, Detection 1 Spells: Stone Strength and Stranglehold Special: Change the character's arcane tradition to harnesser if he has another arcane career. A warlock can boost only with magical weapons.
STARTING ASSETS	25 gc and a medium-based Trollblood warbeast that begins the game bonded to the warlock

TROLLKIN WARLOCK ABILITIES	Empower Weapon, Field Marshal: Regenerate, Field Marshal: Relentless Charge, Field Marshal: Unyielding, Goad, Resonance: Trollblood Warbeast, Troll Speaker, Warlock Bond
TROLLKIN WARLOCK CONNECTIONS	Connections (trollkin kriel) and Connections (United Kriels)
TROLLKIN WARLOCK MILITARY SKILLS	Great Weapon 3, Hand Weapon 3, Thrown Weapon 3, Unarmed Combat 3
TROLLKIN WARLOCK OCCUPATIONAL SKILLS	Command 4, General Skills 4, Survival 3
TROLLKIN WARLOCK SPELLS	Spells from the Trollkin Warlock spell list



Trollkin warlocks share a deep connection with full-blood trolls that allows them to forge mental bonds to these resilient beasts and command them in battle. Calling upon the strength of their powerful cousins, trollkin warlocks become embodiments of Dhunia's wrath. For more than two thousand years these warlocks have been among the most fearsome warriors of the trollkin, wielding potent magic and directing the might of full-blood trolls in battle.

Many trollkin warlocks are leaders of their people, acting as chieftains or sage counselors. Some are born as sorcerers and marked by Dhunia with the pale skin of albinos, though many others draw their power from the shamanic path and commune with the goddess more directly. These warlocks are deeply respected among their kind as being specially chosen to lead and protect the Great Mother's children.

Playing a Trollkin Warlock: Play the Trollkin Warlock if you want to command imposing full-blood trolls, wield powerful spells, and crush the enemies of the trollkin. Trollkin Warlocks can fill a number of roles within a group, but they are often the lynchpin of any plans. Whether defending their comrades or striking against the forces of the enemy, Trollkin Warlocks resolutely hold the center and command the respect of those who fight alongside them.

The Trollkin Warlock has a number of powerful and incredibly resilient warbeasts available to him. From the various specializations of the common troll to the full range of adapted troll breeds to the astoundingly powerful dire troll, the Trollkin Warlock can choose beasts ideally suited to his needs. Adding to that, his spell selection gives him numerous options for offensive, defensive, and support spells, and his abilities allow him to maximize his beasts' capabilities. Veteran Trollkin Warlocks gain access to Field Marshal: Unyielding, which makes their already durable warbeasts even harder to harm.

WARRIOR

PREREQUISITES: NONE

STARTING ABILITIES AND SKILLS	**Abilities: Fast Draw and Roll with It** **Military Skills: Choose three: Archery 1, Crossbow 1, Great Weapon 1, Hand Weapon 1, Light Artillery 1, Rifle 1, Shield 1, Thrown Weapon 1, Unarmed Combat 1** **Occupational Skills: Command 1, Detection 1, Gambling 1, Riding 1**
STARTING ASSETS	**100 gc**

WARRIOR ABILITIES	**Cautious Advance, Cavalry Charge, Crossbowman, Fast Draw, Fast Reload, Find Cover, Gunner, Head-Butt, Knife Thrower, Load Bearing, Quick Work, Roll with It, Sentry, Shield Guard, Shootist, Specialization (any), Two-Weapon Fighting**
WARRIOR CONNECTIONS	**—**
WARRIOR MILITARY SKILLS	**Archery 3, Crossbow 4, Great Weapon 4, Hand Weapon 4, Light Artillery 3, Pistol 3, Rifle 3, Shield 3, Thrown Weapon 3, Unarmed Combat 4**
WARRIOR OCCUPATIONAL SKILLS	**Command 3, Craft (any) 3, General Skills 4, Interrogation 3, Medicine 3, Negotiation 3, Survival 3**

Lacking the soldiering traditions of the civilized kingdoms of western Immoren, warriors of the wilds have developed their own brand of martial expertise. These fighters are as varied as the people from which they originate—scavengers, pragmatists, fierce survivors, and ruthless combatants able to master any weapon they inherit or seize from their foes. Though such warriors lack the discipline of the standing armies of established nations, they more than make up for it with sheer prowess, unconventional tactics, and hard-won combat experience.

A warrior may serve as a guardian and protector of his tribe, or he may leave his home to seek his fortune in the savage world. While some seek employment as mercenaries, others lend their strength to the gangs of brigands who target the crossroads of the Iron Kingdoms. As a warrior's exploits become known, his reputation—for good or ill—can spread beyond his people, and he may become renowned for his peerless expertise with bow or blade.

Playing a Warrior: If the idea of playing a versatile fighter able to expertly utilize a diverse range of weapons is appealing, the Warrior career is for you. Warriors make up the bulk of a tribe's military might and can wield virtually any weapon available in the wilds. The Warrior can fill nearly any role in a warband thanks to this versatility. Some prefer fighting at the front ranks, while others stay back to engage the enemy with ranged weapons.

The Warrior career offers many military skills and abilities. It pairs well with nearly any other career, allowing a character pick from among all the military skills in the game. The Warrior's selection of abilities is geared toward making him ever more effective in combat. Melee-focused characters will want to pick up Load Bearing as soon as possible to obviate the penalties of wearing heavy armor, while Shootist lets ranged Warriors fire into combat with impunity, never worried their stray shots will hit an ally. Trollkin Warriors will want to get the Gunner ability, which lets them carry the rapid-firing slugger into battle.



WOLF OF ORBOROS

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

STARTING ABILITIES, CONNECTIONS, AND SKILLS	**Special: A character starting with the Wolf of Orboros career must choose Bone Grinder, Brigand, Chieftain, Monster Hunter, Scout, Devourer Shaman, Sorcerer, Circle Warlock, Warrior, or Wolf Rider for his second career.** **Abilities: Dual Shot (Crossbow) and Specialization (Cleft weapon)** **Connections: Connections (Wolves of Orboros)** **Military Skills: Crossbow 1, Great Weapon 1, Hand Weapon 1** **Occupational Skills: Detection 1, Survival 1, Tracking 1**
STARTING ASSETS	**Full plate armor, wolf pelt, and a cleft spear or a dual crossbow with a quiver of 10 bolts**

WOLF OF ORBOROS ABILITIES	**Battle Plan: Brutal Charge, Bayonet Charge, Cleave, Crossbowman, Dual Shot (Crossbow), Fast Reload, Hunter, Load Bearing, Pathfinder, Precision Strike, Set Defense, Specialization (Cleft Weapon)**
WOLF OF ORBOROS CONNECTIONS	**Connections (Circle Orboros), Connections (neighboring tribe), Connections (Tharn tribe), Connections (Wolves of Orboros)**
WOLF OF ORBOROS MILITARY SKILLS	**Crossbow 4, Great Weapon 4, Hand Weapon 4**
WOLF OF ORBOROS OCCUPATIONAL SKILLS	**Command 3, General Skills 4, Navigation 3, Sneak 3, Survival 3, Tracking 3**

The Wolves of Orboros are a martial community drawn from countless isolated settlements with ties to the blackclads of the Circle. Many come from Devourer-worshipping families dwelling in the deep forests or mountains, a number of whom have members who have undergone the wilding. Families have passed this tradition on to their sons and daughters, forming a secret cabal that serves the agendas of the blackclads. In their ordinary lives the Wolves of Orboros may be difficult to differentiate from their neighbors who venerate Menoth or Morrow, but when the druids call them to battle they join with their peers as a skilled and deadly fighting force.



The Wolves of Orboros serve to protect sites sacred to the Circle and act as their eyes and ears in towns and villages on the fringe of the wilderness. A Wolf of Orboros can blend in with the more civilized populations and pursue the Circle's goals without drawing attention. The Wolves rigorously train in their traditional weapons, becoming lethally accurate with the dual crossbow or the cleft-bladed spear. Theirs is an order of grim and pragmatic wilderness hunters, guardians, and warriors willing to march against any foes of the blackclads to whom they have sworn fealty.

Playing a Wolf of Orboros: If playing as a member of the military wing of an ancient secret society is appealing, consider the Wolf of Orboros career. Part hunter and part warrior, a Wolf of Orboros is adept at tracking down and eliminating threats to the Circle Orboros. Wolves of Orboros are called upon to serve their groups in different ways; often a Wolf is the only member of his group able to enter the civilized regions of the Iron Kingdoms without provoking fear or hostility. In this way he can help a group gather intelligence, barter for weapons or supplies, or perform other tasks to secure their eventual success.

Wolf of Orboros is a versatile martial career with a broad skill set ideally suited to surviving in the wilderness. The Wolf of Orboros career pairs well with careers like Chieftain, Warrior, and Wolf Rider to maximize melee ability, but Gifted careers allow a Wolf to become a strong combat spellcaster. As the Wolf of Orboros gains experience, he can focus on abilities like Cleave and Set Defense to make the most of his unique cleft weapons, or he can choose abilities like Crossbowman and Dual Shot to enhance his mastery of the dual crossbow. A Veteran-level Wolf of Orboros can make great use of the Cautious Advance ability to help protect himself from enemy attack.

WOLF RIDER

PREREQUISITES: HUMAN OR FEMALE THARN, STARTING CAREER OR CONNECTIONS (CIRCLE ORBOROS)

STARTING ABILITIES AND SKILLS	**Abilities: Scent and Trained Rider (Duskwolf)** **Military Skills: Great Weapon 1 and Hand Weapon 1** **Occupational Skills: Animal Handling 1, Navigation 1, Riding 1, Survival 1, Tracking 1**
STARTING ASSETS	**75 gc and a duskwolf with tack**

WOLF RIDER ABILITIES	**Beast Handler, Expert Rider, Light Cavalry, Mount Attack (Duskwolf), Scent, Signal Howls, Swift Rider, Trained Rider (Duskwolf), Wolf Protector**
WOLF RIDER CONNECTIONS	**Connections (Circle Orboros), Connections (neighboring tribe), Connections (Tharn tribe), Connections (Wolves of Orboros)**
WOLF RIDER MILITARY SKILLS	**Great Weapon 4, Hand Weapon 4, Thrown Weapon 4, Unarmed Combat 3**
WOLF RIDER OCCUPATIONAL SKILLS	**General Skills 4, Survival 4, Tracking 4**

Few in number outside the largest Tharn tribes, wolf riders are skilled combatants who have learned to befriend and ride the massive duskwolf. These enormous wolves have been ridden by the Tharn since ancient times, and some members of the Circle Orboros have also learned to ride them. A wolf rider might be an exceptional human who draws from these ancient traditions or a female Tharn belonging to one of the tribes that has long venerated the duskwolf as favored by the Devourer Wurm. Such tribes ritually capture and train these elusive beasts to be ridden into battle.

A wolf rider has a strong bond with her mount and is able to pick up on the subtlest cues of its body language, using the creature almost as an extension of her own senses as together they track prey through the dense wilderness. As the wolf and its rider grow and learn together, their bond becomes even stronger, allowing the wolf rider to guide her mount unerringly across any landscape to cut down her enemies. Rider and mount require only the smallest of shifts in posture to convey intent, and each wolf views its rider as a member of its pack.

Playing a Wolf Rider: If the idea of fighting from atop a huge, snarling wolf appeals to you, consider the Wolf Rider career. Swift outriders of their tribes, Wolf Riders are an aggressive lot. They cull the enemy force, bringing their mounts' powerful jaws to bear on the opponent's exposed flank. Wolf Riders are often part of a will-sapping first strike in a battle, using speed and ferocity to leave the enemy open to a main attack.

A Wolf Rider is defined by her ability to ride a powerful duskwolf, a fleet-footed mount with a remarkable capacity for violence. The Wolf Rider's skills and abilities are all tightly focused on getting the most from her mount, so the selection of a second career must be carefully considered. Martial careers like Bloodtracker or Wolf of Orboros allow the character to truly shine in combat, hitting hard and fast. Wolf Riders seeking more versatility also have attractive options. The Scout career offers a broad range of occupational and military skills, while Blackclad gives the Wolf Rider numerous powerful arcane abilities. Veteran Wolf Riders should pick up Wolf Protector as soon as possible, as it grants the character a number of powerful defensive bonuses while accompanied by a duskwolf.



STEP 4: INCREASE STATS

You now have 3 advancement points to spend on increasing your character's primary and secondary stats: Physique, Agility, Intellect, Speed, Strength, Poise, Prowess, Arcane (if the character has the Gifted archetype), or Perception. Increasing a stat by 1 costs 1 advancement point.

Remember that starting stat values are limited by your character's race and level. Unspent stat advancement points are lost.

FILLING OUT YOUR CHARACTER'S LIFE SPIRAL

Once you have increased your character's stats, you can fill out his life spiral. First, completely fill in the circles that you will not use—starting on the outside of the spiral and working in—so that the number of available damage circles in each aspect is equal to the corresponding primary stat. Available damage circles should be split as evenly as possible across the two branches within each aspect. When your character takes damage during play, put a slash mark or X in the circles that take damage.



Brent's farrow character started with INT 3, PHY 6, and AGL 3. During character creation he spent 1 of his advancement points to increase his character's PHY to 7. To set up his character's life spiral, he fills in circles so that three circles remain in the Intellect aspect, seven circles remain in the Physique aspect, and three circles remain in the Agility aspect.

STEP 5: FINISHING TOUCHES

There are just a couple of loose ends to tie up before you can begin your character's adventures in the wilds of the Iron Kingdoms: purchasing additional equipment and considering the teamwork of your character's party.

PURCHASE ADDITIONAL EQUIPMENT

Add up the money (in Cygnaran gold crowns) that each of your character's starting careers grants. Now it is time to spend that gold to prepare your character for the challenges he's likely to face while adventuring. Refer to "Gear and Bone Grinding" (beginning on p. 302) for descriptions and prices of what you can purchase.

Each character should purchase a weapon that matches one of the military skills he received from his chosen careers and some armor to protect him from the inevitable attacks he must endure. A savvy player will also make sure to pick up a ranged weapon for his character even if he doesn't have the training to use it. You never know when your character might find himself in a situation where his axe just won't reach an enemy in time.

After purchasing weapons and armor, use the remaining gold for ammunition and gear you think would be appropriate for your character. A bone grinder might want a medical kit, for example, while a scout might need a spyglass. It is also a good idea to hold onto some gold so that your character has some spending money once the game starts, as he keeps all unspent gold.

All characters in *Iron Kingdoms Unleashed* are considered to possess a basic set of equipment that covers their essential day-to-day needs. This intrinsic equipment includes things like traveling clothes, utensils for eating, a canteen or water skin, pouches, and a pack. These ordinary items do not need to be listed and tracked on a character sheet, and they confer no game effects or bonuses.

PLAN AHEAD!

It is a good idea to have a rough concept for your character before starting the character creation process. If you know your character is going to be some type of crossbowman, it is best to spend advancement points increasing his Poise, since that impacts his accuracy with ranged weapons. If your character is going to be an expert tracker, think about increasing Perception so his Detection skill rolls are more likely to succeed. If you want resilience in combat, increase Physique, Speed, Agility, or Perception to increase your character's Defense and Armor.

There is also nothing wrong with going back and changing your mind along the way. It's all part of the fun of character creation!

COMPLETING AND USING THE CHARACTER SHEET

If you haven't done so already, print or photocopy the character sheet (p. 467) and write in the choices you have made about your character: stats, name, archetype, race, careers, skills, benefits, abilities, and so on. Write down the weapons and armor you purchased, determine your character's MAT and RAT with each weapon (p. 100), and note the SPD, DEF, and ARM modifiers of the armor your character wears. With those things settled, you can now calculate the derived stats of DEF, ARM, Initiative, Command Range, and Willpower.

The character sheet breaks down the calculations for determining derived stats, so simply fill in the spaces and add up the totals. Similarly, the skills portion of the character sheet is designed for you to predetermine your character's total skill roll modifier to make gameplay run more smoothly. Fill in the stat that governs

each skill, the rank of the skill, and then the total. When you make skill rolls, add this total to the roll of the dice. We recommend listing a skill's parent stat in parentheses next to the name of the stat for ease of reference, such as "Survival (PER)" to show that Survival's parent stat is Perception.

The benefits and abilities portion of the character sheet has space for you to list your character's abilities and benefits and leave yourself a short reminder note of what the ability does. There is also room for a rulebook page reference to help you look up abilities during the game.

Write "Hero" in the space for your character's level unless your Game Master has decided to start all characters at a higher experience level. All characters start at Hero level. Then write "3" in the field for current feat points, and your character is ready to begin adventuring!

TEAMWORK

Now that your character is complete, consider how he works with the other members of his band. Teamwork is essential to survival in the wilds of the Iron Kingdoms. Characters in the game are exceptional individuals who are capable of tackling challenges and dangers that would be insurmountable to ordinary folk, but they do not face these challenges alone. Instead, these intrepid souls band together with others of common cause. Every character is the star of his own story, but together the group makes up an ensemble of characters who must work together, especially in the heat of combat, if they are going to survive and prosper against the dangers they face.

The most successful groups of players take a few moments to discuss their battle plans before and during a fight. Taking the time to consider how to best engage the enemy, how to use cover, and which member of the group should attack which enemy gives a group a considerable edge, and the Game Master should encourage this sort of teamwork. Even the most ragtag group of characters have abilities and skills that work well together, but groups of characters created with some focus before the campaign begins can gain even greater advantage.

For example, an ice sorcerer can wield a number of different spells, but his most important spell could be Freezing Grip, which renders a powerful target stationary and sets it up for easy attacks from the Mighty members of his band.

ADVENTURING COMPANIES

Adventuring companies represent groups of characters bound together for some purpose. The company provides a theme, special benefits, and a loose framework for a group of characters.

Creating an adventuring company is optional and can be done only with the Game Master's consent before the start of the game. Unless the Game Master mandates the use of a particular adventuring company, all the players have to agree to form a company. They then select one company concept for their characters. A group of characters gains the benefits of a single adventuring company; they cannot benefit from belonging to multiple adventuring companies.

If your gaming group decides to form an adventuring company, all the player characters in the group must be members of the company and satisfy its membership requirements. Likewise, new characters joining the company must satisfy the membership requirements of the company.

Not every adventuring company concept is appropriate for every campaign, and the Game Master is the final arbiter of which concepts, if any, are permitted for his campaign. The Game Master might even choose to base an entire campaign on a given adventuring company concept. Players should feel free to expand on the skeleton of the company concept they have chosen. Brigands should have a name for their gang, a group of Nyss should have a name for their shard, and so on. Such embellishments help you breathe life into your character and the organization of which he is a part.

If your adventuring company gives your character an ability he already has from one of his starting careers, choose a new ability from any of your character's careers.

BONE GRINDER HUNTING PARTY

The characters are a group of wandering bone grinders or are scouts and hunters employed by them. The company travels the wilderness to seek their fortunes hunting ever-larger prey. By day the band hunts, and at night the bone grinders render down their kills to create powerful arcane fetishes and alchemical compounds, which they sell or trade to the tribes of the wilderness. The nature of their work often puts the group in harm's way as they intrude into the territory of fierce creatures and savage tribes. It is not uncommon for the members of a bone grinder hunting party to bicker among themselves over the choicest cuts of rare beasts.

Requirements: Each member of the company must have one of the following careers: Bone Grinder, Brigand, Bushwhacker, Monster Hunter, Scout, or Warrior. The company must include at least one character with the Bone Grinder career. Players should choose a bone grinder to be the leader of the company. Other characters are assumed to be mercenaries in their employ hired to aid in bringing down large creatures.

Benefits: Bone Grinder characters begin the game with an additional bone grinder fetish (p. 348).

Other characters gain a rank in Craft (skinner), Craft (tanner), or Lore (extraordinary zoology).

The company starts the game with a cart and 50 gc worth of alchemical components (p. 340).

CIRCLE ORBOROS CONCLAVE

The characters are members of a Circle Orboros cell who work to advance the organization's agenda across western Immoren. They receive orders from their superiors within the Circle and are tasked with jobs like securing new ley line nodes, protecting sacred sites, and bringing the schemes of their superiors to fruition. Their work can be centralized in one of the three dominions of the Circle, or they may be required to travel across Immoren in pursuit of their goals.

Requirements: Each member of the company must be a Tharn or have at least one of the following careers: Blackclad, Circle Warlock, or Wolf of Orboros. The company must include at least one character with the Blackclad career. Characters with the Blackclad career are members of the Circle Orboros, and other members of the party are considered to be allied with that organization, whether through Tharn tribal obligations or by virtue of their vows as members of the Wolves of Orboros. The Blackclads should decide on a leader from among themselves. The leader becomes the overseer of the company and will interact most directly with the hierarchy of the Circle Orboros.

Benefits: The characters in the company are expected to serve the interests of the Circle Orboros. They will be regularly tasked with missions, sent to observe various happenings, carry messages, and so on. However, the characters can also call upon the resources of the Circle, gaining access to secret information, special equipment, and possibly even warbeasts. The Circle Orboros may offer supernatural means to expedite travel for the group to deliver them closer to their intended destination. Members of the company can also call upon the allies of the Circle, enabling them to access Tharn villages or to summon warriors from the Wolves of Orboros. Of course, if they abuse these privileges or use them for personal gain, the consequences might be dire.

Each character with the Blackclad career created as a member of the company begins with one additional rank of Command, Deception, Lore (any), or Negotiation.

Other characters in the company each begin with one additional rank in the general skill of their choice.

FARROW TRIBE

The characters are members of a farrow tribe. Life among the farrow can be quite difficult, and it is likely the characters in this company spend an equal amount of time scavenging food and supplies and marauding neighboring settlements. Often farrow tribes compete for the same resources, and they frequently come into conflict until subjugated by a strong unifying leader, who can then pit them against his own rivals. The characters' tribe may become nomadic if driven from their home territory, forcing them to seek lands elsewhere. Farrow know that their fiercest competition comes from one another. While they will work toward a common good, they often disagree about just who among them deserves most from a victory and the resulting spoils of war.

Requirements: The majority of the characters in the company must be farrow characters. Others are tagalongs who have been enslaved by the tribe or who have allied with them for a time. The tribe also includes a number of NPCs, most of which will have at least some combat ability, as the truly defenseless seldom last long among the farrow.

The tribe should include at least one farrow character with the Chieftain career. If more than one farrow character starts as a Chieftain, the one with the highest STR is the leader of the tribe. If two or more chieftains are tied for the highest STR, those farrow should fight to incapacitation to determine the leader. The leader of the tribe should then designate a second. Leadership in a farrow tribe is sometimes fluid, shifting if the standing leader is ever incapacitated or otherwise deemed too weak for the position. A deposed leader who recuperates from his injuries might be mercifully allowed to remain in the tribe (at a lower status, of course).

Benefits: The tribe begins with a small village of hovels and ruins surrounded by a modest defensive wall. The settlement should include a well and a central gathering hall.

Each character created as a member of the company gains an additional rank in Deception, Escape Artist, Gambling, Intimidation, Sneak, or Survival.

Additionally, the initial leader of the tribe and characters with the Mighty archetype gain one additional Mighty archetype benefit. The leader gains this benefit even if he has an archetype other than Mighty. This benefit is not bestowed on usurpers.

GATORMAN TRIBE

The characters are members of a gatorman tribe that may include characters of other races who have aligned themselves to the tribe or been enslaved by them. Though most gatorman tribes barely eke out an existence and keep their young fed, others are dominated by powerful chieftains or megalomaniacal bokors who seek to make their tribes direct extensions of their personal power. The characters in the tribe are expected to defend their territories, engage in warfare with their rivals, and serve their masters as faithfully as possible, lest their souls be torn from their bodies and be sacrificed to Kossk, the great spirit of the swamps. Bog trogs in the tribe are expected to be nominally obedient or to suffer the consequences—usually being added to the tribe's ready food supply.

Requirements: The majority of the characters in the company should be bog trogs or gatormen. Others are tagalongs who either have personal dealings with the tribe or have been enslaved by it. The tribe also includes a number of NPCs, most of which will have at least some combat ability.

The tribe should include at least one gatorman character with the Bokor or Chieftain career. The players should decide which of these characters is the starting leader of the tribe. The leader should feel free to abuse his power and subjugate the members of his tribe as much as possible until he is murdered by a usurper and the whole vicious cycle starts over again.

Benefits: The tribe begins with a small encampment and territorial claim somewhere in the swamps. While this territory requires the characters to protect it from time to time, they can also draw resources from it. Warlocks belonging to the company can start the game with a large-based Swamp warbeast instead of a medium-based warbeast.

Other characters gain an additional occupational skill level in one of the following skills: Deception, Intimidation, Survival, Swimming, or Tracking.



NORTHKIN KRIEL

The characters are members of a northern trollkin kriel. Though virtually isolated during the winter months, the kriel may have some contact with more southern kriels during the short spring and summer. The characters belonging to kriel must see to the protection of their people and their territories, which frequently puts them in conflict with nomadic Nyss, Khadoran hunters, and the beasts of the harsh northern landscape. The northern kriels are made up of boisterous warriors and heavy drinkers who cling to friendship and honor to see them through their harsh days.

Requirements: The majority of the characters in the company must be trollkin or pygs. Others are hangers-on who have proven themselves to the kriel, and some of these may have even become blood brothers of kriel members. The kriel also includes a number of young and elders who must be protected.

The kriel should include at least one trollkin character with the Chieftain or Dhunian Shaman career. The players in the company should select one trollkin chieftain or shaman to be their warband leader. In trollkin society, elders are looked to when deciding matters not related to warfare. The kriel likely includes one or several elders who may disagree with and make life difficult for the warband leader. A warband chieftain may need to placate these elders to avoid being cast out from the kriel.

Benefits: The kriel is centered around an ancient trollkin village surrounded by high walls. Before its great hall are the stones that tell the story of the kriel.

All trollkin and pygs belonging to the kriel gain the Immunity: Cold ability (p. 162). Additionally, the leader of the kriel gains the Natural Leader ability (p. 163).

Each member of the kriel also gains one rank in any general skill, such as Craft (brewing and distilling), or in Unarmed Combat.

NYSS REFUGEES

The characters are a shard of Nyss survivors. They are homeless and constantly on the move, their presence viewed by the nations of the Iron Kingdoms as inconvenient at best and as a small-scale invasion at worst. The proud refugees refuse to bow to any authority, exacerbating this bad blood and marking them as outsiders within the regions they inhabit. Driven to the fringes of civilization, the refugees have learned to be consummate survivors and hunters, living day to day in the unforgiving wilderness they now call home. What few hard-earned alliances the shard has achieved are tentative at best.

Requirements: The majority of the characters in the company must be Nyss. Non-Nyss characters in the company have proven themselves loyal to the shard.

The players should choose one Nyss member, typically the eldest, to serve as head of the company. The head of the company is nominally the leader, though all Nyss members have an equal say in the company's activity. Likely the group includes a number of young or elderly NPC characters that must be cared for.

Benefits: Each Nyss member of the company gains one of the following abilities: Astute, Camouflage, Language, Prowl, or Trained Rider (Ulk). Each non-Nyss member of the party gains the Aeric language in addition to any of his other starting languages.

RAIDERS

The characters are members of a band of raiders who make their living ambushing and overwhelming travelers foolhardy enough to move through their territory. The characters likely pay some tribute to local tribes bordering their territories, though their gang is independent. Along with needing to frequently loot targets for supplies, weapons, and ammunition, the characters must be ready to defend their raiding grounds

from incursion by rival bandits, beasts of the wilds, well-armed caravans, and the law. Additionally, the more successful the band becomes, the greater its notoriety—and its peril from outside threats.

Requirements: Any character can be part of the company. The players in the group should designate one member of the company to be the captain. The captain then designates a lieutenant to serve as his second.

Benefits: The captain gains the Natural Leader ability (p. 163) whether or not he meets the prerequisites.

Additionally, each character created as a member of the company begins with one additional rank in one of the following occupational skills: Detection, Driving, Escape Artist, Gambling, Intimidation, Riding, Sneak, Streetwise, or Survival.

Soon each member of the gang will also earn a price on his head.

SOLDIERS OF FORTUNE

The characters are a band of wilderness mercenaries who seek employment wherever there is coin to be had. Knowledge of the local terrain and techniques for survival in harsh environments makes some of these ragtag bands invaluable as irregulars employed by one of the militaries of the Iron Kingdoms. They may also be in the employ of a small village in need of protection against an external threat. The characters are given leave to pursue their goals in their own way, but they will be expected to satisfy the interests of their employer. Continued success in their contracted roles only enhances the band's reputation, which brings it more lucrative—and difficult—opportunities, as well as new enemies.

Requirements: Any character can be part of the company. The players in the company should designate one member to be the captain. The captain then designates a lieutenant to serve as his second.

Benefits: The captain gains the Natural Leader ability (p. 163) whether or not he meets the prerequisites.

The characters in the company should receive regular opportunities for mercenary work. The characters can expect payment of up to 100 gc per month while under contract.

Additionally, each character created as part of the company begins with one additional occupational skill level in one of the following skills: Animal Handling, Driving, Gambling, Negotiation, Riding, or Survival.

THARN TUATH

The characters are members of a Tharn tribe. Life within the tribe is fierce and chaotic; the days are marked by cycles of conflict and revelry, with the strong ruling over the weak and claiming the best spoils of battle. Given the violent nature of Tharn society, the characters must maintain peerless martial skill to hold their place in the tribe's hierarchy, as young warriors will see them as potential paths to glory. Though the tribe is independent and stakes absolute claim over its territories, it is also likely to be nominally aligned with the Circle Orboros. From time to time the blackclads will come to the members of the tribe to ask favors. The blackclads offer ample opportunities for bloody battles, during which offerings can be made to the Devourer Wurm, and many Tharn warriors serve them enthusiastically. Blackclads are respected by the Tharn as prophets of the Wurm.

Requirements: The majority of the characters in the company must be Tharn. Others are either the slaves of the *tuath* or close allies, well-trusted by the Tharn. The tuath also includes a number of NPCs, all of which will have some combat ability. Tharn who can no longer fight do not generally live long in their society.

At least one Tharn character in the tuath should have the Chieftain or Circle Warlock career. Players should select a Tharn Chieftain or Tharn Circle Warlock to lead the party. If a leader cannot be agreed upon, the would-be chieftains should do battle until one rises above the others to lead his people.

Benefits: The characters begin with a small encampment and territorial claim somewhere in the wilderness.

The leader of the tuath gains the Natural Leader ability (p. 163).

Additionally, each character created as part of the company begins with one additional rank in one of the following occupational skills: Climbing, Detection, Intimidation, Jumping, Lore (Devourer), Medicine, Riding, Sneak, or Survival.

UNITED KRIELS

The characters comprise a group allied with the United Kriels. They are essentially a military unit that receives orders from the leaders of the United Kriels. Most who join the kriels have no homeland to call their own and know their people are beset from all sides. Others may come from established kriels in the Gnarls or elsewhere, having volunteered to join the common cause because they view all trollkin as kin. The characters may be tasked to escort young or infirm trollkin civilians overland, attack the enemies of the United Kriels, raid for supplies, scout locations for possible settlement, or cover a tactical withdrawal.

Requirements: The majority of the characters in the company must be trollkin or pygs. Other characters in the company are close allies sympathetic to the cause.

The players should designate one of the trollkin in the company to be the captain. The captain then designates a lieutenant to serve as his second.

Benefits: The characters in the company receive regular assignments and information of military significance along with the equipment necessary to carry out their missions. While the United Kriels are in constant danger, they have secured stashes of modern weapons and ammunition along with many full-blood trolls. Acquiring these resources is easier for members of this company than for those belonging to unaffiliated trollkin kriels.

The captain gains the Natural Leader ability (p. 163) whether or not he meets the prerequisites.

Additionally, each character created as a member of the company begins with an additional 50 gc in weapons and gear and one additional rank in one of the following skills: Command, Detection, Light Artillery, Navigation, Pistol, Rifle, Sneak, or Survival.

UNLIKELY HEROES

The characters are a band of unlikely heroes thrown together to face a mutual threat. The Game Master should detail a significant threat that would drive the characters to work together and which requires all their capabilities, contacts, and resources to defeat. Examples of such threats could include the encroachment of blighted Nyss or skorne forces, greedy humans from the nations of the Iron Kingdoms driving the characters from their homeland, or even outright war breaking out in the characters' lands.

Requirements: Any character can be part of the adventuring company. They are drawn together by events beyond their control, and each player should discuss with the Game Master how his character is affected by those events.

Benefits: Each character created as part of this company gains the Language ability. Additionally, characters created as part of the company gain an additional rank in one of their career's occupational skills.

WILDERNESS KRIEL

The characters are members of a wilderness trollkin kriel. They may be based in the Gnarls or hidden deep in the Thornwood. The tribe may have contact with the United Kriels or it may be independent. In addition to seeing to their own survival, the characters engage in hunting, trading, and potentially raiding. They are likely to come into regular conflict with trespassers, invading armies, and displaced beasts.

Requirements: The majority of the characters in the company must be trollkin or pygs. Others are hangers-on who have proven themselves to the kriel. The kriel also includes a number of young and elders who must be protected.

The company should include at least one trollkin character with the Chieftain or Dhunian Shaman career. The players in the company should select one trollkin chieftain or shaman to be their warband leader. In trollkin society, elders are looked to when deciding matters not related to warfare. The kriel likely includes one or several elders who may disagree with and make life difficult for the warband leader. A warband chieftain may need to placate these elders to avoid being cast out from the kriel.

Benefits: The kriel is centered on an ancient trollkin village surrounded by high walls. Before its great hall are the stones that tell the story of the kriel.

The leader of the kriel gains the Natural Leader ability (p. 163).

Each member of the company also gains one rank in one of the following skills: Animal Handling, Command, Craft (stoneworking), Detection, Driving, Lore (Dhunian or Trollkin), Negotiation, Riding, Survival, or Tracking.

EXPERIENCE AND ADVANCEMENT

As your character adventures through the wilds of the Iron Kingdoms performing notable deeds and overcoming dramatic obstacles, he earns experience points (XP). The total number of XP a character has earned is a measure of how accomplished he is and how practiced his skills have become. As a character's XP total increases, he gains the opportunity to increase his stats, learn new skills or increase existing ones, add additional archetype benefits, learn new abilities or spells, or even add new careers.

You track the total number of XP your character has earned on the character sheet. The advancement of XP is broken into tiers that represent a character's experience level. All characters begin at the Hero level. After accruing enough XP a character moves to Veteran level, and after accruing even more he moves to Epic level. Your character's level determines the maximum allowable values for his stats as well as the maximum skill level for his skills. A Hero character can have skills up to rank 2, a Veteran character can have skills up to rank 3, and an Epic character can have skills up to rank 4.

EARNING EXPERIENCE POINTS

Characters earn XP at the end of each game session (or at another interval, as the Game Master sees fit). The Game Master determines how much XP each character earns when XP is awarded. Obviously, the more XP awarded, the faster characters will develop. The following guidelines should be used when awarding XP.

- **Play Award:** At the end of each game session, each character who participated in the session gains 1 XP. Thanks for playing!
- **Teamwork Award:** Players who work together tactically through a play session each gain 1 XP. This is, as usual, up to the Game Master's discretion, but making and executing a plan that utilizes the strengths of multiple characters and which requires thought and coordination should be rewarded with extra XP. Ambushing a caravan and killing all the guards and merchants to make off with their goods is fine. It works. But setting up a distraction that leads some guards off on a wild goose chase, allowing you to stampede the horses pulling the carts laden with goods into a hidden corral while your men stand ready to surround the remaining merchants and take them hostage for future ransom is a brilliant plan worthy of bonus XP.
- **Milestone Bonus:** When the characters in a party achieve a milestone in play, such as defeating a significant enemy, overcoming a great obstacle, or pushing the story forward in a major way, they are each awarded 1 XP. The Game Master determines when the characters achieve a milestone.
- **Conclusion:** At the end of a major storyline, the Game Master should award each participating character 1–3 XP depending on the scope of the story, the power level of the characters involved, and how fast he wishes the characters to advance.

CHARACTER ADVANCEMENT TABLE

HERO LEVEL

XP TOTAL	CHARACTER ADVANCEMENT
2	+2 occupational skills
4	+1 spell, ability, connection, or military skill
6	+1 stat
8	+2 occupational skills
10	+1 spell, ability, connection, or military skill
12	+1 archetype benefit
15	+1 stat
18	+2 occupational skills
21	+1 spell, ability, connection, or military skill
24	+1 stat
27	+2 occupational skills
30	+1 archetype benefit or +1 career and +2 occupational skills
33	+1 spell, ability, connection, or military skill
36	+1 stat
39	+2 occupational skills
42	+1 spell, ability, connection, or military skill
45	+1 stat

VETERAN LEVEL

XP TOTAL	CHARACTER ADVANCEMENT
50	+1 archetype benefit
55	+2 occupational skills
60	+1 spell, ability, connection, or military skill
65	+1 stat
70	+2 occupational skills
75	+1 spell, ability, connection, or military skill
80	+1 archetype benefit or +1 career and +2 occupational skills
85	+1 stat
90	+2 occupational skills
95	+1 spell, ability, connection, or military skill

EPIC LEVEL

XP TOTAL	CHARACTER ADVANCEMENT
100	+1 stat
105	+2 occupational skills
110	+1 archetype benefit or +1 career and +2 occupational skills
115	+1 spell, ability, connection, or military skill
120	+1 stat
125	+2 occupational skills
130	+1 spell, ability, connection, or military skill
135	+1 stat
140	+1 archetype benefit
145	+2 occupational skills
150	+1 spell, ability, connection, or military skill

+2 occupational skills – Choose two new occupational skills from any of your character's careers. Instead of adding a new skill, you can increase the level of an occupational skill your character already has by 1. If you choose to do this with both new occupational skills, you can increase the level of one skill by 2. Remember the skill level limits: A Hero character can have skills up to level 2, a Veteran character can have skills up to level 3, and an Epic character can have skills up to level 4.

+1 military skill – Choose a new military skill from any of your character's careers or increase the level of a military skill your character already has by 1.

+1 ability – Choose a new ability from any of your character's careers.

+1 connection – Choose a new connection from any of your character's careers.

+1 spell – Choose a new spell for your character to learn from one of his careers' spell lists. Remember, a character can have up to a number of spells equal to his INT x 2.

+1 stat – Increase one of your character's primary or secondary stats by 1. You cannot increase a stat beyond its maximum allowable value.

+1 archetype benefit – Choose another archetype benefit from your character's archetype.

+1 career – Add a new career to your character sheet. Your character does not gain any of the starting skills, abilities, connections, money, or equipment (those are for new characters only), but as he advances in level you can choose advancements from the new career.



Hero



Veteran



Epic

CHARACTER ADVANCEMENT

As a character's XP total grows, he has the opportunity to enhance his talents and attributes. Character advancement takes place between game sessions. If a character is awarded enough XP to gain an advancement, he must select the advancement before the next game session; he cannot save XP for later.

Refer to the Character Advancement Table to see what advancements are available to characters as their XP totals grow.

HIGH-LEVEL STARTING CHARACTERS

For a campaign that starts with experienced characters or when creating experienced NPCs, the following lists can be helpful to move quickly through character advancement rather than taking it step-by-step.

Advancing from 0 XP to 25 XP, a character gains +6 occupational skills; +3 stats; +3 spells, abilities, connections, or military skills; and +1 archetype benefit. No stats can exceed Hero racial limits, and no skills can exceed rank 2.

Advancing from 0 XP to 50 XP, a character gains +10 occupational skills; +5 stats; +5 spells, abilities, connections, or military skills; and +3 archetype benefits (one of which can be substituted for +1 career and +2 occupational skills). No stats can exceed Hero racial limits, and no skills can exceed rank 2.

Advancing from 50 XP to 75 XP, a character gains +4 occupational skills, +1 stat, and +2 spells, abilities, connections, or military skills. No stats can exceed Veteran racial limits, and no skills can exceed rank 3.

Advancing from 50 XP to 100 XP, a character gains +6 occupational skills, +3 stats, +3 spells, abilities, connections, or military skills, and +1 archetype benefit. Only one stat can exceed Veteran racial limits, and no skills can exceed rank 3.

ABILITIES

Abilities are special capabilities that a character has access to as a result of his career choices. They can be learned only once and do not have ranks of mastery. A character must have an ability in order to attempt to use it.

Specific ability rules override general rules whenever there is a conflict. For example, an ability that grants the use of another ability for a round does so regardless of whether or not the character meets the granted ability's prerequisites.

Prerequisites: If an ability has one or more prerequisites, the character must meet those requirements before he can learn the ability.

THAT PERSONAL TOUCH

Many abilities are unambiguous and require little effort to imagine their use in-game. Some are open to interpretation, though, and taking a moment to think about what your character is actually doing can help enrich the roleplaying experience of everyone at the table. When your Farrow Warlock uses the Souie! ability, does she let loose a barbaric yawp or merely gesture toward her beasts? Is your bone grinder with Vivisectionist particularly skilled at extracting delicate organs to preserve their potent juices, or does he instead follow a painstaking process of alchemical distillation to render those parts into the arcane components he requires? Knowing exactly what a character is doing with his ability can help you better envision the action on the table and deepen the story for everyone involved.

ALL ABILITIES AT A GLANCE

Acrobatics
Adjust Aim
Advisor
Aegis
Ambush
Anatomical Precision
Appraise
Arcing Shot
Artificer
Astute
Backstab
Balm of Dhunia
Battle Commander
Battle Plan: Battlefield Coordination
Battle Plan: Brutal Charge
Battle Plan: Call to Action
Battle Plan: Coordinated Strike
Battle Plan: Reconnaissance
Battle Plan: Shadow
Battle Plan: Take Cover
Bayonet Charge
Beast Handler
Big Game Hunter
Binding
Blade Shield
Blood Rites
Blood Spiller
Blood Trade
Blur of Motion
Bodyguard
Bone Grinder
Brew Master
Broad Stroke
Bull Rush
Calm
Camouflage
Cautious Advance
Cavalry Charge
Cavalry Fighter
Charmer
Cleave
Cold Steel
Combat Rider
Conniver
Consume Essence
Crackshot
Crossbowman
Deadly Skill
Death Mastery
Defender
Defensive Line
Disease Resistance
Dismember
Dispel
Dodger
Dominating Presence
Dual Fighter
Dual Shot (weapon type)*
Earth Magic
Elemental Mastery
Empower Weapon
Evasive Rider
Expert Rider
Exterminator
Fall Back
Fast Draw
Fast Reload
Fate Blessed
Fearless
Feat of Regeneration*
Fell Call: Cacophony
Fell Call: Call of Defiance
Fell Call: Ground Shaker
Fell Call: Heroic Ballad
Fell Call: Reverberation
Fell Call: Signal Call
Fell Call: Sonic Blast
Field Marshal: Counter Charge
Field Marshal: Hog Wild
Field Marshal: Magical Attack
Field Marshal: Poltergeist
Field Marshal: Regenerate
Field Marshal: Relentless Charge
Field Marshal: Unyielding
Find Cover
Finisher
Fleet Foot
Flesh of Steel
Follow Up
Gang
Ghost Sight
Gift of the Beast
Goad
Go to Ground
Grave Man
Great Power
Gunfighter
Gunner
Hack
Hard
Haruspex
Head-Butt
Heart Eater
Hunter
Hunting Ground*
Hyper Awareness
Immunity: Cold
Immunity: Corrosion
Immunity: Electricity
Immunity: Fire
Inflict Pain
Iron Will
Keen Eyed
Knife Thrower
Language (language)*
Legacy of Bragg
Light Cavalry
Line Breaker
Load Bearing
Long-Lived
Maltreatment
Marksman
Meat Alchemy
Mount Attack (mount type)
Mounted: Counter Charge
Natural Leader
Night Fighter
Onslaught
Opening Salvo
Overtake
Pack Hunter
Pathfinder
Poison Resistance
Possession
Precision Strike
Prowl
Pursuit
Quick Work
Rallying Cry
Relentless Advance
Relentless Charge
Renowned
Resonance: Devourer Warbeast
Resonance: Farrow Warbeast
Resonance: Swamp Warbeast
Resonance: Trollblood Warbeast
Resonance: Wold
Retaliatory Strike
Return Fire
Ride-By Attack
Rock Solid
Roll with It
Saddle Shot
Scent
Sentry
Set Defense
Shadow Magic
Shield Guard
Shield Slam
Shootist
Signal Howls
Signal Language
Skilled Trapper
Snacking
Snag & Slash
Snap Fire
Sniper
Snow-Wreathed
Souie!
Soul Taker
Specialization (weapon type)*
Spirit Eater
Spirit Guide
Sprint
Staredown
Stone Scavenger
Stone Warder
Stonecutter
Sucker!
Survivalist
Swift Hunter
Swift Rider
Targeteer
Team Leader
Traceless Path
Trained Rider*
Treewalker
Troll Speaker
Two-Weapon Fighting
Unhallowed
Vivisectionist
Warlock Bond*
Waylay
Weapon Master (Javelin)
Whelp Companion
Wold Mastery
Wolf Protector

* These abilities can be taken multiple times. See the ability description.

ACROBATICS

Prerequisite: PRW 6

This character can advance through other characters if he has enough movement to move completely past their bases. This character also gains +3 on his Jumping skill rolls.

ADJUST AIM

Prerequisite: Archery 1

If this character misses with a bow ranged attack, he gains +2 to his next ranged attack roll with a bow that turn.

ADVISOR

Prerequisite: Command 2

While B2B with this character, friendly characters gain +1 to their command range.

AEGIS

Prerequisite: None

This character is immune to continuous effects.

AMBUSH

Prerequisite: None

During the first round of an encounter, this character gains boosted attack and damage rolls against enemies that have not yet activated that encounter.

ANATOMICAL PRECISION

Prerequisite: None

When this character hits a living target with a melee attack but the damage roll fails to exceed the target's ARM, the target suffers d3 damage points instead of the damage rolled.

APPRAISE

Prerequisite: None

This character has a sharp eye and keen mind for detail, especially where monetary values are concerned. He can judge the value of most fine goods with an inspection. Truly good fakes might require a Detection + INT roll to spot.

ARCING SHOT

Prerequisite: Archery 1

When making a ranged attack with a bow, this character can ignore intervening characters and cover, except those within 6 feet (1″) of the target.

ARTIFICER

Prerequisite: None

This character can create wolds (p. 254).

ASTUTE

Prerequisite: Detection 1

This character can reroll failed Detection rolls. Each failed roll can be rerolled only once as a result of Astute.

BACKSTAB

Prerequisite: None

This character gains an additional die on his back strike damage rolls.

BALM OF DHUNIA

Prerequisite: None

This character can reroll failed Animal Handling and Medicine skill rolls. Each failed roll can be rerolled only once as a result of Balm of Dhunia.

BATTLE COMMANDER

Prerequisite: Command 3

This character can use one battle plan during each of his turns without spending a feat point.

BATTLE PLAN: BATTLEFIELD COORDINATION

Prerequisite: Command 1

This character can spend 1 feat point to use this ability. Using a battle plan is a quick action. When a character uses this battle plan, for one round, while in this character's command range, friendly characters do not suffer the firing into melee penalty for ranged attacks and spells and do not have a chance to hit friendly characters when they miss with ranged or magic attacks while firing into melee.

BATTLE PLAN: BRUTAL CHARGE

Prerequisite: Command 3

This character can spend 1 feat point to use this ability. Using a battle plan is a quick action. When a character uses this battle plan, each friendly character who follows his orders gains Brutal Charge for one round. (A character with Brutal Charge gains +2 to his charge attack damage rolls).

BATTLE PLAN: CALL TO ACTION

Prerequisite: Command 1

This character can spend 1 feat point to use this ability. Using a battle plan is a quick action. When a character uses this battle plan, each friendly character in his command range who is under his command and is knocked down immediately stands up or goes prone.

BATTLE PLAN: COORDINATED STRIKE

Prerequisite: Command 1

This character can spend 1 feat point to use this ability during a surprise round (p. 202) before a battle. Using a battle plan is a quick action. When a character uses this battle plan, each

friendly character in his command range can immediately make one attack. After these attacks, the surprise round ends and the characters are detected.

BATTLE PLAN: RECONNAISSANCE

Prerequisite: Command 2, Survival 3

This character can spend 1 feat point to use Battle Plan: Reconnaissance. Using a battle plan is a quick action. When a character uses this battle plan, the character and each friendly character who starts his activation in his command range gain Pathfinder. Battle Plan: Reconnaissance lasts for one round.

BATTLE PLAN: SHADOW

Prerequisite: Command 1

This character can spend 1 feat point to use Battle Plan: Shadow. Using a battle plan is a quick action. When a character uses this battle plan, each friendly character who follows his orders gains Prowl (p. 164) for one round.

BATTLE PLAN: TAKE COVER

Prerequisite: Command 1

This character can spend 1 feat point to use this ability during a surprise round before a battle. Using a battle plan is a quick action. When a character uses this battle plan, each friendly character in his command range can immediately advance up to twelve feet (2″) and perform a quick action to take cover or go prone.



Big Game Hunter

BAYONET CHARGE

Prerequisite: None

When this character charges with a ranged weapon that has a bayonet, after moving but before making his charge attack, he can make one ranged attack targeting his charge target unless he was in melee with his charge target at the start of his turn. When resolving a Bayonet Charge ranged attack, this character does not suffer the target in melee attack roll penalty (see p. 211). If the target is not in melee range after the charging character moves, this character can make the Bayonet Charge ranged attack before his turn ends. A character making a Bayonet Charge must make his charge attack with a bayonet.

BEAST HANDLER

Prerequisite: None

This character can reroll failed Animal Handling skill rolls when dealing with a creature he has a resonance with. Each failed roll can be rerolled once as a result of Beast Handler.

BIG GAME HUNTER

Prerequisite: Survival 1

A character with this ability has hunted more than his fair share of game in the wilds of Immoren. When he makes a melee or ranged attack against a natural animal or beast native to the wilds of Immoren, he gains a bonus on attack rolls equal to his Survival skill.

BINDING

Prerequisite: Rope Use 1

When this character ties up, manacles, or otherwise restrains another character with some form of restraints, add +3 to the skill roll difficulty for the bound character to escape.

BLADE SHIELD

Prerequisite: Great Weapon 3

When this character is armed with the specified weapon, he and friendly characters B2B with him gain +2 DEF against ranged attacks originating in their front arcs.

BLOOD RITES

Prerequisite: None

At Hero level, this character gains +2 to her sacral blade damage rolls. At Veteran level, she gains +3 to her sacral blade damage rolls. At Epic level, she gains +4 to her sacral blade damage rolls.

BLOOD SPILLER

Prerequisite: Hand Weapon 3

This character gains +2 on damage rolls against living characters.

BLOOD TRADE

Prerequisite: None

This character can upkeep spells by suffering d3 damage points per spell instead of spending fury points or gaining a fatigue point.

BLUR OF MOTION

Prerequisite: Archery 1

Each time this character makes a ranged attack with a bow, he can immediately nock another arrow from his quiver without using a quick action.

BODYGUARD

Prerequisite: Shield Guard, Shield 3

This character is not limited in the number of times he can use Shield Guard each round.

BONE GRINDER

Prerequisite: None

This character can create bone grinder fetishes (p. 348).

BREW MASTER

Prerequisite: Alchemy 2

This character can reroll failed Alchemy skill rolls. Each failed roll can be rerolled only once as a result of Brew Master.

BROAD STROKE

Prerequisite: Great Weapon 3, Cleave

When this character makes his first Great Weapon melee attack during his turn each round, he can spend 1 feat point to make a thresher attack. A character making a thresher attack makes one melee attack against each character in his LOS and in his melee range.

BULL RUSH

Prerequisite: Riding 1

When riding a bison, this character can perform slam power attacks. A slammed character suffers a damage roll with POW equal to the POW of the slamming bison. After resolving the attack, this character can make one normal melee attack.

CALM

Prerequisite: Animal Handling 2

While in this character's command range, friendly warbeasts gain +1 THR.

CAMOUFLAGE

Prerequisite: None

The character gains an additional +2 DEF when benefiting from concealment or cover.

CAUTIOUS ADVANCE

Prerequisite: Survival 3

The character gains one extra quick action each turn that can be used only to take cover.

CAVALRY CHARGE

Prerequisite: Riding 1

This character can make a cavalry charge (p. 214) while riding a mount designated as a battle mount.

CAVALRY FIGHTER

Prerequisite: Riding 3

After making a ranged attack, this character can draw a melee weapon without spending a quick action. After making a melee attack, he can sheath his melee weapon without spending a quick action.

CHARMER

Prerequisite: Animal Handling 1

When a friendly warbeast frenzies in this character's command range, this character can choose to have the warbeast forfeit its turn instead.

CLEAVE

Prerequisite: Great Weapon 1

When this character incapacitates one or more enemies with a melee attack made with a great weapon during his turn, the attacking 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.

COLD STEEL

Prerequisite: ARC 6

When this character hits an enemy with a melee attack with an empowered weapon, he can spend a feat point to cause that character to become stationary for one round. Characters with Immunity: Cold are not affected by Cold Steel.

COMBAT RIDER

Prerequisite: Riding 1

While this character is riding a mount designated as a battle mount, the mount can make one impact attack against a target in its melee range if the mount and rider did not charge that turn.

CONNIVER

Prerequisite: Bribery 1, Deception 1

The character is well skilled in the arts of deception. The character can reroll failed Bribery- and Deception-based social skill rolls. Each roll can be rerolled only once as a result of Conniver.

CONSUME ESSENCE

Prerequisite: PER 6

Instead of ingesting heart tokens normally, the character can choose to make a full action to ritually consume a heart token to steal the creature's essence. When he does so, the character gains +1 PHY, SPD, or STR for one hour. A character can be affected by only one bonus due to Consume Essence at any time.

CRACKSHOT

Prerequisite: None

The character can accurately track his target despite its attempts to take cover. When making a ranged or magic attack against a target that has concealment, cover, or elevation, this character gains +2 on the attack roll.

CROSSBOWMAN

Prerequisite: None

The character can reload a crossbow as a quick action instead of a full action.

DEADLY SKILL

Prerequisite: Military skill of 3 or more

A character that is damaged by an attack made by this character loses Tough, cannot heal or be healed, and cannot transfer damage for one round.

DEATH MASTERY

Prerequisite: ARC 5

When a living character is destroyed in this character's control range, this character can immediately spend a feat point to animate it. The destroyed character permanently becomes a swamp shambler (p. 402) under this character's control. The new swamp shambler has 5 vitality points and enters play knocked down. It can make attacks only while in this character's command range. This character's swamp shamblers activate on his turn. This character can have up to three swamp shamblers at any time.

DEFENDER

Prerequisite: None

Once per round, when a friendly character in this character's command range is hit with an enemy attack, immediately after the attack has been resolved this character can advance up to twelve feet (2″) toward the enemy character and make one melee attack.

DEFENSIVE LINE

Prerequisite: None

While this character is B2B with one or more friendly characters, he gains +1 ARM. While this character is B2B with one or more friendly characters who also have this ability, the bonus increases to +2.

DISEASE RESISTANCE

Prerequisite: None

The character can make boosted rolls to resist disease and infection.

DISMEMBER

Prerequisite: Lore (extraordinary zoology) 3

When this character hits a living animal or beast native to the wilds of Immoren with a melee attack, he gains an additional damage die.

BEASTS NATIVE TO THE WILDS OF IMMOREN

What does this phrase mean? It is a broad category of living things that includes animals, monsters, and warbeasts of the Immorese wilderness. Things that do not fall into this category include constructs, dragonspawn, grymkin, sentient creatures, and undead creatures. The final decision on whether a creature counts as a beast native to the wilds is up to the Game Master, but a good barometer is whether the creature in question has some sort of magical or supernatural origin. If it does, it is not a likely candidate, though some beasts that do qualify nevertheless have apparently supernatural abilities.

DISPEL

Prerequisite: None

When this character hits an enemy with a melee attack, he can spend 1 feat point to cause any upkeep spells on that enemy to immediately expire.

DODGER

Prerequisite: None

When this character is missed by an enemy attack, he can immediately advance up to twelve feet (2″) after the attack is resolved. This ability cannot be used if he was missed while advancing. The character cannot be targeted by free strikes during this movement.

DOMINATING PRESENCE

Prerequisite: Intimidation 3

The character can reroll failed social skill rolls. Each failed roll can be rerolled only once as a result of Dominating Presence.

DUAL FIGHTER

Prerequisite: STR 7, Great Weapon 3

The character can fight with a great weapon in each hand. The character gains an additional attack for the second weapon. He suffers –2 on attack rolls with the second weapon during this attack.

DUAL SHOT

Prerequisite: None

The character can forfeit his movement during his turn to make one additional ranged attack with a weapon of the type specified. To make a ranged attack, the character's ranged weapon must be loaded.

EARTH MAGIC

Prerequisite: Artificer, ARC 4

When a wold warbeast in this character's battlegroup is forced to use its animus while in this character's control range, reduce the COST of the animus by 1.

ELEMENTAL MASTERY

Prerequisite: ARC 5

The sorcerer gains +1 on his attack and damage rolls when casting an offensive spell from his elemental spell list.

EMPOWER WEAPON

Prerequisite: None

The character can empower a non-mechanikal melee weapon with his arcane energy. The empowered weapon is considered to be a magical weapon while the character is armed with it.

Empowering the weapon requires a three-hour ritual during which the character cannot be disturbed. After this time has passed, the character expends a feat point and makes an ARC roll against a target number of 14. If he succeeds, the weapon becomes empowered. If he fails, he can try again after another hour of meditation without expending another feat point.

A character can empower only one weapon at a time. If he empowers another, the previously empowered weapon is no longer empowered.

EVASIVE RIDER

Prerequisite: Riding 2

While mounted, when this character is missed by an enemy attack, he can immediately advance up to twelve feet (2″) after the attack is resolved unless the character was missed while advancing. He cannot be targeted by free strikes during this movement.

EXPERT RIDER

Prerequisite: Riding 2

This character can reroll failed Riding skill rolls. Each roll can be rerolled only once as a result of Expert Rider.

Additionally, provided the mount was not knocked out, this character and his mount cannot be knocked down while this character is mounted.

EXTERMINATOR

Prerequisite: None

When this character hits a living animal or beast native to the wilds of Immoren with a non-AOE ranged attack during a turn he forfeited his movement to aim, he gains +2 to his damage roll.

FALL BACK

Prerequisite: AGL 6

At the end of this character's turn, if he destroyed one or more enemies with ranged attacks that turn he can make a full advance.

FAST DRAW

Prerequisite: None

A character with this ability gains +2 on Initiative rolls. He also gains an additional quick action during his first turn of combat each encounter that can be used only to draw a weapon.

FAST RELOAD

Prerequisite: None

The character gains one extra quick action each turn that can be used only to reload a ranged weapon.

FATE BLESSED

Prerequisite: ARC 5

When a friendly character makes an attack or damage roll during his turn while in this character's control area, this character can gain 1 fatigue point or spend 1 fury point to allow the friendly character to reroll that roll. Each roll can be rerolled only once due to Fate Blessed.

FEARLESS

Prerequisite: None

The character is utterly fearless and automatically passes Willpower skill rolls to resist Terror.

FEAT OF REGENERATION

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

The character regains a limb or eye lost as a result of using the Injury Table (p. 217). If the character is suffering from Slow Recovery at the time he gains this ability, the lost eye or limb returns once he has regained all his lost vitality.

A character can take this ability multiple times to repeatedly regenerate lost eyes and limbs.

FELL CALL: CACOPHONY

Prerequisite: Fell Calling 2

The character can use this call as a quick action. For one round, enemies cannot cast spells, use battle plans, or use drives while in this character's command range.

FELL CALL: CALL OF DEFIANCE

Prerequisite: Fell Calling 2

The character can use this call as a quick action. For one round, when a friendly trollkin character makes a Tough roll while in this character's command range, on a roll of 4, 5, or 6 the trollkin heals 1 vitality point and is knocked down.

FELL CALL: GROUND SHAKER

Prerequisite: Fell Calling 3

Once per turn, the character can use this call instead of attacking. The character then makes a RNG 10, AOE 5 fell call ranged attack that causes no damage. Targets hit are knocked down.

FELL CALL: HEROIC BALLAD

Prerequisite: Fell Calling 2

The 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.

FELL CALL: REVERBERATION

Prerequisite: Fell Calling 2

The character can use this call as a quick action. The character makes a RNG SP 6 ranged attack that causes no damage. The character uses his POI + Fell Calling skill for his attack rolls. Enemies hit are pushed d3″ directly away from this character. Move the enemy who was farthest away first.

FELL CALL: SIGNAL CALL

Prerequisite: Fell Calling 1

The character can use this call as a quick action. The character can unleash a call that can be heard for a number of miles equal to his Fell Caller skill.

FELL CALL: SONIC BLAST

Prerequisite: Fell Calling 2

Once per turn, the character can use this call instead of attacking. The character then makes a RNG SP 8, POW 12 ranged attack. The character uses his POI + Fell Calling skill for his attack rolls.

FIELD MARSHAL: COUNTER CHARGE

Prerequisite: ARC 5

The warlock can spend a fury point during his turn to use this ability. Characters in the warlock's battlegroup currently in his control area gain Counter Charge for one round. (When an enemy advances and ends its movement within 6″ of a character with Counter Charge and in his LOS, the character with Counter Charge can immediately charge the enemy. If he does, he cannot make another counter charge until after your next turn. A character cannot make a counter charge while engaged.)

FIELD MARSHAL: HOG WILD

Prerequisite: ARC 5

The warlock can spend a fury point during the Control Phase of his turn to use this ability. Characters in the warlock's battlegroup that are currently in his control area can immediately make one ranged attack. Characters that make this ranged attack can make only melee attacks during their activations this turn.

FIELD MARSHAL: MAGICAL ATTACK

Prerequisite: ARC 5

The warlock can spend a fury point during his turn to use this ability. For one round, the weapons of characters in his battlegroup become magical weapons while in the warlock's control area.

FIELD MARSHAL: POLTERGEIST

Prerequisite: ARC 6

The warlock can spend a fury point during his turn to use this ability. Characters in the warlock's battlegroup that are currently in his control area gain Poltergeist for one round. (When an enemy misses a character with Poltergeist with an attack, immediately after the attack is resolved the spellcaster can choose to push the enemy d3″ directly away from the character.)

FIELD MARSHAL: REGENERATE

Prerequisite: ARC 5

The warlock can spend a fury point during the Control Phase of his turn to use this ability. Characters in the warlock's battlegroup that are currently in his control area regain d3 vitality points.

FIELD MARSHAL: RELENTLESS CHARGE

Prerequisite: ARC 5

The warlock can spend a fury point during his turn to use this ability. For one round, when a character in the warlock's battlegroup begins a charge while in his control area, that character gains the Relentless Charge ability for his turn. (A character who has Relentless Charge ignores penalties for rough terrain during an Activation Phase in which he charges.)

FIELD MARSHAL: UNYIELDING

Prerequisite: ARC 6

The warlock can spend a fury point during the Control Phase of his turn to use this ability. Characters in the warlock's battlegroup gain Unyielding while they are in his control area. (While engaging an enemy, a character with Unyielding gains +2 ARM.)

FIND COVER

Prerequisite: None

At the start of combat before initiative is rolled, this character can immediately advance up to twelve feet (2″) and perform a quick action to take cover or go prone.

FINISHER

Prerequisite: STR 7

This character can spend a feat point to boost a damage roll against a damaged target.

FLEET FOOT

Prerequisite: SPD 7

When this character runs, he moves at SPD × 3.

FLESH OF STEEL

Prerequisite: None

While this character is unarmored, double his PHY when determining his ARM. This ability has no effect while this character is wearing armor.

FOLLOW UP

Prerequisite: Riding 2, Bull Rush

When this character slams an enemy character while riding a mount, immediately after the slam is resolved this character can advance directly toward the slammed character up to the distance the slammed character was moved.

GANG

Prerequisite: None

When making a melee attack that targets 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 that targets an enemy in melee range of another friendly character who also has this ability, these bonuses increase to +2.

GHOST SIGHT

Prerequisite: ARC 4

This character does not require LOS in order to target friendly characters with spells. This character ignores LOS when making magic attacks. This character ignores concealment and cover when resolving ranged attacks.

GIFT OF THE BEAST

Prerequisite: ARC 5

During this character's first turn of a combat encounter, he can choose one of the following Mighty archetype benefits: Beat Back, Bounding Leap, Counter Charge, or Tough. The character gets that benefit for the duration of the encounter.

GOAD

Prerequisite: ARC 5

When a warbeast in this character's battlegroup destroys one or more enemy characters with a melee attack during its activation, immediately after the attack is resolved this character can force the warbeast to advance up to twelve feet (2″).

GO TO GROUND

Prerequisite: None

This character can perform a quick action to make the most of any terrain around him, no matter how seemingly sparse. Until he moves, is placed, goes prone, or is engaged, the character gains cover, does not suffer blast damage, and does not block LOS. A character cannot use the Go to Ground ability during a turn he ran.

GRAVE MAN

Prerequisite: None

This character gains an additional die on social rolls against undead characters. Discard the low die in each roll.

GREAT POWER

Prerequisite: None

This character can upkeep one spell each turn without spending a fury point or gaining a fatigue point.

GUNFIGHTER

Prerequisite: None

This character does not suffer a –4 penalty on ranged attack rolls with pistols or carbines while engaged.

GUNNER

Prerequisite: Trollkin, STR 7, Light Artillery 2

This character is master gunner able to operate a slugger (p. 324) with practiced ease. Reduce the character's SPD and DEF penalties from carrying a slugger by 1. The character can fire a slugger from a standing position while carrying it, without the aid of a tripod or swivel mount.

The character cannot use Burst Fire during turns he advances or forfeits his movement while carrying the slugger. The character cannot advance during a turn after using Burst Fire while carrying the slugger.

HACK

Prerequisite: Great Weapon 1

This character gains +2 to damage rolls against knocked down targets.

HARD

Prerequisite: None

This character does not suffer damage or effects from impact attacks or collateral damage.

HARUSPEX

Prerequisite: PER 6

Through ritualized dissection, this character can catch glimpses of the future in the entrails of a freshly slain creature. Though simple animals can give brief and indistinct hints of the future, to offer any true portents this craft requires the corpse of an intelligent creature, such as a human. Though the character does not need to personally kill his subject, the corpse must be fresh at the start of the ritual.

The ritual itself lasts for one hour, during which time the character cannot be disturbed. After this time has passed, the character expends a feat point and makes an ARC roll against a target number of 14. If he succeeds, he gains insight into the future. If he fails, he gains no insight from this corpse. If the character is working with an animal that did not have human intellect, increase the target number to 17.

The insight gained will most often be quite vague, unless the Game Master wishes to give significant information as part of the development of his story. It may hint toward possible outcomes or provide quite specific, if limited, information. The information could also be seemingly misleading, its truth revealed only in retrospect.

HEAD-BUTT

Prerequisite: STR 5, Unarmed Combat 2

Instead of making a normal Unarmed Combat attack, this character can spend a feat point to make a head-butt attack. The character makes an unarmed melee attack roll against his target. If the attack hits, the target is knocked down and suffers a damage roll with a POW equal to the character's current STR. A character cannot head-butt a target with a larger base.

HEART EATER

Prerequisite: None

When this character destroys a living character with a melee attack, he can immediately spend a quick action to rip out its heart. He can eat a heart as a quick action to boost his next melee attack or melee damage roll or to make an additional melee attack.

Hearts spoil after one hour and lose all potency.

HUNTER

Prerequisite: Tracking 2

This character ignores forests, concealment, and cover when determining LOS or making a ranged attack.

HUNTING GROUND

Prerequisite: None

Choose an environment type (desert, forest, mountain, swamp) when you select this ability. This character gains +2 to Sneak and Tracking skill rolls while in the selected environment. This ability can be taken more than once. Each time this ability is selected, choose a new environment type.

HYPER AWARENESS

Prerequisite: Command 3

While in this character's command range, friendly characters gain Circular Vision. (The front arc of a character with Circular Vision extends to 360°.)

IMMUNITY: COLD

Prerequisite: None

This character is immune to cold damage.

IMMUNITY: CORROSION

Prerequisite: None

This character is immune to corrosion damage.

IMMUNITY: ELECTRICITY

Prerequisite: None

This character is immune to electrical damage.

IMMUNITY: FIRE

Prerequisite: None

This character is immune to fire damage.

INFLICT PAIN

Prerequisite: Lore (extraordinary zoology) 2

When this character hits a warbeast with a melee attack, he can place 1 fury point on or remove 1 fury point from it.

IRON WILL

Prerequisite: None

This character can reroll failed Willpower rolls. Each roll can be rerolled only once as a result of Iron Will.

KEEN EYED

Prerequisite: None

This character can increase his effective range with a bow or rifle by twelve feet (2″) and his extreme range by sixty feet (10″).

KNIFE THROWER

Prerequisite: Thrown Weapon 1

After throwing a weapon, this character can immediately draw a weapon without using a quick action.

LANGUAGE

Prerequisite: None

This ability can be taken multiple times. Each time a character takes this ability, he learns how to speak, read, and write a new language.

LEGACY OF BRAGG

Prerequisite: Fell Calling 2

The character gains an additional quick action each turn that can be used only to make fell calls.

LIGHT CAVALRY

Prerequisite: Riding 2

If this character is riding a mount not designated as a battle mount, at the end of his turn he can advance up to 30 feet (5″).

LINE BREAKER

Prerequisite: Riding 3, Cavalry Charge

This character gains an additional die on impact attack rolls.

LOAD BEARING

Prerequisite: STR 5

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.

LONG-LIVED

Prerequisite: None

This character benefits from preternatural youth and can expect to live double the normal life expectancy of his race, experiencing almost no physical or mental decline right up until the end of his days.

MALTREATMENT

Prerequisite: Animal Handling 2

Once per turn during his activation, this character can remove 1 fury point from a warbeast in his battlegroup that is in his control area and add 1 fury point to his own current total. The warbeast suffers d3 damage points.

MARKSMAN

Prerequisite: None

This character can use quick actions and aim in the same round but still has to forfeit his movement to gain the aiming bonus.

MEAT ALCHEMY

Prerequisite: Alchemy 3

When this character makes an Alchemy skill roll to create a bone grinder fetish or an alchemical item that has animal fat, bioluminescent extract, burrow-mawg adrenal gland, mutagenic extract, or another organic ingredient, the roll is boosted.

MOUNT ATTACK

Prerequisite: Riding 1

While riding a mount of the type specified, this character can make one attack with his mount during each of his turns. If the attack hits, the character hit suffers a damage roll equal to the mount's STR. This attack uses any special rules of the mount's normal attacks.

PICKING UP LANGUAGES

Wanderers, refugees, explorers, brigands, and scouts are well-traveled individuals who come in contact with all manner of foreign languages, peoples, and customs. Invariably those with exposure to foreign tongues begin to pick up the unfamiliar tongue. To reflect this, with the Game Master's approval any character can gain a new language he has been regularly exposed to in play. However, without a formal education in the language (represented by the actual Language ability), the character will have a limited vocabulary and poor command over the structure of the language, will not be able to read the language, and will suffer a –2 penalty to social rolls when speaking the language. As the character gains considerable experience in speaking the language over time, the Game Master may choose to reduce this penalty to –1 or remove it completely.

MOUNTED: COUNTER CHARGE

Prerequisite: Cavalry Charge, Riding 3

While this character is riding a mount designated as a battle mount, when an enemy advances and ends its movement within thirty-six feet (6″) of this character and in his LOS, this character can immediately spend 1 feat point to charge the enemy. The character cannot make a counter charge while engaged.

NATURAL LEADER

Prerequisite: Command 1

A character with this ability increases his command range by 2″.

NIGHT FIGHTER

Prerequisite: None

This character is well versed in dispatching an opponent at a distance in the dark of night. When making a ranged or magic attack against a character with stealth or Prowl, this character automatically misses the target if he is forty-eight feet (8″) or farther away instead of thirty feet (5″) away.

ONSLAUGHT

Prerequisite: None

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

OPENING SALVO

Prerequisite: Riding 2

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

OVERTAKE

Prerequisite: AGL 5

When this character destroys one or more enemies with a melee attack during his turn, after the attack is resolved he can immediately advance up to six feet (1″).

PACK HUNTER

Prerequisite: Animal Handling 3

Living warbeasts in this character's battlegroup that are in his control area gain +2 on melee attack rolls.

PATHFINDER

Prerequisite: Survival 1

This character can move over rough terrain without penalty.

POISON RESISTANCE

Prerequisite: None

This character gains boosted rolls to resist poisons and toxins.

POSSESSION

Prerequisite: ARC 5, Soul Taker

When this character hits a living enemy character with a melee attack, he can spend a soul token to take control of that character. Immediately after the attack has been resolved, this character's controller can make a full advance with the enemy character and can then make one normal attack, then Possession expires.

PRECISION STRIKE

Prerequisite: None

When this character hits with a melee attack, he chooses the branch of the target's life spiral or the column of the target's damage grid that is hit, if applicable.

PROWL

Prerequisite: Sneak 1

This character is virtually invisible while in the shadows or in terrain that grants a degree of concealment. The character gains stealth while within terrain that provides concealment, the AOE of a spell that provides concealment, or the AOE of a cloud effect.

PURSUIT

Prerequisite: Tracking 3

This character can spend 1 feat point during his turn to use this ability. When this ability is used, the character designates 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 ability 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 ability on a new enemy.

QUICK WORK

Prerequisite: AGL 5

When this character kills one or more enemies with a melee attack during his 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.

RALLYING CRY

Prerequisite: Command 3

This character can spend a feat point to use this ability. For one round, this character's command range is doubled and friendly characters in his command range, including this character, become fearless (see p. 159).

RELENTLESS ADVANCE

Prerequisite: None

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

RELENTLESS CHARGE

Prerequisite: None

This character ignores penalties for rough terrain during an Activation Phase in which he charges.

RENOWNED

Prerequisite: Great Weapon 2

Within the scattered remnants of Nyss society, a warrior donning *ryssovass* arms commands fear, respect, and pity in equal measure. A character with this ability gains +2 on social skill rolls when dealing with other Nyss.

RESONANCE: DEVOURER WARBEAST

Prerequisite: None

This warlock can bond to Devourer warbeasts.

RESONANCE: FARROW WARBEAST

Prerequisite: None

This warlock can bond to Farrow warbeasts.

RESONANCE: SWAMP WARBEAST

Prerequisite: None

This warlock can bond to Swamp warbeasts.

RESONANCE: TROLLBLOOD WARBEAST

Prerequisite: None

This warlock can bond to Trollblood warbeasts.

RESONANCE: WOLD

Prerequisite: Human (Blackclad)

This character can bond to wolds (p. 254).

RETALIATORY STRIKE

Prerequisite: PHY 7

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.

RETURN FIRE

Prerequisite: Fast Draw

Once per round when this character is missed by an enemy's ranged attack, immediately after the attack is resolved he can make one normal attack against the attacking enemy.

To make a ranged attack, the character's ranged weapon must be loaded.

RIDE-BY ATTACK

Prerequisite: Riding 2

While mounted, this character can combine his movement and action during his turn to make a Ride-By Attack. The character declares a Ride-By Attack at the start of his Activation Phase. He makes a full advance and can halt his movement at any point to make his attacks. After his attacks, he resumes his movement.

ROCK SOLID

Prerequisite: PHY 8

This character and friendly characters B2B with him cannot be knocked down. The character loses this ability while he is mounted.

ROLL WITH IT

Prerequisite: None

When this character would ordinarily be knocked down, he goes prone instead. The character loses this ability while he is mounted.

SADDLE SHOT

Prerequisite: Riding 1

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

SCENT

Prerequisite: Animal Handling 1

While riding a duskwolf, this character gains +1 on his Tracking skill rolls and can ignore LOS when declaring a charge.



Ride-By Attack

SENTRY

Prerequisite: None

Once per round, when an enemy is placed in or moves into the LOS of this character, this character can immediately make one attack targeting that enemy.

SET DEFENSE

Prerequisite: Great Weapon 2

While this character is armed with a weapon that has Reach, an enemy in this character's front arc suffers –2 on charge, slam power attack, and impact attack rolls against him.

SHADOW MAGIC

Prerequisite: Gifted, Sneak 2

When this character casts a spell, no spell runes appear and magically sensitive characters cannot sense the character's magic. A harnesser with this ability cannot be detected by another harnesser with the Magic Sensitivity archetype benefit.

SHIELD GUARD

Prerequisite: Shield 1

Once per round, when a friendly character is directly hit by an attack while within twelve feet (2″) of this character, this character can become the target of the attack and is automatically hit instead. This character cannot use this ability if he is incorporeal, knocked down, or stationary.

SHIELD SLAM

Prerequisite: STR 6

When this character charges while armed with a shield, instead of making a charge attack, he can spend a feat point to slam his target, making an attack roll with his shield. A character who slams another character with a larger base suffers –2 to this attack roll. The POW of the slam damage roll is equal to the STR of the attacking character plus the POW of the shield. The POW of collateral damage is equal to the STR of the attacking character.

SHOOTIST

Prerequisite: None

This character ignores the firing into melee penalty when making ranged attacks. If the character misses with a ranged attack targeting a character in melee, the attack does not have the chance to hit another combatant. The attack simply misses.

SIGNAL HOWLS

Prerequisite: Animal Handling 2

While riding a duskwolf, this character gains eighteen feet (+3″) to his command range.

SIGNAL LANGUAGE

Prerequisite: Cryptography 1

The character can spend time developing a coded signal language for use with his party using the same rules as creating a code (see "Cryptography," p. 180). The language can convey simple messages or commands and has a Cryptography target number based on the target number used during the code's creation. The signal language can be taught to any character that has Intellect 3 or greater.

SKILLED TRAPPER

Prerequisite: Survival 2

When this character successfully sets a trap, add +2 to the target number to detect it.

SNACKING

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

The character can spend a quick action to devour any destroyed character within its melee range to immediately regain d3 vitality points.

SNAG & SLASH

Prerequisite: Great Weapon 3

After hitting a mounted rider with a hooked great sword attack, instead of making a damage roll the character can attempt to pull the rider from his mount. When this ability is used, both characters make contested STR rolls, with the attacking character adding his Great Weapon skill to his roll and the rider adding his Riding skill. If the rider wins or if both characters have the same result, the rider remains mounted. If the attacker wins, the rider is dismounted, knocked down, and placed in B2B contact with the attacker and suffers a POW 12 damage roll. The attacker can then make one melee attack with a hooked great sword targeting the dismounted rider.

SNAP FIRE

Prerequisite: Archery 3

When this character destroys an enemy with a bow ranged attack during his turn, immediately after the attack has been resolved, this character can make one additional bow ranged attack. The additional attack does not generate further attacks due to Snap Fire.

SNIPER

Prerequisite: Rifle 3

When this character forfeits his movement to aim during his turn, his first ranged attack that turn gains boosted damage.

SNOW-WREATHED

Prerequisite: ARC 4

While outdoors during his turn, this character can spend a feat point to use this ability. As long as he remains outdoors, the character gains concealment for the duration of the encounter.

SOUIE!

Prerequisite: None

This character can use this ability during his turn as a quick action. When he uses ability, warbeasts in his battlegroup that are outside his control area immediately make a full advance directly toward this character.


Souie!

SOUL TAKER

Prerequisite: None

This character gains one soul token when a living character is destroyed in his command range. The character can have up to one soul token at Hero level, up to two at Veteran level, and up to three at Epic level. The character can spend soul tokens like feat points. If the character has the Will Weaver tradition, he can spend a soul token at any time to remove a fatigue point. If the character is a harnesser, he can spend soul tokens like fury points.

SPECIALIZATION

Prerequisite: None

This character does not suffer attack modifier penalties when attacking with a weapon of the specified type, such as a Tharn axe. A character can have this ability several times, each time choosing a different weapon.

SPIRIT EATER

Prerequisite: None

This character can reave fury points from enemy warbeasts it destroys with a melee attack. Other characters cannot reave fury points from enemy warbeasts destroyed by this character.

SPIRIT GUIDE

Prerequisite: ARC 5

When a living character is destroyed in this character's control area and generates a soul token, this character's controller chooses which eligible character in his control area gains the soul, regardless of the proximity of other characters.

SPRINT

Prerequisite: AGL 6

At the end of this character's turn, if he destroyed one or more enemies with melee attacks that turn he can make a full advance.

STAREDOWN

Prerequisite: Willpower 10

As a quick action, this character can make a contested Willpower roll against a living animal or beast native to the wilds of Immoren with which he locks eyes. If the beast wins, nothing happens. If this character wins, the beast cannot advance toward or attack this character for one round.

STONE SCAVENGER

Prerequisite: Artificer

When the character scavenges the land for the materials required to construct a wold, he gathers an additional 25 gc worth of material each week for each rank of the Craft (wold) skill he possesses (see "Wolds and Wold Creation," p. 254.

STONE WARDER

Prerequisite: Craft (wold) 1

The character has developed the skill to control small groups of Woldstalkers (see p. 257) simultaneously. He can use his warlock bond slots (see "Warlock Bond," p. 168) to bond with up to three Woldstalkers for each slot he spends to bond with Woldstalkers.

Additionally, when this character is directly hit by a ranged attack, he can choose to have one friendly non-incorporeal Woldstalker he controls within 3″ of him directly hit instead. That Woldstalker is automatically hit and suffers all damage and effects.

STONECUTTER

Prerequisite: Craft (wold) 2

The character can reroll failed Craft (wold) rolls. Each failed roll can be rerolled once as a result of Stonecutter.

SUCKER!

Prerequisite: Intimidation 3

If this character is directly hit by an enemy ranged attack, he can choose a friendly living non-incorporeal character within twelve feet (2″) of him to be directly hit instead. That character is automatically hit and suffers all damage and effects.

SURVIVALIST

Prerequisite: None

This character can reroll failed Survival rolls. Each failed roll can be rerolled only once as a result of Survivalist.

SWIFT HUNTER

Prerequisite: AGL 6

When this character incapacitates an enemy with a normal ranged attack, immediately after the attack is resolved he can advance up to twelve feet (2″).

SWIFT RIDER

Prerequisite: None

While riding a mount, this character can move over rough terrain without penalty.

TARGETEER

Prerequisite: None

When this character hits with a ranged attack, he chooses the branch of the target's life spiral or the column of the target's damage grid that is hit, if applicable.

TEAM LEADER

Prerequisite: None

When this character gains a feat point, instead of keeping it himself he can give it to another character currently in his command range.

TRACELESS PATH

Prerequisite: Sneak 2

This character knows how to conceal his trail when moving over land. Though he can move at only half his usual rate of speed while using this ability, either on foot or on horseback, anyone attempting to follow his trail has +3 added to his skill roll target number.

TRAINED RIDER

Prerequisite: Riding 1

The character has been trained to ride a mount that is otherwise impossible to ride, such as the mighty bison. A character can have this ability several times, each time choosing a different mount type.

TREEWALKER

Prerequisite: None

This character ignores forests when determining LOS. While in a forest, this character gains +2 DEF against melee attack rolls and can advance through obstructions and other characters if he has enough movement to move completely past them.

TROLL SPEAKER

Prerequisite: None

This character understands the culture and the methods of communication of trolls and dire trolls. He can reroll failed social skill rolls when dealing with full-blood trolls and dire trolls. A roll can be rerolled only once as a result of Troll Speaker.

TWO-WEAPON FIGHTING

Prerequisite: AGL 4

While fighting with a one-handed weapon, thrown weapon, or pistol in each hand, this character gains an additional attack for the second weapon. He suffers –2 on attack rolls with the second weapon while doing so.

UNHALLOWED

Prerequisite: None

While in this character's command range, friendly incorporeal characters gain +2 ARM and do not suffer blast damage.

VIVISECTIONIST

Prerequisite: Lore (extraordinary zoology) 2

When this character succeeds in a roll to extract alchemical ingredients from a living creature, double the amount he gains.

WARLOCK BOND

Prerequisite: None

This ability can be taken more than once. This character gains a bonding slot that can be used to bond with a warbeast he shares a resonance with. Bonded warbeasts are part of the character's battlegroup.

To bond with a warlock, a warbeast must be calmed and subdued, not actively angered or fighting. Then the warlock must spend a full action touching the warbeast he intends to bond with, opening the beast's mind up to his own. A warlock cannot bond to a warbeast that is enraged or bonded to another warlock.

A character can break a bond at will in order to free up a slot to form another bond. For more on warbeasts and bonds, see p. 265.

WAYLAY

Prerequisite: None

When an attack made by this character has the chance to knock out a target, increase the target number for the Willpower skill roll to resist the knockout by 2.

WEAPON MASTER (JAVELIN)

Prerequisite: Thrown Weapon 2

When resolving a javelin ranged attack, this character's damage roll is boosted.

WHELP COMPANION

Prerequisite: This ability can be taken by any Pygmy Troll character regardless of career.

This character immediately gains a pyg whelp companion.

A pyg character who loses a limb during play can gain a whelp naturally without using this ability. A character can have up to three whelps at a time.

WOLD MASTERY

Prerequisite: Craft (wold) 3

Wold warbeasts in this character's battlegroup beginning their activations in this warlock's control area can make power attacks without being forced. This character can heal friendly wold warbeasts in his battlegroup.

WOLF PROTECTOR

Prerequisite: Animal Handling 3

This character's duskwolf sees him as part of its pack and will protect him to the death. If the character is knocked out while riding his duskwolf, the wolf will make sure he does not tumble from the saddle. It may carry him to safety or continue fighting, depending on the circumstances. If the character is thrown from the saddle, his duskwolf will immediately move into B2B contact with him. While dismounted and within eighteen feet (3″) of his duskwolf, this character cannot be knocked down or targeted by free strikes, he gains +2 DEF against melee attack rolls, and enemies attacking him never gain back strike bonuses.



PYG WHELPS

Spawned from a severed limb of a pygmy troll, a pyg whelp is a tiny variant of a troll whelp (p. 428). A whelp imitates the personality and mannerisms of its creator, often in an exaggerated fashion. It is entirely reliant on its progenitor and will likely starve if not cared for. A pyg whelp on foot has SPD 2, so it often rides around on the shoulders of the pyg who spawned it. Pyg whelps favor trollkin characters and may voluntarily accompany a trollkin companion of the pyg who spawned it. A whelp can be attached to other characters if ordered by its creator, but will return to its creator at the end of an encounter.

Whelps are typically adopted by their creators, who treat them like useful pets. A pyg whelp can be trained to perform simple tasks, though its diminutive size and minimal intellect limit its capabilities. The Game Master can use a whelp for his own purposes, such as allowing it to intercept an otherwise fatal blow to the whelp's creator (killing the whelp in the process).

Additionally, a pyg whelp can act on its creator's turn, giving its creator an additional quick action that can be used to have the whelp:

- Draw a small weapon or item (including ammunition),
- Stow a small weapon or item,
- Pull the pin on a grenade, or
- Perform some other fast, simple action at the Game Master's discretion.

Even if a pyg whelp is riding on another character, its creator determines its action, if any. The whelp can act only if it can clearly see and understand its creator's instructions, such as by simple gestures. Whether the whelp comprehends specific orders is up to the Game Master.

CONNECTIONS

Connections represent associations, tribes, familial bonds, and networks of contacts. A character can have several different networks of connections, each relating to a different group, tribe, or society.

A character can use his connections to gain information, material aid, or assistance. The aid a character can reasonably request from a connection depends on the nature of the character's link to the connection and the character's relationship with the connection. For example, a character should be able to call on the hospitality of his home kriel or clan for information, a safe place to sleep, and a meal. From time to time he might even call on such a connection for political support or manpower.

Whether the character is a full member of the organization represented by the connection or just an affiliated outsider can influence the sort of aid that might be given. The character's relationship with the connection also determines what the connection expects in return. For example, a member of the Circle Orboros can readily call on his contacts for information, use Circle holdings, access places of power, and possibly request special arcane lore or tools required for a mission. A non-member with connections to the Circle would be able to set up a meeting with agents of the group for exchanges of information, but such a meeting would be tense and conversation cryptic. In this case the relationship is much more reciprocal, with the expectation that any favor granted will be repaid.

A character might not trust his contact and might not be trusted in return. This lack of trust can build up over time or it can be inherent in the character's relationship with his connections from the inception. For example, though a character's criminal gang contacts might not have provided him with a concrete reason for concern yet, no one should completely trust them. That is just the nature of the beast.

Depending on the demands a character puts on his connections, he might have to resort to diplomacy, negotiation, or bribery to get what he wants. In these cases, the player describes what his character is doing to coerce his connection into giving him more aid than the connection was initially willing to provide. Based on the approach taken, the Game Master determines the stat and skill for a social skill roll. Then the Game Master sets the target number for the roll. If the roll fails, the character does not get what he wants and risks straining his relationship with his connection. Even if he succeeds, there could be costs or repercussions that arise from pushing his connection too far. He could owe the connection a favor, or his connection might become angry or distrusting and refuse to work with the character for some time.

When managing a character's connections, the Game Master should consider the needs and personalities of the characters on each side of the connection. What is each willing to give away? What remains hidden? What risks are put on them by asking for or offering aid? What does each have to lose? What does he want in return?

A RESOURCE, NOT THE ANSWER

Connections are a resource for player characters and for the Game Master. They represent great storytelling possibilities and can serve to launch or inform a scenario but should not be allowed to destabilize play. A character with connections to a tribe of gatormen should not be able to call up a score of swamp spirits to wipe out the fortified farrow village that the Game Master designed as the setting for his scenario's climax—unless, of course, he planned for that all along. Remember, even the most reliable connections have problems of their own from time to time. Connections can foster immersion in the world by providing a sense of community but should only inform players' choices, not replace them.

A character's connections can also be a great tool to jumpstart a scenario. Just as the character can ask things of his connections, his contacts might also come to him for help, information, or material aid. If the character refuses, there should be consequences, not the least of which is that his connection might refuse him any future aid until he makes good on his commitments and responsibilities.

The Game Master and the character's controlling player should take time to discuss the character's connections before the start of the game. Though a connection represents a web of contacts rather than one or two individuals, the player and Game Master should try to give the connection a face (or faces). The face of the connection is the NPC or NPCs the character most often meets with when he wishes to use his connection. The face could be a ranking shot caller, a discreet agent, a well-connected member of the organization, or just about anyone who has the influence to be considered the representative of the connection. Additional faces could be other NPCs affiliated with the character's connection or additional contacts the character has the freedom to meet with. For example, a character's trollkin kriel connection might be represented by its chieftain or an elder shaman, but the character would also know a number of junior members he can press for information or ask for aid in times of need.

Below are a few examples of possible connections and the potential support given by each.

Adventuring Scholar: The character has contact with an academic or a well-regarded explorer from the Iron Kingdoms. The scholar occasionally visits with the character's tribe during his journeys and can offer information about an extensive range of subjects. The scholar's journeys take him across western Immoren, and he has firsthand experience with many different topics. The character can expect to gain information from this contact that

would otherwise be difficult—if not outright impossible—for him to learn. Such individuals can communicate with a variety of wilderness communities, including those ordinarily in conflict with one another. Adventuring scholars often possess training in a number of other useful skills like different forms of lore and medicine. When he visits the tribe, the contact may request assistance in exploring nearby ruins or noteworthy locations.

Blindwater Congregation: The character has contact with the notorious Blindwater Congregation. The character may be a member, an enslaved vassal, or a wanderer who has met with the gatorman cult and made a favorable impression on one or more of its bokors. Members of the cult can reasonably expect to travel through Blindwater territories unmolested and can set up meetings with the leaders of the Congregation if he dares. Contacts and slaves should mind their place lest they end up a sacrifice to Bloody Barnabas' greater glory or as chum for young blackhides. Anyone with contact with the Congregation can expect to be called upon to perform a task for Barnabas or one of his lieutenants from time to time. These tasks will generally be dangerous, unpleasant, and often inscrutable.

Bog Trog Tribe: The character has contact with an independent bog trog tribe based in a remote swamp or waterway. If the character is a bog trog, he may be a member of the tribe. The character can expect safe haven among the tribe, a resupply of rations from the tribe's stockpiles, and information pertaining to the tribe's territory, members, alliances, and enemies—provided that giving such information does not jeopardize the interests of the tribe. The character can request a guide through the region or to participate in tribal rituals. The character may be expected to help defend the village in the case of an attack. Failure to do so will result in the character losing status with the bog trogs, while fighting alongside the tribe could increase his stature among them.

Note: Any bog trog character can gain Connections (bog trog tribe).

Circle Orboros: The character is a member of the Circle or otherwise closely connected to it. Many families living on the fringes of human society have sworn oaths of loyalty to the blackclads and have long served them. The character most likely knows either a single ranking blackclad (such as a mentor) or several junior ones. His contacts can reach out to other Circle members to provide broader access to information. The character may call upon his connections to request intelligence on the region, seek permission to pass through their lands, or ask for their protection in times of need. Such aid will seldom be without a price, often unseen and always to the Circle's benefit. If the character pursues tasks crucial to the order, he can make more extensive requests. Members of the Circle will know at least one superior who regularly calls on them to undertake missions for the organization, such as aiding in the defense of a sacred site or delivering important information to a remote location. In special circumstances the Circle might expedite travel for the character and his allies, transporting them through the ley line network to arrive near their destination. Invariably such trips are one-way, requiring the character to find his own way home afterward.

Criminal Gang: The character knows one of the many criminal gangs hiding out in the wilderness of western Immoren. He could be a current member of the gang or one of its affiliates. The gang will certainly have one or more hideouts from which they launch raids on trains, river boats, travelers, merchant caravans, or even military convoys. A character can call on his contacts in the gang for information related to recent raids, the opportunity to purchase stolen supplies from the gang, aid in disposing of goods or bodies, or a hiding place in times of need. Current members of the gang are expected to contribute to larger raids and can anticipate a share of the gang's spoils. Such gangs have strong bonds of fidelity but are also a bit paranoid—they do not look kindly on members or affiliates who are in contact with their rivals or the authorities.

Cygnaran Reconnaissance Service: The character has a contact within the Cygnaran Reconnaissance Service (CRS), which is active across western Immoren. The contact can provide limited access to military supplies, give warnings about major troop movements, and share results of reconnaissance in theaters in which the CRS or their enemies are currently active. The contact is likely guarded and does not share information easily. He may require sizable returns for anything he offers, including assistance in operations against high-profile targets of interest to Cygnar. The character's relationship with his CRS contact is very mercenary. The contact keeps an account of every favor provided and expects something of equivalent value in return.

Devourer Cult: The character has a contact within a Devourer cult, one of many scattered across the deep wilds. This contact could be a past or present member, a close ally, or an affiliate of the cult. The Devourer cult likely has a hidden sanctuary somewhere deep in the wilderness where they perform their bloody rituals. Unless the character is a member of the cult, he is not generally welcome among the cultists and must tread carefully in their presence. Such groups are notoriously uncivilized, violent, and unpredictable. A character can call upon his Devourer cult connection for information related to Devourer lore, regional information, and news about their enemies. The cult may also provide safe passage through their territories or aid for actions they deem mutually beneficial. If the character is an active member, he is expected to participate in the defense of the cult and its rituals and hunts. It is worth noting that there is little contact or affiliation between different cults of the Devourer. Belonging to one cult does not guarantee a warm welcome or even safety when encountering another, although different cults may have cause to cooperate.

Fane of Nyssor: The character is connected to the Fane of Nyssor, the splintered Nyss priesthood devoted to the Father of Winter. Only Nyss can belong to the priesthood, but out of necessity the fane has made contact with outsiders. For example, in recent years the human Church of Morrow has offered sanctuary to members of the fane, which has aided the survival of several priests and relics. Other members of the fane are in touch with emissaries from Ios and may be able to contact the Retribution of Scyrah. Most priests live among the scattered refugees of Nyss society and are its lorekeepers, making them a superlative source of information regarding Nyss history. In

general, however, the fane is loath to share knowledge with any outside their faith. A Nyss character with this connection who is not a priest can expect spiritual guidance from the fane and information pertaining to the surviving Nyss shards it has contact with, but little more. Characters who are not Nyss can expect even less, though the fane will work with them and give them limited aid for actions they deem mutually beneficial. Some information the secretive fane will share only with priests of Nyssor, such as that regarding the activities of the priesthood, the whereabouts of Nyssor, or the lore of the fane. If the character takes actions that endanger the fane, his access will immediately be cut off and he may find himself banished or even hunted outright by the fane and its allies.

Farrow Tribe: The character is in contact with a farrow tribe. If he is a farrow, he may be a member. The tribe can be called upon to provide information related to its territory, history, and membership. The tribe is likely to know the strength of various friendly and enemy forces, good places to stage ambushes around their lands, and information related to local flora and fauna useful to survival. A character who proves himself useful to the tribe can request assistance from one of its bone grinders or shamans. A farrow tribe can be called on to provide a local guide through its territory and may offer aid in raiding a strong target—assuming there is loot for the tribe to share. Members of the tribe are expected to assist in raids or in the defense of tribal lands and to share a portion of any loot they acquire with the chief. Individual chiefs may have specific, and sometimes eccentric, demands or requirements of members or allies.

Note: Any farrow character can gain Connections (farrow tribe).

Gatorman Tribe: The character has a connection with a gatorman tribe. If he is a gatorman, he may be a member of the tribe. The tribe can be called upon to provide information about its holdings and environs, its rivalries with outsiders, its membership, and the personal knowledge of individual members of the tribe. The character is able to arrange for safe passage through the tribe's territory. A character can also request the assistance of one of the tribe's bokors in spiritual matters or for lore pertaining to spirits or necromancy. Though information gathered in this way is likely to be cryptic, it can still provide much-needed insight. Bartering with gatormen is always a dangerous proposition for outsiders, who must be continually cautious that their offers outweigh their inherent value to the tribe as food. Accordingly, bringing an offering of fresh meat or other food can help ensure a strong negotiating position, although the tribe will also appreciate offerings of weapons or metal they can shape into useful tools or armament.

Note: Any gatorman character can gain Connections (gatorman tribe).

Human Settlement: The character is well known to a human village or encampment and can approach it in a friendly manner. Human settlements are a good resource for trade and for the acquisition of manufactured goods from the nations of the Iron Kingdoms and can also serve as a places to lie low to avoid pursuit. Provided he is not fleeing from a crime committed against the settlement, the character can expect to be provided with a safe house and enough food to remain holed up for several days. In times of need, the human contact may approach the character to assist the settlement, particularly in its defense against monsters and hostile wilderness tribes.

Note: Any human character can gain Connections (human settlement). Some Game Masters might wish to grant this as a bonus connection to blackclad or Wolf of Orboros characters if it facilitates launching the campaign.

Human Tribe: The character has contact with one of the barbaric human tribes living in the wilds. If the character is human, he may be a member of the tribe. These tribes vary considerably from one to the next, but most are associated with a specific culture such as Idrians, Ruscar, Vindol, Gnasir, or Yhari-Umbreans (see pp. 58–62). Each of these cultures may have initiation rites as well as distinctive attire, tattoos, weapons, and ornamentation to identify its members. Being a member or ally of one of these tribes allows safe passage through its territorial lands and also affords a degree of welcome and kinship when visiting other tribes of the same culture. The character can use this connection to gain intelligence on the allies and enemies of the tribe, information pertaining to surrounding territories, or an audience with the tribe's chieftain or shamans. The character may be expected to take part in the tribe's rituals, participate in its hunts and raids, or come to its defense in times of need.

Note: Any human character can gain Connections (human tribe).

Nyss Shard: The character has contact with a Nyss shard. If the character is a Nyss, he may have traveled with the shard as a refugee fleeing the predations of Everblight's legion or may actually be a member of the tribe. Otherwise he may have rendered useful assistance to the shard and thereby earned their friendship. The fractured remains of Nyss society are scattered among the wilds and the villages of the Iron Kingdoms where the surviving shards have sought safety. Such shards are resourceful and self-sufficient but also generally poor. As a result, they may have only limited access to the traditional armor and weapons of the Nyss. A character can expect information from his contacts about their history, knowledge pertaining to surviving shard members, details of their ancestral territories, and facts about the area in which they currently take refuge. A single shard might be scattered across many different locations, and occasional information from far-flung members filters back to a central community, increasing the breadth of information a character can learn. A character might be able to leverage his connection to the tribe to gain access to skilled scouts, trackers, or warriors if he is planning a strike against their enemies or has something else to offer in return. Times for the Nyss are desperate, however, and a character who imperils a shard's ability to survive will be met with open hostility.

Petty Noble: The character knows a human noble whose ancestral territories overlap with the wilds. The character's tribe may have an uneasy truce with the noble, the noble may have at one time employed the character as a hunting guide, or perhaps the character saved the noble's life from a rampaging beast. The character can request information about the noble's holdings and news about the current events of the noble's home nation in general. The noble may have access to manufactured

goods from the Iron Kingdoms and may be willing to trade for services rendered. Depending on the nature of the relationship, the character may petition the noble for limited aid or safe passage. Just as often, though, the noble may request protection while traveling through the wilds, aid in tracking down criminal refugees, or service as guides to protect his retainers. A character's relationship with such a noble is typically a tenuous affair, and if the character refuses to render aid he may lose his connection or even invite retaliation.

Tharn Tribe: The character has contact with a Tharn tribe. If he is a Tharn, he may be a member of the tribe. The character can use his connection to gain intelligence on the allies and enemies of the tribe, information pertaining to its territories, or access to its members. He may secure safe passage through the tribe's lands or seek an audience with its leaders and shamans. The character may be expected to take part in the tribe's rituals, participate in its hunts and raids, or come to its defense in times of need. A character who proves himself worthy in the eyes of the tribe can lobby for raiding parties to attack particular targets, request supplies, or seek sanctuary, though requests of this kind must first be approved by the tribe's chieftain. It is worth noting that the Tharn are a predatory and savage people given to the worship of the Devourer Wurm. Their concept of hospitality may be startling to those used to more civilized company.

Note: Any Tharn character can gain Connections (Tharn tribe).

Thornfall Alliance: The character has contact with the sizable confederation of farrow tribes known as the Thornfall Alliance. This largely criminal organization is held together by blood oaths backed by threat of retaliation from Lord Carver, the group's chief architect and supreme warlord. Lord Carver has secured the fealty of several particularly impressive warlords and countless lesser farrow chieftains, though they do not all serve him with equal enthusiasm. The Alliance spends the warmer months on the warpath, expanding its territories and raiding to bring wealth to its chieftains. The character may belong to a vassal tribe or simply have contact with one of Carver's lieutenants. Members will be expected to serve the interests of the Alliance and their direct chiefs. In exchange they will be able to move through Thornfall territories, seek sanctuary in its villages, and claim a share of its bloody spoils. Outsiders, especially non-farrow, are viewed with suspicion and barely concealed malice. Unless they have made themselves directly useful to Carver, generally the best they can hope for is warning of what region to avoid before the raids commence. When the call for such raiding or for war is raised, members of the alliance must join in or risk drawing the ire of Lord Carver.

Trollkin Kriel: The character has contact with a trollkin kriel. He could be a close friend or ally or, if he is a trollkin, a member of the kriel. The kriel may be nomadic, settled into an isolated wilderness location, or based in the urban sprawl of a larger city. The character can call upon his contacts for information relating to trollkin history, the kriel, its home territory, or individual knowledge of kriel members. Likely the kriel has little in the way of material support it can lend a character, but it might provide warriors in times of need, especially if it shares the character's interests in a given fight. Most kriels support a functional forge and have access to their traditional weapons and armor. Older and better-established kriels boast a number of skilled stone scribes and chroniclers, with access to a wealth of trollkin legends and lore. What little the kriel has, it is likely to share with a friend. As a member of a kriel, a character could be called upon to aid the kriel in its most dire moments, especially if the character is a fell caller or has another important role in his kriel.

Note: Any trollkin or pyg character can gain Connections (Trollkin kriel).

United Kriels: The character has contact with the United Kriels, an affiliation of disparate kriels from across western Immoren, including most numerously those of the Thornwood and the Gnarls. They are bound together by a shared sense of kinship and outrage over the destruction inflicted on wilderness trollkin by ongoing wars, most of them instigated by humanity. The United Kriels supports a large, ragtag army of trollkin refugees desperately seeking to establish a homeland for its dispossessed people. Though their resources are constantly stretched to the limit, the armed forces of the United Kriels are a force to be reckoned with, boasting an arsenal of modern weapons, countless full-blood trolls, and many disciplined veteran warriors. Members of the United Kriels are in regular conflict with an array of enemies, including the Skorne Empire, the Circle Orboros, various farrow and gatorman tribes, and several of the armies of the Iron Kingdoms, including specific nobles in Cygnar. Members of the organization can expect medical aid, limited support, and relative safety from United Kriel outposts and camps but are also highly likely to be swept up in the conflicts affecting this group. Non-members are kept at something of a distance, but the group is in no situation to turn down aid. The active members of the United Kriels are constantly on the move and fighting to survive on the savage frontiers of the Iron Kingdoms. A number of the most active campaigners are viewed as troublemakers by their own kind and are no longer welcome in their traditional homelands.

Wolves of Orboros: The character is a member or a trusted associate of the Wolves of Orboros, a secret martial organization that serves the Circle Orboros. The Wolves have their own hierarchy, traditions, and fellowship, and they look after their own. Junior members may have little direct contact with blackclads but are tasked with missions by their immediate superiors, who expect them to serve with no questions asked. Most Wolves serve only part of the year, the rest of the time being spent at ordinary professions in wilderness towns. Wolves who travel can expect hospitality from their brothers and sisters in other towns. The schemes of the blackclads are convoluted, and it is not unheard of for Wolves serving one blackclad to be sent into battle against Wolves serving their master's rival, which can create internal enmities. Some Wolves are essentially mercenaries compensated in coin for their service, while others see obedience to the blackclads as a sacred responsibility. The blackclads look after and protect the families of those who serve them loyally over an extended period of time.

SKILLS

Skills represent knowledge, talents, and proficiencies a character develops over time. A character's mastery in a skill is measured by its rank of 1 to 4. Characters learn new skills and increase proficiency in existing skills through character advancement.

Military Skills are a character's weapons training. Some represent niche training in a specific sort of weaponry such as the lance, whereas others embody training in an entire weapons group such as great weapons. Military skills can be used untrained.

Occupational Skills represent specialized training and non-combat proficiencies tied to a given career. Occupational skills encompass alchemy, medicine, survival, tracking, and much more. **General skills** are occupational skills available to every character regardless of his careers. General skills encompass climbing, gambling, riding, and other skills a character has the potential to learn regardless of specialized career training.

A starting character at Hero level can develop a skill to rank 2. Once a character reaches Veteran status (see "Character Advancement," p. 153), he can develop skills to rank 3 as permitted by his careers. Once a character reaches Epic level, he can develop skills to rank 4 as permitted by his careers.

The skills listed here are divided into military skills and occupational skills. Each skill is also listed with its governing stat. This is the stat used when determining whether your roll to use the skill is successful (see "Skill Rolls," p. 198). Some skills have "social" as the governing stat. **Social skills** do not have a single defined stat that is added when making die rolls, because the attribute used depends on the specific social situation at hand. When a character attempts to use a social skill, the Game Master determines which stat is most applicable to the situation and the character's approach to that situation.

MILITARY SKILLS

A character knows how to properly handle, maintain, and clean the weapons he understands how to use.

MILITARY SKILLS AT A GLANCE

Archery (Poise)

Crossbow (Poise)

Great Weapon (Prowess)

Hand Weapon (Prowess)

Light Artillery (Poise)

Pistol (Poise)

Rifle (Poise)

Shield (Prowess)

Thrown Weapon (Prowess)

Unarmed Combat (Prowess)

ARCHERY (POISE)

Each rank of this skill adds +1 to the character's POI when making attacks with bows.

CROSSBOW (POISE)

Each rank of this skill adds +1 to the character's POI when making attacks with crossbows.



GREAT WEAPON (PROWESS)

Each rank of this skill adds +1 to the character's PRW when making attacks with melee great weapons. Many great weapons require two hands to wield. A character cannot normally wield more than one great weapon at a time.

HAND WEAPON (PROWESS)

Each rank of this skill adds +1 to the character's PRW when making attacks with melee hand weapons.

LIGHT ARTILLERY (POISE)

The character is knowledgeable in the operation, loading, and transport of light artillery weapons. Each rank of this skill adds +1 to the character's POI when making attacks with light artillery.

PISTOL (POISE)

Each rank of this skill adds +1 to the character's POI when making attacks with pistols.

RIFLE (POISE)

Each rank of this skill adds +1 to the character's POI when making attacks with rifles. Rifles generally require two hands to wield.

SHIELD (PROWESS)

Each rank of this skill adds +1 to the character's PRW when making attacks with a shield. Additionally, for each rank of the Shield skill he has, a character armed with a shield gains +1 ARM against attacks originating in his front arc. This bonus is not cumulative with additional shields.

THROWN WEAPON (PROWESS)

Each rank of this skill adds +1 to the character's PRW when making attacks with thrown weapons or slings.

UNARMED COMBAT (PROWESS)

Each rank of this skill adds +1 to the character's PRW when making attacks with his bare hands.

OCCUPATIONAL SKILLS

Each skill entry explains what the skill enables the character to do and describes the types of situations in which the skill would be useful. Each entry also covers the following categories:

Untrained Skill Use. Some skills cannot be used unless the character has at least 1 rank in the skill. Others can be used without training. This section explains if the skill can be used without training and how players can do it.

Skill Rolls. This section tells players when and how they can use the skill and often includes one or more result tables.

Assisted Skill Rolls. This section tells players if multiple characters can work together to achieve a better result.

Game Master Notes. The final section gives the Game Master advice on the use of this skill and additional ideas for how it may be used in his game.

USING SOCIAL SKILLS

The Game Master determines the best stat to use for social skills based on the way the character intends to use the skill. For example, if a hulking trollkin brigand attempts to intimidate a soldier with his obvious physical strength, his Game Master is likely to choose to have him add his STR or PHY to his Intimidate skill roll. Alternatively, a physically puny but cunning and well-connected bog trog chieftain might be better served by attempting to intimidate that same soldier with a carefully phrased threat regarding the delicate temperament of swamp horrors at feeding time. The bog trog's Game Master would likely have the character use his INT or PER to deduce the details most likely to terrify the soldier into submission.

In some cases the Game Master might inform the characters that one approach or another is inappropriate to the situation at hand. A shard of Nyss passing through the Rimeshaws of northern Khador is unlikely to be impressed by any threats of later reprisal from a character's allies in the Fenn Marsh, and the Game Master might decide that the only hope of successful intimidation relies on brawn, requiring a character to make an Intimidation roll using his STR.

As a further complication of social skill rolls, the target number can be impacted by the subject's disposition toward the character attempting the roll. If the subject has longstanding prejudices against the character, his clan, or his people, the target number might be higher than usual. If the subject looks favorably upon the character or is interested in him for other reasons, the target number could be lowered.

Some complex social situations could require the character to make a series of skill rolls. A Circle agent attempting to bluff his way into a brigand stronghold might first need to make a successful Deception skill roll to convince the guards that he is not actually a spy before he can make a Negotiation skill roll to secure entrance into the stronghold to meet a contact.

A player can seek to optimize his chances by adopting a particular approach, but ultimately it is up to the Game Master to determine the stat and social skill that are appropriate or necessary in any situation. Game Masters are encouraged to err on the side of engaging, creative roleplaying by his players whenever possible. The flexibility allowed by utilizing a variety of stats and skills can give the potential to shine in a social situation to each character in a group, not just the ones who seem obviously suited for this type of interaction.

OCCUPATIONAL SKILLS AT A GLANCE

Alchemy (Intellect)
Bribery (Social)
Command (Social)
Craft (Intellect)*
Cryptography (Intellect)
Deception (Social)
Disguise (Intellect)
Escape Artist (Agility)
Fell Calling (Poise)
Interrogation (Intellect)
Investigation (Intellect)
Lock Picking (Agility)
Medicine (Intellect)
Navigation (Perception)
Negotiation (Social)
Oratory (Social)
Pickpocket (Agility)
Research (Intellect)
Rope Use (Agility)
Seduction (Social)
Sneak (Agility)
Streetwise (Perception)
Survival (Perception)
Tracking (Perception)

GENERAL SKILLS

Animal Handling (Social)
Climbing (Agility)
Detection (Perception)
Driving (Agility)
Gambling (Perception)
Intimidation (Social)
Jumping (Physique)
Lore (Intellect)*
Riding (Agility)
Swimming (Strength)

* These skills can be taken multiple times. See the skill description.

ALCHEMY (INTELLECT)

The alchemy of the wilds, the exclusive domain of bone grinders, is a messy, smelly, and inexact process more closely related to the craft of cooking than the empirical science of the Iron Kingdoms. A character with this skill has learned the basics of alchemy and is able to create simple alchemical compounds provided he has access to the proper materials and an apothecary's kit. Wilderness alchemy relies heavily on organs, flesh, bones, and other substances from living things. In some cases fresh materials are desirable, while other applications take advantage of the putrescence of decay or fermentation. Rotted ingredients are not always useless, just different.

Untrained Alchemy: A character cannot use this skill untrained. To a character unskilled in alchemy, its ingredients are nothing more than unidentified fluids, minerals, and spoiling meat.

Alchemy Rolls: To attempt an alchemical creation, make an INT + Alchemy skill roll against a target number set by the Game Master or the formula the character is trying to concoct (see "Alchemy," p. 339).

Substance Identification: Characters with the Alchemy skill can identify alchemical substances and their traits and sources of ingredients. The target number is variable based on the rarity of the substance and the alchemist's knowledge of it.

TARGET NUMBER	ALCHEMICAL SUBSTANCE BEING IDENTIFIED
10	Substance is common and openly available
11–14	Substance is uncommon and available in select markets
15–19	Substance is rare and difficult to purchase
20+	Substance is unique

Characters with the Alchemy skill gain +2 to identify any substance they have previously created or identified.

Craft Alchemical Items: Bone grinders can create a variety of useful compounds by brewing a complex recipe of ingredients. Alchemical items can be found on p. 343, and the formula for creating each item can be found in the item's description.

Field Alchemy: Bone grinders can quickly brew a few simple recipes that create alchemical effects on the spot. (See p. 347 for formulae and rules.) This use of alchemy also allows the fabrication of useful improvised items from fresh body parts, employing them as temporary and sometimes unreliable substitutes for permanent gear.

Ingredient Extraction: Characters with the Alchemy skill can gather alchemical ingredients from their surroundings and extract them from both living and dead creatures. Whether gleaned by cutting out the adrenal gland of a burrow-mawg or by siphoning mineral acid from deep cave pools, these ingredients can be sold for profit or brewed into useful alchemical items.

A full list of basic alchemical ingredients can be found in the Alchemy rules (p. 340).

Assisted Alchemy Rolls: One additional character trained in Alchemy can assist in an Alchemy skill roll. The character with the higher Alchemy modifier (INT + Alchemy rank) makes the roll and adds 1 to the result of the die roll for each of his assistant's ranks in Alchemy.

Game Master Notes: In the wilds, bone grinders are left to extract their own alchemical ingredients. These can often be bartered from traveling hunters and skinners aware of which parts are of the most interest to practitioners of alchemy. The butcher's stall serves the alchemist of the wilds in much the same way that the apothecary shop serves the alchemists of the city.

ANIMAL HANDLING (SOCIAL, GENERAL SKILL)

Without the innovations of the industrialized world, pack animals and warbeasts are the engines of the wild. A character with this skill is comfortable around animals and can find ways of making them do what he wants.

Untrained Animal Handling: A character unskilled in Animal Handling can interact only with well-trained animals and have them perform according to their previous training.

Animal Handling Rolls: Characters with one or more ranks of Animal Handling can attempt to urge an animal to perform an action it does not want to make or otherwise bend it to his will. This can allow him to bring a panicking horse under control or convince a pack of angry dogs that they don't want to attack him. Animal Handling is also used to train bonded warbeasts to unlock their full potential.

When a character makes an animal handling attempt, he makes a roll using a stat determined by the Game Master and adds his Animal Handling rank. The following table offers a sample range of target numbers.

TARGET NUMBER	ANIMAL BEING HANDLED
11 +	Trained animal unfamiliar with the character, or trained animal familiar with the character in a highly charged emotional state
13 +	Trained animal unfamiliar with the character in a highly charged emotional state
15 +	Wild animal
21 +	Wild animal attacking the character, or battle-trained animal ordered by its customary handler to attack the character

Results of failing an Animal Handling skill roll are determined by the Game Master and should reflect the situation between the animal and the character. This could result in a panicking horse trampling the character or in a wild wolf that otherwise would have run from the party choosing to attack.

Assisted Animal Handling Rolls: One additional character trained in Animal Handling can assist in an Animal Handling skill roll. The character with the higher Animal Handling modifier (stat of the Game Master's choice + Animal Handling rank) makes the roll and adds 1 to the result of the die roll for each of his assistant's ranks in Animal Handling.

Game Master Notes: The stat chosen for this social skill should be based on the sort of animal handling taking place. Examples include a STR-based Animal Handling roll to extricate a panicked horse's leg from a hunter's trap or a PER-based Animal Handling roll to notice a hidden injury irritating a wild dog.

Some creatures of the wilds of Immoren are immune to a player character's persuasion. A rampaging Thornwood mauler cannot be deterred by a few kind words or a sharp command no matter how skilled the animal handler. There may also be ways an exceptionally high skill roll can affect a creature's behavior without neutralizing it as a threat. For example, a creature might change its intended target but still attack.

BRIBERY (SOCIAL)

The character is a shrewd negotiator capable of buying his way out of trouble (or deeper into trouble, as the situation dictates). He knows whom to contact for underhanded favors and how to estimate the cost for specific bribes.

Untrained Bribery: A character unskilled in Bribery can attempt a bribe but runs a far greater risk of failure. Treat all bribe attempts by an untrained character as one degree less successful on the results table than for a character trained in Bribery.

Bribery Rolls: When a character makes a bribery attempt, he makes a skill roll using a stat determined by the Game Master and adds his Bribery rank.

The following table offers guidelines for setting Bribery target numbers, but like many social skills, the exact situation in-game might suggest deviations from these general guidelines.

TARGET NUMBER	SITUATION
10	Simple request with no substantial risk or cost to the character accepting the bribe
+ 1–5	Complex request requiring additional time
+ 1–5	Costly request requiring additional expenses or favors
+ 1 to Impossible	Risky request that could get the character into trouble
+ 1 to Impossible	Attempting to bribe a character of particularly strong moral fiber
+ 1 to Impossible	Bribe considered low to laughable for the task at hand
–1 to –5	Leverage over the character to whom your character is offering the bribe
–1 to Automatic	Attempting to bribe an impressionable or downright corrupt character
–1 to Automatic	Bribe considered high or even exorbitant for the task at hand

Example: *Attempting to bribe a town guardsman into looking away while the characters slip in through a side gate would typically range from an 8 to a 14 depending on the guardsman's ethics, the bribe offered, the appearance of the characters, and the risk he would incur by opening the door. Attempting to bribe a warrior into assassinating his chieftain would be at least a 20 and could be an automatic failure depending on the warrior's temperament.*

Once the bribe's target number has been determined and the roll has been made, consult the following table to determine its effect.

ROLL RESULT	RESULTING ACTION
Fail by more than 10	Bribe accepted and player character reported to the authorities
Fail by more than 5	Bribe accepted but assigned task ignored or failed
Fail	Bribe rejected
Succeed	Bribe accepted and task completed, possibly with some difficulties and/or added expenses passed on to the player characters
Succeed by 5 or more	Bribe accepted and task completed flawlessly

Assisted Bribery Rolls: Though any number of characters can donate to the bribery offer, only one spokesman can negotiate the bribe itself. Bribery skill rolls cannot be assisted.

Game Master Notes: A player character trained in Bribery can serve as a helpful storytelling tool, but he can also become a detriment. Always give your players plenty of choices and options, but do not be afraid to substantially amp up the target number for a Bribery roll to keep a story on track. A drawn-out battle across the desert plains is likely to be far more exciting for players than one Bribery skill roll with a corrupt temple guard.

CLIMBING (AGILITY, GENERAL SKILL)

The character knows how to climb sheer surfaces. Add this skill to the character's AGL when climbing.

Untrained Climbing: Characters untrained in Climbing can make Climbing rolls normally.

Climbing Rolls: When a character attempts to climb a surface, he makes an AGL + Climbing skill roll against a target number set by the Game Master to determine if the roll is a success.

The following table offers a sample range of target numbers.

TARGET NUMBER	SURFACE BEING CLIMBED
11	Vine-covered cliff, trees with relatively low branches
13	Rough stone walls, weathered rocks, trees with high branches
15+	Well-made stone walls, weathered cliffs with overhangs
21+	Ice cliffs, cave interiors

Assisted Climbing Rolls: Without specific equipment, Climbing rolls cannot be assisted. It is up to each individual character to climb or fall on his own.

With the proper ropes and climbing equipment in place, one character can hoist other characters up a wall, cliff, or other sheer surface. Note that this typically still means that one character needs to climb up successfully in order to help any others who wish to scale the same surface. When making Climbing rolls for characters being pulled from above, add half the lifting character's STR (rounding up) to the Climbing roll. If the lifting character is using an actual pulley system to hoist another character, add the lifting character's STR to the Climbing roll.

Game Master Notes: Weather can also be factored into the difficulty of a climb. Normally a character would have no trouble climbing to the top of a tree, but if that tree is whipping around in a howling gale the task isn't so simple.

It is up to the Game Master whether the armor worn by the character imparts an added layer of difficulty to the challenge. A character's great coat might snag in the branches of a tree, or his armor could restrict his movement and make climbing a cliff more difficult.

COMMAND (SOCIAL)

The character has been trained in or inherited the ability to command the respect and obedience of subordinates in the field. Any character can ask a subordinate to perform a task, but such requests do not reflect this skill. The Command skill enables a character to maintain discipline and have his orders be succinctly conveyed and understood by multiple subordinates even amid the perilous and distracting environment of a noisy battlefield.

Command Range: Every character has a command range in inches equal to his INT + Command skill.

Untrained Command: Command cannot be used untrained. Characters have command ranges whether or not they have this skill.

Command Rolls: A character with the Command skill can issue directives to men under his command that they obey. When a player character is issued an order, the player determines how his character responds to the order. In the case of NPCs, the commanding character makes a roll to determine how his directives are received.

When a character makes a command attempt, he makes a roll using a stat determined by the Game Master and adds his Command rank. The following table offers some sample situations and target numbers. If the roll succeeds, the character's orders are followed.

TARGET NUMBER	SITUATION
No Roll	Issuing a command to a group of subordinates in a safe situation
11	Issuing a command to a group of subordinates that contradicts their training or seems to make no sense
13	Issuing a command to a group of subordinates in a dangerous situation
15 +	Ordering a group of subordinates to take a clearly unwise or unnecessarily hazardous course of action
17 +	Issuing a potentially suicidal order to a subordinate

At the Game Master's discretion, this roll can be modified based on the level of respect the men being commanded have for the character. If he is well respected or leads by example, add +2 to his Command rolls. If he is poorly respected, he could suffer a –1 to –3 penalty on his Command rolls.

If the roll succeeds, the NPC subordinates follow the character's orders. If the roll fails, the subordinates refuse to follow the order, and a tense standoff likely follows.

Steadying Nerves: When confronted with an entity or situation that can cause fear, a character with the Command skill can attempt to steady his nerves and the nerves of those around him. Before Willpower rolls are made to resist fear, the character can make an INT + Command skill roll against a target number equal to the fear value of the entity or the situation. If the roll succeeds, the character and other friendly characters in his command range gain +2 on their Willpower rolls to resist the effects of fear for the rest of the encounter. This bonus is not cumulative.

Assisted Command Rolls: Attempting to take command in a given situation depends on an individual character's leadership ability. Command rolls cannot be assisted.

Game Master Notes: Command is an essential skill for both chieftains and military commanders. Not only does it enhance a character's authority over subordinates, but it also extends the character's command range, affecting a number of abilities.

CRAFT (INTELLECT)

Craft skills enable a character to manufacture or repair items. When a player selects this skill, he must determine the specific type of items his character can craft. This skill can be taken multiple times, each with a different area of specialization. Examples of possible specializations are Craft (carpentry), Craft (fletcher), Craft (gunsmithing), Craft (metalworking), Craft (pottery), Craft (skinning), Craft (tanning), and Craft (stoneworking).

Untrained Craft: Characters cannot attempt untrained Craft rolls. With adventure around every corner, it is unwise to put your character's life in the hands of an amateur armorer or weaponsmith. Leave crafting to the professionals.

Craft Rolls: Characters with one or more ranks in Craft (carpentry) can keep the party's wooden weapons, shields, bows, and equipment in good repair and can produce new wooden items using the table below.

Characters with one or more ranks in Craft (fletcher) can repair arrows and crossbow bolts that have been damaged and fashion new ammunition from raw materials using the table below.

Characters with one or more ranks in Craft (gunsmithing) can keep the party's pistols and rifles in good repair and can produce new guns and bullets using the table below.

Characters with one or more ranks in Craft (metalworking) can keep the party's metal weapons, armor, and equipment in good repair and can produce new metal items using the table below.

Characters with one or more ranks in Craft (skinner) can render animals down for meat and other components and successfully remove and preserve hides using the table below.

Characters with one or more ranks in Craft (tanning) can keep the party's leather armor, clothing, holsters, and equipment in good repair and can produce new leather items using the table below.

For other Craft skills, the Game Master determines the types of items the character can produce or repair.

A character with this skill can produce items suitable for use and barter. A character can produce any item related to a craft skill he has, and using a craft skill requires one full day of work. After this time is spent, the character makes a Craft skill roll to determine the total value of goods he was able to produce that day. The entire day of work costs the character 1 gc in materials. If he is making an item that has a value higher than what he produced in a day, his item is partially finished and he can complete it another day.

Example: *Doug's character is crafting a great sword worth 20 gc using his Craft (metalworking) skill of 1. After the first full day of work, Doug makes an INT + Craft skill roll and gets an 11. Referencing the table below, he completes 5 gc worth of work. He now has 15 gc worth of work left to do to finish the great sword. After his second full day of work, he rolls high enough to complete 10 gc worth of work. He then has 5 gc of work left to do, which he easily completes on his third day of work. The character completes his item in three days, so it cost him 3 gc worth of materials, and now he has a sword worth 20 gc.*

To make a Craft roll, make an INT + Craft skill roll against a target number set by the Game Master to determine if the roll is a success and compare it to the following table.

ROLL RESULT	PROGRESS
8 or less	No progress
9–12	5 gc x skill level
13–16	10 gc x skill level
17–20	15 gc x skill level
21 +	20 gc x skill level

Assisted Craft Rolls: One additional character trained in the appropriate Craft skill can assist in a Craft skill roll. The character with the higher Craft modifier (INT + Craft rank) makes the roll and adds 1 to the result of the die roll for each of his assistant's ranks in the appropriate Craft skill.

Game Master Notes: Non-player characters trained in crafting are common in villages throughout western Immoren and offer their services to build or repair items. The Game Master determines the types of craftsmen and items that are available. Some villages have limited access to items like blasting powder and thus would have no need for gunsmiths, while hunting villages may have an abundance of leatherworkers.

CRYPTOGRAPHY (INTELLECT)

The character is well versed in writing, using, and breaking codes and in finding hidden meanings in written script. Mystics often write in codes to disguise the nature of their correspondence. Many codes are quite ancient and have been used by the people of the wilds for centuries.

Untrained Cryptography: Without training in Cryptography, a character can break only the simplest of codes and then only those in his native language. A character must have the Cryptology skill to create his own codes.

Cryptography Rolls: When a character attempts to break a code, he makes an INT + Cryptography skill roll against a target number set by the Game Master to determine if the roll is a success.

When setting the target number for Cryptography rolls, the Game Master should consider the complexity of the code, whether or not a coded document was written in a language the character knows, and the amount of time the character takes attempting to crack the code.

TARGET NUMBER	CRYPTOGRAPHY ROLL CIRCUMSTANCES
10 to 25 depending on complexity	Break a code
+8 difficulty	Unknown language (familiar alphabet)
+12 difficulty	Unknown language (foreign alphabet)
–1 difficulty per hour (max –4)	Spend several hours
–1 to –4 difficulty	Code style the character has seen before
–10 difficulty	Exact code the character has used before

When designing his own code, a character chooses how complicated the code is by setting his own target number. He then makes a skill roll against that target number. It takes a number of hours equal to the intended target number to design a code. If he succeeds, this is the target number for someone to break the code. If he fails, his code is either obvious and easily solved or is fundamentally flawed and unintelligible. In either case the character has to spend time reviewing his work to discover how it is flawed.

If a character reuses a code he has already developed, it takes a number of minutes to write a coded message equal to the code's difficulty target number instead of a number of hours.

Assisted Cryptography Rolls: When working as a team to break a code, the players must select one character to lead the codebreaking efforts. Each character makes an INT + Cryptography skill roll. For each character who had a result of 15 or higher, add 1 to the result of the character who led the codebreaking team.

Game Master Notes: Coded messages are commonly used among mystics, criminal conspirators, and the militaries of the Iron Kingdoms.

DECEPTION (SOCIAL)

Various situations can be shifted to your character's favor with the appropriate application of a falsehood. A character skilled in Deception can be a great asset to many adventuring parties.

Untrained Deception: A character unskilled in Deception can still attempt to weave a believable lie.

Deception Rolls: When your character tells a lie, you make a roll using a stat determined by the Game Master and add your character's Deception rank.

When determining the target number for a Deception roll, consider the INT of the target of the character's deception and the scope of the lie. The following table can offer some guidelines for setting Deception target numbers, but like many social skills, the exact situation in-game might suggest deviations from these general guidelines.

TARGET NUMBER	SITUATION
Subject's INT + 6	Simple lie that a character would have no reason to mistrust
Subject's INT + 9	Complex lie told with an element of truth
Subject's INT + 12	Complex lie requiring multiple connected falsehoods

If a deceptive character has manufactured believable evidence to support his lies, the Game Master should reduce the target number by up to 3 depending on the quality and believability of the evidence.

If a character attempts to deceive a crowd, have him make a single roll as above, but increase the target number by up to 3 depending on the size of the crowd. Use the highest INT of a character in the crowd to determine the target number.

If the roll succeeds, the subject(s) of the roll believe the character's ruse. If the roll fails, the subject(s) do not believe the character's lies.

Assisted Deception Rolls: One additional character involved in the lie and trained in Deception can assist in a Deception skill roll. The character with the higher Deception modifier (stat of the Game Master's choice + Deception rank) makes the roll and adds 1 to the result of the die roll for each of his assistant's ranks in Deception.

Game Master Notes: The reaction of the character being lied to on a failed roll is entirely up to the Game Master. Angry villagers might just tell the character to get out of town. Failing a Deception roll against a petty farrow warlord could turn into the beginning of a combat encounter.

DETECTION (PERCEPTION, GENERAL SKILL)

The Detection skill measures how refined the character's skills of observation are. Whether observing a shadowy forest path to detect a hidden foe or combing the scene of a battle to discern the nature of the combatants, a keenly perceptive character can glean information hidden from less astute eyes.

Untrained Detection: All characters have some degree of detection capability based on their Perception stat. Detection can be used untrained without any penalties.

Detection vs. Sneak: The rules for using detection to spot a sneaking character are described in the Sneak skill (see p. 192).

Detection Rolls: When a character tries to spot something hidden, he makes a PER + Detection skill roll against a target number set by the Game Master to determine if the attempt is a success.

Detection skill rolls are made in two distinct situations: to detect an unknown threat or to search for items or clues. When making a Detection roll to search an area, the Game Master should determine what can be discovered or spotted with a Detection roll and what requires a specific skill like Investigation or Tracking to find.

Unseen or hidden threats can be detected once they are within range. This range varies based on the nature of the threat. For example, a party of ambushing Tharn could be spotted when their hiding place comes into visual range, while a dangerous environmental hazard such as quicksand might only be detectable once characters are almost on top of it. When the Game Master gives characters the chance to spot an unseen threat, those characters close enough to detect it are allowed to make the roll.

The following table gives some typical target numbers for Detection rolls.

TARGET NUMBER	SUBJECT OF THE DETECTION ROLL
Automatic success	Obvious details in plain sight or a clear threat on the horizon, such as an charging steamjack or mass of cavalry troops
12	Enemies lacking the Sneak skill lurking in the shadows
12 +	Hearing muffled cries in the distance
13 +	Detecting a hazy or unclear detail, such as movement in thick fog, animal scratches in a dark room, or hidden traps

The Game Master should keep in mind how different environments can affect a Detection skill roll. Darkness, fog, and heavy storms can all affect how easily individuals and objects can be detected. This can be reflected by shortening the detection range or by increasing the target number.

Assisted Detection Rolls: Detection rolls cannot be assisted. Depending on the position of player characters, more than one player might have the opportunity to successfully detect a threat to the party using the rules above.

Game Master Notes: Detection ranges and target numbers are situational, so always set them based on your best judgment. Is the area well lit or full of shadows? Is it quiet or noisy? Are there distractions such as innocent travelers or innocuous wildlife that would cause player characters to lower their guard? All these factors can help determine the target number for a given threat.

DISGUISE (INTELLECT)

The character is skilled in the art of disguise. For example, a character with this skill might utilize clothing and accessories to mask his true identity in order to avoid having his affiliations with a cult of cannibal Devourer worshippers detected.

Untrained Disguise: A character unskilled in Disguise can attempt to create a simple disguise but will automatically fail disguise attempts against characters who already know the disguised character.

Untrained characters can also wear a disguise created by a trained character. After at least one hour of instruction and practice with the disguise, an untrained character can use the disguise as if he were the trained character who created it.

Disguise Rolls: When a player character takes the time to create a disguise, he creates the target number for other characters to beat. Rather than making the Disguise roll himself, a player should tell the Game Master his INT + Disguise rank, and then the Game Master makes the roll. The Game Master then informs the player how confident he is that he created a disguise to the best of his abilities: doubtful (roll of 2–5), confident (roll of 6–8), or very confident (roll of 9–12). Based on this information, the character can choose to craft a new disguise, but it takes additional time to do so. The Game Master uses the Disguise roll and the following table to determine the target number that other characters use to attempt to perceive the character beneath the disguise.

A character can create a disguise to look like a member of a group such as a village's militia or like a specific individual—Hurlund Oathsplitter, Tharn chieftain, for example—but it is more difficult to create a convincing disguise of an individual than a nameless face in the crowd.

Once a disguise is created, characters observing the disguised character can detect the disguise with a successful PER + Detection skill roll against the target number of the disguise. Characters gain a +2 bonus on this roll if they personally know the disguised character. Characters also gain a +4 bonus on the roll if the disguise is intended to be a specific individual and they personally know that individual.

DISGUISE'S TARGET NUMBER	DISGUISE CREATION CIRCUMSTANCES
2d6 + INT + Disguise level – 2	Create an impromptu disguise (taking fifteen minutes to one hour)
2d6 + INT + Disguise level	Create an average disguise (taking two hours to eight hours)
2d6 + INT + Disguise level +2	Create an elaborate disguise (taking several days)
–4 modifier	Disguise representing a specific individual rather than a group
–2 modifier	Disguise created from improvised materials
–2 modifier (or more)	Disguised as a different race
–2 modifier	Disguised as a different gender
+2 modifier	Disguise created from plentiful clothing, equipment, and accessories
+4 modifier	Disguise created using the exact raiment, armor, and/or heraldry of the individual or group the disguise represents

Note that disguising a character as a different race can be incredibly difficult if not outright impossible in some cases. Any attempt to disguise a gatorman as a pyg (or just about any other race for that matter) is doomed to near certain failure. A Game Master may allow a Tharn to impersonate a human with a –2 modifier, but may increase the modifier to –4 or –5 in the case of a Nyss trying to impersonate a farrow or trollkin. Such disguises must compensate for extreme differences of anatomy, and even when successful are not likely to pass an up-close inspection.

Assisted Disguise Rolls: One additional character trained in Disguise can assist in creating a disguise. The Game Master uses whichever of the two characters' Disguise modifiers is higher (INT + Disguise rank) and adds 1 to the result of the roll for each of the assistant's ranks in Disguise.

Game Master Notes: NPCs can make use of the Disguise skill to deceive the player characters as well! A well-placed spy or thief can be a memorable adventure element that opens up entirely new plot arcs for your campaign.

DRIVING (AGILITY, GENERAL SKILL)

The character is skilled at driving carts and carriages. A character does not need to make a skill roll to use this skill unless he wishes to move particularly fast, needs to avoid an accidental collision, or otherwise performs a dangerous maneuver.

Untrained Driving: Characters untrained in Driving can make Driving rolls normally.

Driving Rolls: When a character attempts a tricky driving stunt, he makes an AGL + Driving skill roll against a target number set by the Game Master to determine if the attempt is a success. The following table offers some guidelines for Driving target numbers.

TARGET NUMBER	SITUATION
11	A relatively safe road at a high rate of speed
13+	Rapidly moving out of the path of an individual or obstacle without hitting it
13+	A dangerous road (bridge, cliff, and the like) at a low rate of speed
15+	A dangerous road (bridge, cliff, and the like) at a high rate of speed
15+	A truly daring and dangerous stunt

The Game Master should determine what modifiers affect the roll. The following table offers sample target number modifiers.

ROLL MODIFIER	SITUATION
–1 to –3	The character is holding onto something in addition to the reins
–2	The animals pulling the vehicle are skittish or excited
–2 to –4	The vehicle is damaged

Assisted Driving Rolls: Driving skill rolls cannot be assisted. Each individual character must drive a cart, buggy, or other vehicle on his own.

Game Master Notes: Driving rolls should be limited to situations of danger and risk. The results of a failed roll are adjudicated by the Game Master and should add to the excitement or danger of the situation. For example, a party of farrow brigands has highjacked an armored cart from a military patrol and is in a race with multiple pursuers. If the driver of the cart fails a roll to avoid an obstacle on the road, it could slow the cart enough that the pursuers get within pistol range or it might result in a catastrophic collision.

ESCAPE ARTIST (AGILITY)

The character is a skilled escape artist. He can contort his body to slip from virtually any bonds.

Untrained Escape Artist: Characters untrained in Escape Artist can make Escape Artist skill rolls normally. Instead of making a roll every five minutes, an untrained character can make a roll every thirty minutes. When an untrained character attempts to escape from knots tied by a character with the Rope Use skill, he suffers –2 on the Escape Artist roll.

Escape Artist Rolls: A character bound or chained struggles to escape his bonds when his captors aren't watching. Each Escape Artist roll represents five minutes of the character's time laboring to get free. Make an AGL + Escape Artist skill roll against a target number set by the Game Master to determine if the roll is a success.

Note that many escape attempts are impossible without a high AGL, the proper training, and a bit of luck (in the form of a feat point).

TARGET NUMBER	SITUATION
12	Character's hands bound by rope
15	Character's hands and feet bound by rope
20	Character hog-tied
see Rope Use skill	Character bound by someone trained in Rope Use
15	Character's hands or feet manacled
20	Character's hands and feet manacled
25	Character's neck chained into a metal collar
12–18 depending on container	Character trapped in a closet, coffin, crate, or other confined space
22	Character in the stocks
–1 to –4 modifier	Poor-quality materials trapping the character
+1 to +4 modifier	High-quality materials trapping the character

Assisted Escape Artist Rolls: For a character trapped in a wooden container or bound with ropes, an assisted Escape Artist roll is rarely needed. The assisting character simply chops, cuts, or otherwise extricates his ally from entrapment.

For a character bound in manacles or chains, an assisted Escape Artist roll is also unnecessary. Without a key, another character is unlikely to make much difference in getting out of such restraints.

Game Master Notes: Though they can attempt to escape every five minutes, player characters might have a tough time escaping from some bonds without using a feat point. Feel free to reduce the Escape Artist target numbers if your players are out of feat points when they're captured (unless, of course, you do not want them to have a chance of escape).

FELL CALLING (POISE)

The character is skilled at using his powerful voice to inspire his friends or as a weapon against his enemies.

Each fell call is a separate ability. The text of the ability describes its effects and the type of action it requires. A character can perform one fell call on his turn.

Untrained Fell Calling: Characters who are not Fell Callers cannot make fell calls. They sound downright ridiculous when they try.

Fell Calling Rolls: Some fell calls are attacks. A fell call attack follows all the other rules for ranged attacks (p. 210). The character's POI + Fell Calling rank is added to the roll against a target's DEF number.

Assisted Fell Calling Rolls: It is very difficult for Fell Callers to coordinate their actions in the swirling chaos of battle, so Fell Calling rolls cannot be assisted.

Game Master Notes: The Fell Caller is an important member of trollkin society and is highly regarded by his people. In addition to the unique abilities that this skill offers, Fell Callers are also expected to be the chroniclers and storytellers of their people.

GAMBLING (PERCEPTION, GENERAL SKILL)

The character is skilled at gaining the upper hand in games of chance and sport. He relies on skill, knowledge and manipulation of the odds, and a firm grasp of the rules of the game, but most of all he relies on his ability to read the other players' intentions and discern their tells.

Untrained Gambling: Gambling can be used untrained without any penalties.

Gambling Rolls: Characters use this skill when resolving a game of chance in which they are active participants. Each participant makes a PER + Gambling skill roll. The character with the highest total wins.

There are a number of modifiers that can complicate this roll. The Game Master determines which modifiers apply.

ROLL MODIFIER	CHARACTER'S SITUATION
+1	Familiar with most of the other people he is playing with
+1 to +5	Cheating
–2	Desperate to win
–2	Distracted
–1 to –3	Intoxicated or sleep-deprived

When a character cheats during the game, his player must explain the nature of the cheating to the Game Master. The character then makes an AGL + Deception roll with a target number equal to double the highest PER + Detection total of any of the characters playing. Add 1 to the target number for each player beyond two playing the game. If the character succeeds, his cheat is not spotted. If he fails, one or more other characters at the table spot the cheat.

Assisted Gambling Rolls: Characters who help each other when gambling are considered to be cheating. Cheating of this nature does not require the AGL + Deception skill roll described above. The player making the Gambling roll is the leader. Each character assisting makes a PER + Deception skill roll. For each character who had a result of 15 or higher, add 1 to the result of the leader's roll.

Game Master Notes: If an NPC spots another character cheating, his reaction is entirely up to the Game Master. Some characters might make a loud commotion to draw attention to the cheat, while others keep the information to themselves, especially if they can use the cheater's actions to an advantage.

INTERROGATION (INTELLECT)

The character is skilled in the art of extracting information from those within his power. His methods might rely on some combination of threat, coercion, cajoling, mental cruelty, or torture. Often hunger and sleep deprivation are used to prepare a subject for interrogation.

Untrained Interrogation: Characters untrained in Interrogation can attempt to force information from an unwilling subject. Interrogation can be used untrained with no penalties.

Interrogation Rolls: When a character tries to interrogate a subject, both he and his subject make rolls. The interrogator adds his Interrogation and INT to the roll. The subject adds his Willpower.

The Game Master should consider the mental and physical condition of the subject and possibly give him a –1 to –3 penalty to his roll based on that condition. If the interrogator's total is higher, he pries some sought-after piece of information from the subject. If the subject rolls higher, he can feed the interrogator false information. The subject's roll should be made without the interrogator knowing its outcome.

Assisted Interrogation Rolls: One additional character trained in Interrogation can assist in an Interrogation skill roll. The character with the higher Interrogation modifier (INT + Interrogation rank) makes the roll and adds 1 to the result of the die roll for each of his assistant's ranks in Interrogation.

Game Master Notes: The Game Master can make careful use of this skill during play as a means of advancing the story. It can be used to feed information and plot hooks to player characters, or it can provide antagonists with vital intelligence to alter their own plans. Relying on players' use of this skill to pass along information can be difficult, especially if your players are the shoot-first kind.

INTIMIDATION (SOCIAL, GENERAL SKILL)

A character's Intimidation skill determines how threatening and fearsome he is. He can use it to cow others into submission, get enemies to back down from a fight, or scare people out of his way.

Untrained Intimidation: Intimidation can be used untrained without any penalties.

Intimidation Rolls: When a character attempts to intimidate a target, he makes a roll using a stat determined by the Game Master and adds his Intimidation rank. The stat used for the Intimidation skill roll should reflect the method of intimidation employed. If the character is threatening grievous bodily harm, STR might be the most appropriate stat. If the character alludes to a vague threat to a business venture, PER could be more appropriate.

The target number is determined by the difference between the selected stat + Intimidation rank of the two parties.

TARGET NUMBER	SITUATION
11	Target's stat + Intimidation total is lower by 5 or more than that of the intimidating character
13	Target's stat + Intimidation total is lower by 3 or more than that of the intimidating character
15	Target's stat + Intimidation total is equal to or lower than that of the intimidating character
17	Target's stat + Intimidation total is higher than that of the intimidating character
19+	Target's stat + Intimidation total is higher by 3 or more than that of the intimidating character

The Game Master should modify this roll according to the circumstances at hand. If the intimidating character clearly has the upper hand or the character being intimidated has a specific reason to credit the intimidating character's threats, the target number could be reduced by –1 to –5 at the Game Master's discretion. If the character being intimidated clearly has the upper hand or has a reason to not believe the intimidating character's threats, the target number could be increased by 1 to 5, or it simply could be impossible to intimidate the character without more leverage.

The outcome of the intimidation is entirely up to the Game Master. The target of a successful intimidation might run cowering from the scene, or simply stand aside to let the party pass. If an Intimidation roll fails, the Game Master should come up with an appropriate response. Not all failed Intimidation rolls should start a fight.

Assisted Intimidation Rolls: Under the right circumstances, a Game Master might allow assisted Intimidation rolls. The Game Master should assign a modifier to the target number based on his assessment of what added leverage the other characters can apply to the situation.

Game Master Notes: Intimidation can be as much a story-telling tool as a character skill. A common villager might fold to even the weakest intimidation attempt, while a band of Tharn ravagers won't back down from anyone. Do not hesitate to set high or low target numbers for Intimidation rolls as the circumstances warrant.

INVESTIGATION (INTELLECT)

Investigation is the application of logic and reasoning to reconstruct violent and/or criminal events based on evidence left at the scene. A character with this skill is adept at determining a likely sequence of events and gathering clues to the identity of those involved.

Untrained Investigation: Characters untrained in Investigation have little hope of making sense of the subtle details surrounding a crime scene. Investigation cannot be used untrained.

Investigation Rolls: When a character tries to reconstruct a crime or piece together a sequence of events from physical evidence, he makes an INT + Investigation skill roll against a target number set by the Game Master. The character can make one roll for every half hour he investigates the physical clues at the scene. A true expert can even discover if evidence has been tampered with.

The following table offers a sample range of target numbers.

TARGET NUMBER	SITUATION
11	A scene with very obvious evidence
14	A scene with good evidence
17	A scene with poor evidence
20	A scene with almost no evidence

The Game Master should determine what modifiers affect the target number. The following table offers sample target number modifiers.

TARGET NUMBER MODIFIER	SITUATION
–1	Every full half hour the character spends studying the evidence
+1	Every six hours that have passed since the event
+1 to +3	The environment is not conducive to preservation of evidence
+1 to +5	The evidence was tampered with

Assisted Investigation Rolls: When actively searching a battlefield, crime scene, village, or any other area as a group, the players must select one character to lead the search. Each character makes his own INT + Investigation skill roll. For each character who had a result of 15 or higher, add 1 to the result of the character who led the search.

Game Master Notes: While functionally similar to the Forensic Science skill found in *Iron Kingdoms Full Metal Fantasy*, the Investigation skill reflects a less clinical, more instinctual approach to information gathering. A successful Investigation roll should reveal all the important information a character can learn from the clues available at the scene, but the actual amount of information available is up to the Game Master. The character should be able to construct a loose narrative of the events as they happened, but physical evidence rarely tells the whole story. For example, if a man has been slain in his home, perhaps the only evidence is the type of marks on the body and the discovery that there was no forced entry.

JUMPING (PHYSIQUE, GENERAL SKILL)

The character's athletic abilities allow him to hurl his body over obstacles and distances.

Untrained Jumping: Characters untrained in Jumping can make Jumping rolls normally.

Long Jumping Rolls: To determine the horizontal distance a character can jump, make a PHY + Jumping skill roll and consult the following table. A character with the Bounding Leap archetype benefit adds six feet (1″) to the distance he jumps.

A character who makes a full advance during his turn can jump as a full action. A character who runs during his turn can jump as a quick action. In either case, place the jumping character anywhere completely within the specified distance of his current location.

RESULT	DISTANCE
8 or less	Three feet (.5″)
9–12	Six feet (1″)
13–14	Twelve feet (2″)
15–16	Fifteen feet (2.5″)
17–18	Eighteen feet (3″)
19–20	Twenty-one feet (3.5″)
21+	Twenty-four feet (4″)

High Jumping Rolls: To determine how high a character can Jump, make a PHY + Jumping skill roll and consult the following table. A character with the Bounding Leap archetype benefit adds two feet to the height.

A character can jump upward as a quick action.

RESULT	HEIGHT
8 or less	One foot
9–14	Two feet
15–20	Three feet
21+	Four feet

Jumping Modifiers: The Game Master should determine what modifiers affect the roll. The following table offers sample target number modifiers.

RESULT MODIFIER	SITUATION
+1	Every full twelve feet (2″) the character moves before attempting the jump, up to a maximum of thirty-six feet (6″)
+2	Character ran and jumped using a pole
–1 to –3	The environment is dangerous (icy, windy, or the like)
–2	The character's armor has a –1 DEF modifier
–4	The character's armor has a –2 or more DEF modifier
+2	The jump is from a higher surface to a lower surface

Falling: A character with the Jumping skill has learned how to fall more safely. He suffers no damage roll for a fall of eighteen feet (3″) or less. When falling more than eighteen feet, one less die is added for each additional increment of eighteen feet.

Pouncing: A character with the Jumping skill can leap down onto an unsuspecting enemy, adding the force of the fall to his strike. Provided the character pounces from a height of at least eighteen feet (3″), he gains an additional die on melee damage rolls made against his target.

Assisted Jumping Rolls: Under the vast majority of circumstances, Jumping rolls cannot be assisted. Each individual character must jump or fall on his own.

Game Master Notes: In many cases a failed Jumping roll will result in the character suffering the effects of Falling, and depending on what he was jumping over there may be further consequences, such as falling into a pit of spikes or an active lava flow.

The Game Master can also rule that some jumps are simply too easy to fail or too difficult to succeed.

LOCK PICKING (AGILITY)

The Lock Picking skill allows a character a subtle means of opening locked doors without the keys or cracking safes without the combinations. Of course for many denizens of the wilds a stout axe amounts to a sufficient surrogate for thieves' tools.

Untrained Lock Picking: Without the proper knowledge and practice, attempting to pick a lock might ruin the lock but is unlikely to open it. Lock Picking cannot be used untrained.

Lock Picking Rolls: Each attempt to pick a lock requires two minutes unless the character takes his time. When a character needs to pick a lock, he makes an AGL + Lock Picking skill roll against a target number set by the Game Master to determine if the attempt is a success. The Game Master decides how well made the lock or safe is. The following table offers some sample target numbers.

TARGET NUMBER	OBJECT BEING OPENED
11	A low-quality lock
12–15	An average-quality lock or low-quality safe
16–19	A high-quality lock or average-quality safe
20+	A high-quality safe

The Game Master also determines what modifiers affect the roll. The following table offers sample target number modifiers.

TARGET NUMBER MODIFIER	SITUATION
–1	Every full half hour the character spends on the attempt (up to a maximum of three hours)
–2	The lock or safe is extremely common
+1 to +3	The object has been customized in some way

Assisted Lock Picking: Lock picking is not a team activity. Lock Picking rolls cannot be assisted.

Game Master Notes: Most common locks can be easily picked without much effort. However, a heist adventure that centers around stealing something large might depend on Lock Picking as an important central challenge.

LORE (INTELLECT, GENERAL SKILL)

The character has spent a considerable amount of time studying a particular subject and can call on a wealth of useful information when that subject comes up.

This skill can be taken several times. Each time the character takes this skill he chooses the subject of his character's knowledge. Areas of knowledge that can be chosen include ancient history, Orboros, extraordinary zoology, the spirit world, the undead, a particular nation or people, a particular religion, Urcaen, Infernals, and draconic lore.

Untrained Lore: Characters untrained in a particular topic can still attempt to remember information they have casually heard about that subject. What information a character can recall, if any, is up to the Game Master but should be limited to general knowledge the character could have picked up in his travels.

Lore Rolls: When a character uses this skill, he makes an INT + Lore skill roll. Compare the total rolled to the following table to discern what the character can recall on a particular subject related to his knowledge specialty.

RESULT	INFORMATION REMEMBERED
9 or less	Very general information
10–12	One additional piece of useful information
13–15	All but the most specific information pertaining to the subject
16+	All information available pertaining to the subject

If the information the character is attempting to recall pertains to a particularly obscure subject, the Game Master could impose up to a –3 penalty on this roll. If the character recently researched the topic at hand or if it pertains to particularly common knowledge, the Game Master could grant up to a +3 bonus on this roll.

Assisted Lore Rolls: Multiple characters who have all studied the same subject can put their heads together to come up with useful information on the topic. The players must select one character to make the primary roll. Each other character then makes his own INT + Lore skill roll. For each other character who had a result of 15 or higher, add 1 to the result of the primary roll.

Game Master Notes: The amount of information that a Lore roll reveals is in the hands of the Game Master. The results on the table can guide the Game Master as to level of detail he imparts to the players or how many questions he allows the players to ask about a subject.

Information known only by a few individuals, such as the origin of Lord Toruk, is impossible to learn with a Lore roll. A character cannot attempt to make a roll to learn something unknowable. Additionally, the information known will reflect its origins. A farrow and a trollkin shaman both succeeding on a Lore (Dhunia) check might come up with entirely different answers, each equally "correct."

MEDICINE (INTELLECT)

The character is a skilled healer and can treat the injured.

Untrained Medicine: Characters untrained in the healing arts can attempt basic battlefield triage but should leave the treatment of major injuries to the professionals. Medicine can be used untrained normally, but just because a character can use this skill untrained doesn't mean he should.

Medicine Rolls: When a character tries to heal the sick or wounded, make an INT + Medicine skill roll against a target number determined by the action attempted.

TARGET NUMBER	TREATMENT ATTEMPTED
11+	Diagnosing a common disease or poison
12	Setting a broken bone
14	Stabilizing a grievously injured character (p. 216)
15+	Diagnosing a rare disease or poison

Slow Recovery Bonus: Badly injured characters can suffer from slow recovery (p. 216) in which they do not recover lost vitality points at the normal rate. If the character is treated daily by a character with the Medicine skill, the injured character regains an additional number of points each week equal to the treating character's Medicine skill.

Poison and Disease Treatment: When a friendly character is required to make a poison or disease resistance roll, at the Game Master's discretion, a player whose character has the Medicine skill can make an INT + Medicine skill roll to diagnose and treat the poison. The Game Master sets the target number for this roll based on how familiar the treating character is with the poison (see the table above for guidance). If the roll succeeds, the friendly character gains +2 on his roll to resist the effects of the poison or disease.

Assisted Medicine Rolls: The Game Master determines if a Medicine roll can be assisted, and by how many players. Diagnosing a disease can be a group effort, but delicate surgery on a bullet wound must be done alone.

On rolls that allow assistance, the players must select one character to lead the effort. Each character makes his own INT + Medicine skill roll. For each character who had a result of 15 or higher, add 1 to the result of the character who led the medical team.

Game Master Notes: The medicine of western Immoren's wilderness is not as clinical or precise as that practiced in the cities of the Iron Kingdoms. It often incorporates naturalist herbal remedies, bloodletting, and other practices not used by more civilized healers.

Practical medical knowledge can be vital to the survival of a party. Not only can it save characters' lives, but a skilled medical practitioner can also aid in patching other characters back together and greatly shortening their recovery time after sustaining injuries. Additionally, the Medicine skill can be a great plot hook. Whole scenarios could be based on player characters rushing to reach and then treating a sick or injured NPC in a remote locale or in finding the proper cure to a lethal disease.

NAVIGATION (PERCEPTION)

The character is adept at using the stars and other natural indicators to determine his location.

Untrained Navigation: Without a skilled navigator, characters should stick to major routes in order to avoid getting lost when traveling from one village to another. Navigation cannot be used untrained.

Navigation Rolls: Characters with one or more ranks in Navigation can get from point A to point B whether or not they follow the most direct route. This might allow them to bypass hazardous environments, highwaymen, checkpoints, or other undesirable interactions.

To make a Navigation roll, a character makes a PER + Navigation skill roll against a target number set by the Game Master to determine if the roll is a success.

ROLL RESULT	NOTABLE DESTINATION	OBSCURE DESTINATION
10 or less	Encounter delays en route	Encounter delays en route
11–12	Arrive 10% later	Encounter delays en route
13–14	Arrive as planned	Arrive 10% later
15–17	Arrive 10% earlier	Arrive as planned
18–20	Arrive 20% earlier	Arrive 10% earlier
21+	Arrive 30% earlier	Arrive 20% earlier

Results of "Encounter delays en route" are determined by the Game Master and should reflect the sort of travel being used. This could result in arriving substantially later than planned, piracy on the high seas, raiders, running into an unanticipated patrol, or even becoming hopelessly lost.

Assisted Navigation Rolls: One additional character trained in Navigation can assist in a Navigation skill roll. The character with the higher Navigation modifier (PER + Navigation rank) makes the roll and adds 1 to the result of the die roll for each of his assistant's ranks in Navigation.

Game Master Notes: The services of skilled guides and scouts are always in demand.

NEGOTIATION (SOCIAL)

Negotiation is the peaceful resolution of a conflict. A character with Negotiation might try to haggle for a lower price with a craftsman or talk his way out of a potential fight with a bog trog tribe. Negotiation is an especially valuable skill in the wilderness. Among the denizens of the wilderness barter is the most common form of commerce, and a talented negotiator's skills are frequently in high demand.

Untrained Negotiation: A character without ranks in the Negotiation skill can attempt to settle disputes by talking his way out of them. He is not particularly adept at haggling, bartering, or negotiating the particulars of a deal. He can also perform any financial transaction at a basic level. These include purchasing items for the listed prices in gold crowns, bartering, settling bounties or contracts, and selling used items back to a vendor for some lesser portion of that value based on the current quality of the item. The exact price of used items is set by the Game Master but never exceed half of the original retail price.

Negotiation Rolls: Characters with the Negotiation skill can use it when resolving any dispute or transaction the Game Master deems appropriate. It commonly applies to buying and selling goods, negotiating a contract, or talking one's way out of a fight. When a character makes a negotiation attempt, he rolls using a stat determined by the Game Master and adds his Negotiation rank.

When characters negotiate a non-financial dispute with an NPC, they must first determine what they want and what they are willing to offer. The Game Master then compares how generous the character's offer is with what the other party feels entitled to receive to determine a target number. The following table offers some guidelines for setting a target number.

TARGET NUMBER	OFFER
Automatic success	Incredibly generous offer
11	Generous offer
13	Fair deal
15+	Weak offer
19+ to impossible	Insultingly weak offer

If the other party the character is dealing with has reason not to trust the character, the Game Master might increase the target number by 1 to 5, depending on the depth of the other party's suspicions. If the other party has reason to trust the character, the target number could be lowered by 1 to 5.

Once the target number has been determined and the Negotiation roll made, reference the results on the following table to determine the other party's response to the character.

ROLL	RESULT
Fail by 10 or more	Negotiations completely break down. No more time for talk.
Fail by more than 5	Failure. The character must both sweeten his offer and reduce his demands or he fails in his negotiations.
Fail	Failure. The character can sweeten his offer or reduce his demands and continue negotiations with another roll.
Success	The other party agrees to the character's terms.
Succeed by 5 or more	The other party agrees to the character's terms and feels very favorable toward the bargain. The next time the character negotiates with this party, the target number for his Negotiation roll is decreased by 2.

Optionally, if the Game Master feels the party the character is dealing with is prone to deceit, he can make the roll himself in secret. In this case, a failed roll could result in the other party temporarily accepting the character's terms, only to betray him at some date in the future.

In the case of bartering goods, use the table below with a single roll to represent the character haggling for the best deal and then settling on a price. Players must abide by the price negotiated by the roll and cannot simply roll again.

ROLL RESULT	PURCHASE PRICE	MAXIMUM RESALE	CONTRACT OFFER
10 or less	100%	50%	100%
11–12	95%	55%	105%
13–14	90%	60%	110%
15–17	85%	65%	115%
18–20	80%	70%	120%
21+	75%	75%	125%

If negotiating against a character who is also trained in the Negotiation skill, have the parties make a contested skill roll and use the following table instead.

ROLL RESULT	PURCHASE PRICE	MAXIMUM RESALE	CONTRACT OFFER
Equal Result	100%	50%	100%
Win by up to 2	95%	55%	105%
Win by 3 to 4	90%	60%	110%
Win by 5 to 7	85%	65%	115%
Win by 7 to 10	80%	70%	120%
Win by more than 10	75%	75%	125%

Assisted Negotiation Rolls: One additional character trained in Negotiation can assist in a Negotiation skill roll. The character with the higher Negotiation modifier (stat chosen by the Game Master + Negotiation rank) makes the roll and adds 1 to the result of the die roll for each of his assistant's ranks in Negotiation.

Game Master Notes: Negotiation is separated from Bribery, Deception, and Intimidation in that both parties have something to offer, and a certain amount of trust is necessary from everyone involved. Just like player characters, NPCs try to get the most out of a negotiation, but few have an exceptional mastery of the skill. Some organizations offering high-end contracts, and merchants offering high-end goods employ skilled negotiators who have the Negotiation skill. Even highly skilled negotiators and cunning merchants should have Negotiation 1 or Negotiation 2 at best. The most silver-tongued elder in a large tribe might have Negotiation 3, while only the most legendary peacekeepers of an entire region would have Negotiation 4.

When such a merchant or tribe negotiates with a party of player characters, use the rules for opposed Negotiation rolls. When setting a price, if no member of the party has the Negotiation skill, adjust the price in the NPC's favor by 5% per point of the NPC's Negotiation skill.

ORATORY (SOCIAL)

The character is a skilled storyteller capable of spurring a crowd to action or calming an angry mob. He could be a farrow shaman who recounts the epic sagas of his people, blending myth and history to stir the emotions of his companions. The character may be a brave trollkin able to inspire courage in his kriel or a bog trog skilled in luring his fellow trogs into battle with the promise of treasure.

Untrained Oratory: Characters untrained in Oratory do not have the ability to sway large groups of people with their words. Oratory cannot be used untrained.

Oratory Rolls: When a character makes an oratory attempt, he makes a roll using a stat determined by the Game Master and adds his Oratory rank. The following table offers a sample range of target numbers.

TARGET NUMBER	CROWD DYNAMIC
11 +	Convincing a crowd in a highly charged emotional state to do something it wants to do
14 +	Convincing an indifferent crowd to do something it wants to do
17 +	Convincing an indifferent crowd to do something it isn't likely to do
21 +	Convincing a crowd in a highly charged emotional state to do something it isn't likely to do

The Game Master can apply any number of modifiers to the Oratory skill roll. If there are other speakers attempting to pull the crowd in a different direction, the roll is harder or could require a contested roll. If the crowd in on the verge of acting, and just needs a few words of encouragement, the roll is easier.

Results of failing an Oratory roll depend on what the character was attempting to accomplish. The Game Master should determine an outcome that reflects the situation the crowd and the players are in. This could result in a panicking crowd becoming a violent mob or a crowd peacefully dispersing instead of rising up in revolt.

Assisted Oratory Rolls: Typically, Oratory rolls cannot be assisted. At the Game Master's discretion, up to one additional character trained in Oratory can assist in an Oratory roll by warming up the crowd or yelling affirmation. This grants a flat +1 bonus to the character making the Oratory roll. The words of the speaker carry the day.

Game Master Notes: Oratory isn't magic. A strong speech alone can't force people to do something they absolutely don't want to do, nor will eloquence make people listen to a character they would absolutely not otherwise listen to. If a stranger is standing in the heart of a trollkin village trying to incite rebellion against a competent and well-liked chieftain, it should be impossible to succeed. Oratory is put to best use in amplifying emotions that are already present or transforming unfocused emotion into directed action.

PICKPOCKET (AGILITY)

The character has nimble fingers and can relieve others of their personal belongs without their notice.

Untrained Pickpocket: Without the proper understanding and practice, attempting to lift a character's weapon or purse is likely to get the would-be pickpocket apprehended or worse. Pickpocket cannot be used untrained.

Pickpocket Rolls: When a character attempts to relieve someone else of his belongings, he makes an AGL + Pickpocket skill roll against a target number set by the Game Master to determine if the roll is a success. The following table can offer some guidelines for setting Pickpocket target numbers.

TARGET NUMBER	SITUATION
Subject's PER + 6	A mark who is inebriated or extremely distracted
Subject's PER + 9	A mark who is distracted and unaware of the pickpocket's presence
Subject's PER + 12	A mark who is aware of the pickpocket's presence

If a character is attempting to steal a relatively large item from the subject, increase the target number by up to 3 depending on the size of the item. Likewise, if the subject of the Pickpocket roll has taken specific precautions to safeguard his possessions, such as tying or chaining the goods to himself or by employing false pockets, the target number could be increased. By the same token, the Pickpocket target number could be lowered if the mark is particularly distracted, inebriated, or otherwise inattentive.

Failure doesn't always have to mean that the attempt to pickpocket has failed, but it does means the thief was caught in the act. If the character fails a Pickpocket roll, he can make a second roll against the same target number to determine if he managed to snatch the item anyway. The reaction of the character who discovers he is being pickpocketed on a failed roll is entirely up to the Game Master. An elderly man might call out to his fellows for aid, but a vigorous young man might give chase or attack.

Assisted Pickpocket Rolls: One additional character trained in Pickpocket can assist in a Pickpocket skill roll by distracting the mark or bumping into him at an opportune time. The character with the higher Pickpocket modifier (AGL + Pickpocket rank) makes the roll and adds 1 to the result of the die roll for each of his assistant's ranks in Pickpocket.

Game Master Notes: Pickpocket can be a very useful skill, but the Game Master should be careful to not allow a player to depend on it too much. If a character continually attempts to pickpocket every time he needs an item, NPCs should begin taking precautions against pickpocketing.

RESEARCH (INTELLECT)

Given access to the proper archive, a character with the Research skill can find any available information. What constitutes an "archive" varies among the people of the wilderness. Only some groups have actual physical records to peruse while in pursuit of knowledge. Trollkin may consult stones of ancient lore, while the Circle Orboros keeps detailed records going back centuries. Gatormen are likely to consult captured souls, ancient swamp spirits, or particularly long-lived tribe members, while the Nyss rely on the oral tradition of their scattered shards or the precious records preserved by the literate priesthood.

Untrained Research: Characters untrained in Research can attempt Research skill rolls normally.

Research Rolls: A character with access to a trove of knowledge can research a subject pertaining to the information contained therein.

To use this skill, first declare what subject the character is researching. The character must then spend at least four hours researching the archive, after which his player can make an INT + Research skill roll and consult the following table.

RESULT	INFORMATION DISCOVERED
10 or less	Common knowledge pertaining to the subject
11–13	Common knowledge pertaining to the subject and one additional relevant piece of information
14–16	All but the most obscure knowledge pertaining to the subject
17+	Every detail pertaining to the subject covered by the archive

A number of additional modifiers can be applied to this roll. If the archive the character is researching is particularly extensive, the character gains +2 to his roll. The character can also take additional time researching the subject. Add +1 to the roll for every two additional hours he spends, up to a limit of ten additional hours. If the archive is incomplete or poorly organized, the character might suffer a –1 to –5 penalty on this roll.

Assisted Research Rolls: When working as a team to research something, the players must select one character to lead the research efforts. Each character makes his own INT + Research skill roll. For each character who had a result of 15 or higher, add 1 to the result of the character who led the research team.

Game Master Notes: Characters researching an archive are limited in what they can learn by what is contained within an archive. To find a particularly comprehensive archive pertaining to an obscure subject, characters might have to travel to distant localities. And even then, if particular knowledge has been lost, purged, or hidden, they might not find what they seek.

RIDING (AGILITY, GENERAL SKILL)

The character is a skilled rider capable of controlling his mount with fluid ease. In dangerous situations, such as in the heat of battle, a trained rider's mount is a deadly weapon rather than a terrified beast just as prone to injure its master as its enemies. A character does not need to make a skill roll to use this skill unless he wishes to make particularly dangerous maneuver or needs to avoid being thrown.

Untrained Riding: Characters untrained in Riding can make Riding skill rolls normally.

Riding Rolls: When a character attempts a particular stunt with a mount, make an AGL + Riding skill roll against a target number set by the Game Master to determine if the roll is a success. The following table offers some guidelines for Riding target numbers.

TARGET NUMBER	SITUATION
11	Calming a startled mount
11	Avoiding being thrown from a startled or injured mount
13+	Avoiding an accident while riding at high speeds across treacherous terrain
14	Avoiding being thrown from an incapacitated mount
15+	Performing a particularly dangerous stunt

The GM should determine what modifiers affect the roll. The following table offers sample target number modifiers.

RESULT MODIFIER	SITUATION
–1 to –3	The character is holding onto something in addition to the reins
–2	The mount is or skittish or excited
–3	The mount has not been broken in
–3	The mount does not have tack

Assisted Riding Rolls: Riding rolls cannot be assisted. Each individual character must control his own mount.

Game Master Notes: Riding rolls should be called for only when the situation is dangerous, and failure should matter. For example, if a player wants to ride his mount along a mountain ridge, he doesn't need to make a roll. If that same character is trying to ride his mount down a steep slope at top speed, there is a definite chance of the mount losing its footing and falling down the slope.

ROPE USE (AGILITY)

The character understands the proper uses of various knots, including how to subdue others by tying them up.

Untrained Rope Use: Characters untrained in Rope Use can make Rope Use rolls normally.

Rope Use Rolls: When a character ties a knot that no one will be trying to escape from, such as for securing rigging before rappeling down a cliff, no roll is necessary. When a character puts his skills to use to tie up a subject, the character must make an AGL + Rope Use skill roll. The total for this roll is the target number the subject uses if he attempts to escape from his bonds (see "Escape Artist," p. 182).

The following table offers some common modifiers to this roll.

ROLL MODIFIER	TECHNIQUE USED
0	Subject's hands bound by rope
+2	Subject's hands tied behind his back
+2	Subject's hands and feet bound by rope
+3	Subject hog-tied
–2	Character rushed the job to tie up the subject

Assisted Rope Use Rolls: Most Rope Use skill rolls are made by individuals but some situations, such as tying up a large animal, do allow for assisted rope use. When working as a team to tie up a captive, the players must select one character to lead the efforts. Each character makes his own AGL + Rope Use skill roll. For each character who had a result of 15 or higher, add 1 to the subject's Escape Artist target number.

Game Master Notes: Rope Use alone might not be enough to subdue some captives. If a character doesn't search his subject first, he could miss the fact that the subject has a knife in his boot that could be used to cut the ropes when no one is looking.

SEDUCTION (SOCIAL)

Seduction is the ability to foster romantic attachment in another sexually compatible individual. A character skilled in the seductive arts can use such romantic entanglements to his advantage for information, wealth, or political favor.

Untrained Seduction: Seduction is an art that must be cultivated. While anyone can flirt, turning infatuation into personal gain is a skill. Seduction cannot be used untrained.

Seduction Rolls: When your character makes a seduction attempt, make a roll using a stat determined by the Game Master and add your character's Seduction rank. The stat used for the Seduction roll should reflect the method of seduction employed. If the character is depending on physical qualities, PHY could be the most appropriate skill. If he is employing poetry to woo his target, INT is more appropriate.

The target number is determined by the difference between the selected stat + Seduction rank of the two parties.

TARGET NUMBER	SITUATION
11	Target's stat + Seduction total is lower by 5 or more than that of the seducing character
13	Target's stat + Seduction total is lower by 3 or more than that of the seducing character
15	Target's stat + Seduction total is equal to or lower than that of the seducing character
17	Target's stat + Seduction total is higher than that of the seducing character
19+	Target's stat + Seduction total is higher by 3 or more than that of the seducing character

The Game Master should modify this roll according to the circumstances at hand. If the subject of the seduction is attracted to the seducing character, the target number could be reduced by 1 to 3 at the Game Master's discretion. If the target is chaste or faithful to another, the target number could be increased by 2 or more. If the subject of the seduction has a lot to lose from an entanglement with the seducing character, the target number could be increased by an additional 2. If the subject is not attracted to the character, the target number could be increased by 1 to 3. Some targets are simply impossible to seduce.

If a Seduction roll fails, the Game Master should come up with an appropriate response.

If the seducer succeeds in his attempts, he can form an intimate relationship with the target of his advances, who is favorably disposed to him. Succeeding in leveraging his paramour's affections for more concrete gains can require fostering their relationship further, additional Seduction rolls, or a change in tactics.

Assisted Seduction Rolls: One additional character trained in Seduction can assist in a Seduction skill roll by acting as the other character's wingman. The character making the Seduction skill roll adds 1 to the result of the die roll for each of his assistant's ranks in Seduction.

Game Master Notes: Though the subject of the seducer's advances is favorably disposed to him in the short term, how these feelings hold up over time depends entirely on how the seduced character is treated. If the character is left feeling used or abandoned, short-term infatuation can easily turn to long-term hatred and disgust.

Seduction should be limited to situations where it is appropriate. For example, when a farrow is trying to resolve an altercation with a band of human mercenaries, seduction is not really an option.

SNEAK (AGILITY)

The Sneak skill measures how capable a character is at hiding and moving undetected. It can apply to many situations, whether trying to sneak past a sleeping troll or silently moving into striking range of a target.

Untrained Sneak: Characters untrained in Sneak can make Sneak rolls normally.

Sneak Rolls: Any time a character attempts to hide, move silently, or follow another creature without being detected, the Game Master should make an AGL + Sneak skill roll for the character.

Do not share the Sneak roll result with the character. Until the character ceases using Sneak, this is his passive number for detection. Any time a character using the Sneak skill enters the sensory range of another character, make a PER + Detection skill roll for the other character. If the detecting character beats the hidden character's Sneak roll, his presence is detected. Whether he is seen, heard, or noticed by another means depends on the circumstances in which the character was detected. It the detecting character fails to beat the sneaking character's roll, he is not detected.

If a character specifically uses his Detection skill in an attempt to spot a sneaking character in his presence, the two character make contested PER + Detection and AGL + Sneak skill rolls. If the detecting character wins, the sneaking character is spotted. If the sneaking character wins, he remains undetected and his AGL + Sneak skill roll total becomes his new passive number for detection.

The use of the Sneak skill is dependent on the character being in a situation in which he could reasonably remain obfuscated. If he enters a brightly lit room in clear view of a watchman, he is detected without a roll.

Various factors can be a help or a hindrance to sneaking. The following table offers some example modifiers that can be applied to either a character's Sneak roll or to his passive number for detection.

MODIFIER	SITUATION
+1 to +3	The detecting character is distracted
+2	The area is dimly lit
+5	The area is in complete darkness
+2	The area is noisy
–3	The sneaking character's armor has a –1 DEF modifier
–5	The sneaking character's armor has a –2 DEF modifier
–1 to –3	The sneaking character is carrying a light source like a torch or lantern (depending on the brightness of the object)

Assisted Sneak Rolls: Sneak rolls cannot be assisted, except by creating a distraction. Each individual character must sneak around the wilds of western Immoren on his own.

Game Master Notes: This skill does not make someone invisible. If the character is trying to hide out in the open or in a surrounding that he stands out in, he is spotted. The Game Master should make it clear to the characters where sneaking is possible and where it has no application.

STREETWISE (PERCEPTION)

The character understands the streets of the Iron Kingdoms and the criminal underworld. He can find markets for stolen or illicit goods, set up meets, and steer clear of trouble and unwanted attention. Streetwise implies a familiarity with urban environments uncommon in the wilds.

Untrained Streetwise: Without the proper background and insight, attempting to reach out to shady characters or make back-room deals is extremely dangerous, particularly for the wilderness inhabitants of western Immoren. Characters cannot make untrained Streetwise skill rolls.

Streetwise Rolls: Streetwise can be used for reaching out to underworld contacts or for locating or selling stolen or illicit goods.

When a character attempts to arrange a meeting with underworld contacts or track down a market for item (buying or selling), he makes a PER + Streetwise skill roll against a target number set by the Game Master to determine if the roll is a success.

The following table offers a sample range of target numbers.

TARGET NUMBER	ACTION
11	Escape casual notice on the streets or set up a meeting with a low-ranking criminal the character does not personally know
13	Steer clear of criminals on the prowl for victims in a bad neighborhood
13–15	Find a market for a common illicit item or set up a meeting with a mid-level criminal the character does not personally know
16–18	Find a market for an uncommon illicit item
16+	Set up a meeting with a high-ranking criminal the character does not personally know
19+	Find a market for an extremely rare illicit item

The Game Master can assign modifiers to the roll based on a number of factors, including the activity of the city watch, the type of goods the character is seeking or trying to sell, the character's standing with the local underworld elements, the character's appearance, how subtle or high-profile the character is, and the success of any bribes the character has paid out to get what he wants.

Assisted Streetwise Rolls: When working as a team to pool contacts or seek out markets, the players must select one character to lead the effort. Each character makes his own PER + Streetwise skill roll. For each character who had a result of 13 or higher, add 1 to the result of the leader's roll.

Game Master Notes: The Streetwise roll to meet with an underworld contact or find a market for an item is only the beginning of the process. Once a character has arranged the meeting, it might be resolved with the Deception or Bribery skills. After the buyer is found for a stolen item, Negotiation could be used to conduct the transaction.

Some Streetwise rolls should be impossible. A gang of brigands likely has an established contact used to offload stolen goods. A group of farrow thugs new to town should not be able to easily set up a meeting with the boss of a major criminal organization without first jumping through some hoops.

SURVIVAL (PERCEPTION)

The character is well versed in building shelter, keeping warm, building traps, foraging for food, and otherwise sustaining life in the wilds.

Untrained Survival: Characters untrained in Survival can endure harsh conditions for limited periods of time. Survival can be used untrained.

Survival Rolls – Finding Shelter: A character can use Survival to locate or fabricate a dry, secure place to rest, shielded from inclement weather, and to build a fire to warm it. Each attempt requires an hour. When a character needs to find shelter, make a PER + Survival skill roll against a target number set by the Game Master. A target number of 10 represents an area with many good sites and mild weather. The target number could increase substantially in the face of extreme weather or a particularly exposed and barren environment. Add +2 to the target number for each adverse factor affecting the search. Bonuses can be applied to the roll (or the roll might be rendered unnecessary) if the character has appropriate gear to facilitate shelter, such as a rugged tent.

Survival Rolls – Foraging: Characters can use Survival while away from the relative comforts of a tribe or settlement to maintain a supply of food or water when provisions run low.

To forage for provisions, the character makes a PER + Survival skill roll and consults the following table to determine if he successfully finds enough food and water for the day. Each attempt requires at least three hours spent searching, hunting, and gathering. One attempt can be made every six hours. To avoid the effects of Exhaustion (p. 224), if the character does not have a supply of food and water he must succeed on a Survival roll each day. The Game Master may determine that some circumstances, such as downing a particularly large prey animal, can provide enough food to avoid making a Survival roll for one or more days. This requires the group to possess the means to store and carry excess food. For many groups, being victorious in a battle will automatically result in a windfall of food (given the characters' willingness to eat the slain) that can eliminate the need for a Survival roll.

ROLL	RESULT
7 or less	Complications
8–9	No provisions
10–11	Marginal provisions
12–13	The character can find provisions in an environment with a sufficient supply of safe food and water (plains, hills, forests, riverbanks)
14–15	The character can find provisions in an environment with a limited supply of safe food and water (swamps, deserts, mountains, islands, tundra)
16+	The character can find provisions in an environment with almost no safe food and water (the Stormlands, the Howling Wastes)

A character can also attempt to provide for other characters. When providing for himself and one or two additional characters, the character suffers –2 on the roll. When providing for a party of up to six individuals, the character suffers –3 on the roll. When providing for a party of seven to ten individuals, the character suffers a -5 on the roll. For the purposes of this check, warbeasts are counted twice.

Results of "Complications" are determined by the Game Master and should reflect the location and any local hazards. For example, a character could unknowingly harvest toxic plants or attract the attention of a pack of vicious scavengers drawn by the smell of a fresh kill. The outcome could be a combat encounter with wild animals, or the characters might suffer damage from toxic or spoiled food, slipping into a rushing river, or a number of other perils.

A result of "No provisions" means the character did not find anything suitable to eat or drink and might begin suffering the effects of Exhaustion (p. 224). A result of "Marginal provisions" means scraping up the bare necessities to keep the group from immediately starving but implies severe compromises: eating insects or grubs, finding a few scrawny animals such as small birds and lizards, or more desperate measures such as eating leaves, chewing on bark, or boiling leather. The character will remain extremely hungry. This result is insufficient to sustain certain characters such as gatormen and creatures like warbeasts.

Survival Rolls – Identifying Hazards: A character can use Survival to identify potential dangers in the wilds. In an encounter where one or more Hazards (p. 226) are present, the character can make a PER + Survival skill roll against a target number of 14 to identify the hazard. Characters in their native environments—a Tharn within his tribe's hunting grounds, a gatorman in his home swamp—are typically acquainted with the hazards of the territory and automatically succeed on such rolls.

Survival Rolls – Reading the Wilderness: The wilds of Immoren can offer great insight to those who are adept at reading the signs of the wilderness. Depending on what he is attempting to accomplish,

a character may see signs in the environment that allow him to intuit needed information. The player should describe to the Game Master what he is trying to ascertain and how.

A typical use of Survival is to determine the status of an unknown tribe or encampment by examining its immediate surroundings. The character could try to appraise how depleted of game the local area is, how long the village has existed, or how prosperous the inhabitants seem. Another use would be trying to locate a specific predator in an area based on movements of prey species, which could lead to finding spoor, followed by Tracking. A character could use Survival to gauge the impact of the passage of a large army through an area or to anticipate the course and impact of a pending storm.

Consult the following table to determine appropriate outcomes.

ROLL	RESULT
8 or less	You misread the signs and receive false information, which you believe to be true
9–10	You ascertain no information of value
11–14	You receive a hint or a lead but it may result in a significant risk or hazard
15–18	You receive a significant amount of information and/or a lead that minimizes risk
19+	You learn everything the environment can tell you and/or obtain a lead that might provide an unexpected windfall

The Game Master should determine what modifiers affect the target number. The following table offers sample target number modifiers.

TARGET NUMBER	SITUATION
–1	Seeking information about common occurrences in environment (evidence of nearby food, recent weather, location of dry camping area)
–1	Every full hour spent studying the environment
+1 to +3	Seeking esoteric information about environment (recent history, unusual animal behavior, well-hidden springs)

Assisted Survival Rolls: Any number of additional characters trained in Survival can assist in a Survival skill roll. The character with the highest Survival modifier (PER + Survival rank) makes the roll and adds 1 to the result for each of his assistants' ranks in Survival. Remember to modify the result to account for the number of members the Survival roll encompasses.

Game Master Notes: The target numbers presented above represent the Survival skill used in relatively ideal conditions. The Game Master may determine that the effects of weather, the activities of other wilderness inhabitants, or the consequences of warfare affects the outcome of Survival rolls.

NPCs are usually proficient enough to survive in their home regions and rarely need to make such rolls while within them. NPCs well suited for wilderness survival should be assigned at least one rank in Survival, while only a true paragon survivalist should have Survival 4.

SWIMMING (STRENGTH, GENERAL SKILL)

The character is a skilled swimmer comfortable with being in the water.

Untrained Swimming: Characters untrained in Swimming can make Swimming checks normally.

Swimming Rolls: To determine a character's success at swimming, make a STR + Swimming skill roll and consult the following table.

ROLL	RESULT
8 or less	The character cannot move and suffers d3 damage points from choking
9–10	The character can move six feet (1″)
11–13	The character can move up to half his SPD
14+	The character can move at full SPD

The Game Master can apply modifiers to the character's Swimming roll based on the conditions the character is swimming in. The following table offers sample target number modifiers.

RESULT MODIFIER	SITUATION
+1	The character is holding onto something buoyant
–1 to –3	The water is rough (stormy sea, fast currents, rapids)
–1 to –4	The character is rescuing another character
–2	The character's armor has a –1 DEF modifier
–4	The character's armor has a –2 DEF modifier

Assisted Swimming Rolls: Swimming rolls cannot be assisted. Each individual character must sink or swim on his own.

AMPHIBIOUS CHARACTERS

Remember that amphibious characters don't need to worry about making Swimming skill rolls. An aquatic upbringing has its advantages.

Rescue Attempts: A character may attempt to rescue another character in water by hauling him to safety. A character can only rescue characters with a base of equal or smaller size. A character rescuing another can only move up to half his SPD in the water.

Game Master Notes: The Game Master should consider the kinds of characters the players have built when presenting situations to them. It isn't very heroic for a group of warriors in full plate mail to drown in a swift-flowing stream. If a character not well suited to swimming attempts it, failure should be a real danger.

TRACKING (PERCEPTION)

The character understands how to follow his quarry through the wilderness by the signs left by its passage. When a trail runs cold, he knows the steps to take to reacquire it and continue the hunt.

Untrained Tracking: A character without the Tracking skill can follow obvious paths and visual clues, such as a warbeast's swath of destruction, clear tracks in fresh snow, or trails of fresh blood. Identifying tracks and tracking quarry overland are beyond the abilities of an unskilled tracker.

Tracking Rolls: When a character tracks his quarry, make a PER + Tracking skill roll against a target number set by the Game Master to determine if the roll is a success.

The Game Master should have a character using the Tracking skill make periodic rolls to ensure he does not lose the trail. These should be made at least once every twenty minutes and any time tracking conditions worsen, such as when the tracker's quarry crosses a river, rainfall begins to wash out the tracks, or the tracker leaves a region of very easy tracking such as fresh snow.

The following table offers some guidelines for Tracking target numbers.

TARGET NUMBER	SITUATION
No roll necessary	Obvious trail of smeared blood, tracks of a heavy warbeast, or clear tracks in fresh snow—any trail an unskilled tracker could follow
11	Neat prints of a heavy animal, such as a bear or horse, over seldom-traversed territory
13	Fresh tracks of a man-sized or lighter animal over reasonably clear terrain
15+	Old tracks over inhospitable terrain
20+	Tracking quarry through busy city streets, a blizzard, or a raging sandstorm by tracks alone. This task should be all but impossible unless the prey is leaving some sort of unique trail that can be followed.

The Game Master should determine what modifiers affect the roll. Tracking requires careful attention to detail. A tracker moves very slowly while following all but the most obvious trail. If a character is attempting to move quickly overland while using this skill, the Game Master should give him a substantial penalty on his roll.



The following table offers sample target number modifiers.

RESULT MODIFIER	CONDITIONS
–1 to Impossible	The trail crosses a body of water
–1 to Impossible	The weather is washing out or obscuring the trail (heavy rain, snowstorm, sandstorm)
+1	The quarry has a limp or other characteristic that makes its tracks stand out from others
+1 to +3	The quarry is injured and bleeding
+1	The quarry is carrying or dragging something heavy

Identifying Tracks: A character with the Tracking skill can also identify tracks on sight. Heavy and obvious tracks, like those of a warjack, shoed horse, booted human, or wagon can be identified without a die roll. More common animal tracks can be identified with a successful PER + Tracking skill roll against a target number of 11. Uncommon or indistinct tracks can be much more difficult to identify.

The character can also study tracks to learn details about the creature that made them. He can determine if the animal was moving particularly slowly, whether it was injured or carried a heavy load, and so on. The Game Master should set a target number for the character's roll based on how old the tracks are, how familiar the character is with the animal that made them, and the specific information he is seeking.

Assisted Tracking Rolls: When working as a team to track their prey, the players must select one character to lead the tracking efforts. Each character makes his own PER + Tracking skill roll. For each character who has a result of 15 or higher, add 1 to the result of the character who led the tracking team.

Game Master Notes: Certain creatures make no effort to conceal their trails, while intelligent beings running to a hideout might take convoluted paths to throw off a tracker. With a high enough roll, a character can realize that the trail he is following is too obvious and could lead to a trap.



THE GAME

The rules for playing the *Iron Kingdoms Unleashed Roleplaying Game* have been designed to be fast-paced and action-packed. There is a good deal of material presented here, but the core mechanics remain simple, easy to learn, and fun!

Before digging into the mechanics, it's important to cover a few basic concepts underlying everything in the game.

GAME MASTER FIAT

The rules provide guidelines for play. When a situation arises during play that is not covered by the rules, it is up to the Game Master to decide on the outcome. Because the role of the Game Master is to adjudicate the rules during the game, he is the ultimate authority on their interpretation.

MEASUREMENTS

Measurements in *Iron Kingdoms Unleashed* are listed in feet and in inches. Inches are used when playing out a battle on the tabletop using miniatures (see "Combat," p. 200). One inch on the tabletop equals six feet in scale.

CHARACTER CLASSIFICATIONS

Unless stated otherwise, all characters are considered to be **living**. Undead characters and constructs are not living characters.

DIE ROLLS

During the course of playing the game, you roll dice to determine the outcome of situations in which your character finds himself. Most often, when your character attempts an action for which the Game Master has determined there is a chance of failure, such as calming a rampaging beast, scaling a sheer cliff face, or making an attack, you roll dice to determine the outcome of the action. You then compare the result of the roll to the target number set by the Game Master to see if the roll is successful.

The *Iron Kingdoms Unleashed Roleplaying Game* uses six-sided dice, abbreviated d6, to determine the success of actions and to determine the amount of damage inflicted by attacks. Most rolls, such as skill rolls and damage rolls, require rolling two dice (abbreviated 2d6). Other events typically require rolling from one to four dice. Die rolls often have modifiers, which are expressed as + or – some quantity after the die roll notation. For example, melee attack rolls are described as "2d6 + PRW + military skill + weapon attack modifier." This means "roll two six-sided dice and add the attacking character's Prowess stat and the character's applicable military skill as well as the weapon's attack modifier to the result."

Some rules call for a character's stat or a die roll to be divided in half. For distance measurements, use the actual result after dividing the number in question. For everything else, always round a fractional result to the next highest whole number.

DICE SHORTHAND

A six-sided die is referred to as a d6. When you need two or more of these, a numeral before the small "d" indicates the number of dice to roll. Two six-sided dice are abbreviated as 2d6, three dice as 3d6, and so on.

Some events call for rolling a d3. The term d3 is a shortcut for "roll a d6, divide by 2, and round up." Quite a mouthful! Here's how to read the result of a d3 roll quickly:

1 or 2 = 1

3 or 4 = 2

5 or 6 = 3

ADDITIONAL DICE AND BOOSTED ROLLS

Sometimes a special ability or circumstance allows a character to roll an additional die. An additional die is a die added to the number of dice a character would ordinarily roll. For example, when a character makes a melee attack roll, he rolls 2d6 and adds his Prowess stat + his skill with the weapon and the weapon's attack modifier. If the character gains an additional die on this attack, he would roll 3d6 and add his PRW + skill with the weapon and the weapon's attack modifier.

A die roll can include multiple additional dice as long as each additional die comes from a different rule or ability.

Some effects grant characters boosted attack or damage rolls. Add one extra die to a boosted roll. Boosting must be declared before rolling any dice for the roll. Each attack or damage roll can be boosted only once, but a character can boost multiple rolls during his turn. When an attack affects several characters, the attack and damage rolls against each individual character must be boosted separately.

Example: *A character who hits a target with a charge attack gains a boosted damage roll, meaning he adds an extra die to his damage roll. Because this roll is boosted, the character cannot boost the damage roll again to gain two extra dice on the roll (even if he has an ability that allows him to boost the roll). He can still take advantage of other circumstances that grant a non-boosted additional die.*

CONTESTED ROLLS

If a character is attempting a task that another character directly and actively opposes, both characters make contested rolls. For example, to resolve two characters arm wrestling, they would make contested rolls. One character picking the pocket of another is not a contested roll.

Contested rolls do not have target numbers. Instead, each character makes a skill roll. The character with the highest total succeeds. If both characters have the same result, the roll was a draw and neither succeeds.

RULE PRIORITY

Unless otherwise specified, multiple instances of the same named effect on a character are not cumulative. If a character would be affected by a second instance of an effect, the second instance is not applied and does not change anything about the first instance, including its expiration. If the effect has a duration, this means it expires when the first applied effect expires. Multiple instances of the same named effect are not cumulative even when the effect comes from different sources. Furthermore, benefits and penalties with the same name coming from different sources overlap and are not cumulative.

Example: *Simon's character casts the spell Ice Shield on Shona's character to grant her a +2 bonus to her ARM. If Ed's character also casts Ice Shield on Shona's character, she does not benefit from +4 to her ARM. She gets a bonus of +2.*

On the other hand, effects, benefits, and penalties from differently named sources *are* cumulative with each other, even if they happen to apply the same modifier to a character.

Example: *Brent's character casts Ice Shield on Will's warbeast to grant it a +2 bonus to its ARM. Darla then casts Roots of the Earth on Will's warbeast to grant it an additional +3 bonus to its ARM. Since the same effect comes from two sources with different names, their effects are cumulative. Will's warbeast now has a total bonus of +5 ARM.*

Situations can occur where two special rules conflict. Use the following guidelines, in order, to resolve special rules interactions.

- If one rule specifically states its interaction with the other rule, follow it.
- Special rules stating that something "cannot" happen override rules stating that the same thing "can" or "must" happen. (Rules directing or describing actions or circumstances are treated as if they used "must." Examples include "Gain an additional die," "Knocked down characters stand up," and "This character gains cover.")

Example: *Will's character has a rule stating he cannot be knocked down, but he is affected by something that states he is knocked down. Because the rules make no specific mention of each other, follow the second guideline above. Will's character is not knocked down.*

SKILL RESOLUTION ROLLS

When a character uses a skill to perform an action that the Game Master determines has a reasonable chance of failure, the character must make a skill roll. To make a skill roll, roll 2d6 and add the result to a related stat and the level of the skill being used.

Skill Roll = 2d6 + Stat + Skill Level

Compare the result of the roll to the target number set by the Game Master. If the total is equal to or higher than the target number, the skill action succeeds. If it is less than the target number, the skill attempt fails.

Example: *Oz's character uses his Detection skill to attempt to find a hidden enemy. Detection is a Perception skill, and the character has a PER of 4. His Detection skill level is 2. Therefore he adds 6 to the roll of two dice. Oz rolls 2d6 and gets an 8. He adds 6 to that for a total of 14. The Game Master determined that the roll would have to be at least 13 to be successful, so the character successfully locates the enemy hiding in the shadows.*

If the skill can be used untrained, a character does not need to have levels in the skill in order to attempt to use it, but training in the skill grants a bonus on the roll and therefore makes success more likely. Some skills cannot be used untrained.

If the rules do not explicitly state what stats and skills are used for a particular action, the Game Master decides.

TARGET NUMBERS

If the rules do not define a target number for an action that a player wishes his character to perform, the Game Master sets the target number. The target number should be a reflection of the difficulty of the action being attempted. Very simple actions, in which there is little chance of failure, should succeed automatically. Actions with a moderate chance of failure should have a target number of 10–12. Complex actions should have a target number of 13–15, while truly difficult actions with a likely chance of failure could require a roll against 16 or more. There is no roll for actions the Game Master deems impossible. Such actions certainly end in failure.

A roll of all 1s on the dice is an automatic failure. A roll of all 6s on the dice is an automatic success unless you are rolling only one die. Some rolls also have critical effects that are triggered when a roll succeeds and any two dice used in the roll show the same number.

SETTING TARGET NUMBERS

TARGET NUMBER	TASK DIFFICULTY
No roll, automatic success	Simple
10–12	Moderate
13–15	Complex
16+	Difficult
No roll, automatic failure	Impossible

ATTRIBUTE RESOLUTION ROLLS

When a character attempts an action for which there is no applicable skill and the Game Master wants to use a roll to determine its success, the player makes an attribute roll. These function just like skill rolls except there is no skill value added to the roll. The Game Master determines the appropriate stat to use, and the player rolls 2d6, adds the stat, and compares it to the target difficulty number.

Below are some basic actions characters might attempt that would be governed by attribute rolls.

PHYSIQUE ROLLS

Physique rolls determine if a character resists the effects of a poison or avoids contracting a disease. The target difficulty should be based on the potency of the poison or the virility of the contagion. Note that the potency of poisons or contagions does not necessarily correlate to their effects. A disease that is fairly easy to resist can have extremely debilitating symptoms, while a potent poison might knock someone unconscious.

TARGET NUMBER	POISON AND DISEASE
11	Weak poison or disease
13	Typical poison or disease
16	Potent poison or virulent contagion
20	Extremely potent poison or virulent contagion

SPEED ROLLS

The most common use for Speed rolls is during a chase. When determining if a character can catch up to someone he is chasing, the target difficulty equals the fleeing character's SPD + 7.

STRENGTH ROLLS

Strength rolls are most commonly used when a character attempts to lift a heavy object. The following chart details how much a character can lift or carry. Dead Lift is how much weight a character can lift at one time if he does not intend to move with it. Carry is how much weight a character can comfortably carry for a long distance.

CHARACTER'S SIZE	DEAD LIFT	CARRY
Small base – small stature	25 lbs per point of Strength	12 lbs per point of Strength
Small base	50 lbs per point of Strength	20 lbs per point of Strength
Medium base	75 lbs per point of Strength	25 lbs per point of Strength
Medium base – huge stature	100 lbs per point of Strength	30 lbs per point of Strength
Large base	100 lbs per point of Strength	30 lbs per point of Strength

If a character attempts to dead lift a weight lower than his Dead Lift maximum, he does not need to make a STR roll; success is automatic. If a character attempts to lift a weight equal to or greater than his Dead Lift maximum, he must succeed on a STR roll to lift the weight. The target number for the roll starts at 12 and is increased by 2 for every point of Strength it would require to equal the Dead Lift value of the weight.

Carrying a weight is considerably different from simply lifting it. The weight a character can carry over a long distance includes armor, weapons, and supplies. It is up to the Game Master to determine when the weight of objects carried factors into a game.

When characters attempt to lift large objects, the Game Master might permit multiple characters to work together. With sufficient added lifting capacity of additional characters, the target number of the Strength roll decreases, possibly even becoming an automatic success. If it is not an automatic success, the character with the highest STR makes the roll against the target number.

AGILITY ROLLS

Agility measures a character's nimbleness, balance, and reflexes, so Agility rolls can be used to determine if a character is quick enough to avoid a trap as it triggers or agile enough to traverse the trusses in a building's roof safely. Feats of balance or reflexes vary dramatically in difficulty, but the general target number guidelines serve as a good starting point for a Game Master selecting an appropriate Agility roll target difficulty.

POISE ROLLS

Generally Poise rolls are made only when a character makes a ranged attack.

PROWESS ROLLS

Generally Prowess rolls are made only when a character makes a melee attack or a thrown weapon attack.

INTELLECT ROLLS

Use Intellect rolls to test a character's wits, knowledge, and powers of deduction. Most Intellect rolls are covered by using skills. Solving most riddles falls under Cryptography since they are typically linguistic or numerical puzzles, and figuring out how to stabilize a wounded companion uses Medicine. For a wit-, knowledge-, or deduction-based situation that does not reasonably fall into any skill category, ask for an Intellect roll and use the target numbers guidelines to help set the difficulty.

When attempting to solve some problems or riddles, the Game Master might permit multiple characters to work together. The Game Master should adjust the target number to take into account the added brainpower of the participants, and then the character with the highest INT makes the roll against the target number.

ARCANE ROLLS

Generally Arcane rolls are made only when a character makes a magic attack.

PERCEPTION ROLLS

Use Perception rolls to test a character's attention to detail. Like Intellect rolls, many Perception rolls fall into defined skill categories. Determining the likely series of events resulting from a Tharn attack based on the physical evidence and bodies left behind is part of Forensic Science, for example. Noticing a predator's prints in the woods falls under Tracking, and noticing a farrow ambush ahead is Detection. For a situation dealing with attention to detail that does not reasonably fall into any skill category, ask for a Perception roll and use the target numbers guidelines to help set the difficulty.

COMBAT

The action of the game takes place in the minds of the Game Master and the players until the start of combat, at which time play moves to the tabletop where player characters and their enemies are represented by 32 mm figures. The Game Master then draws or arranges the field on which the battle takes place, explains to the players what the battlefield represents, and places the models representing the characters, their allies, enemies, and any bystanders in the area. (See "Tools of the Trade," p. 456.)

Battles are conducted in a series of game rounds. During a game round, each character involved in the battle, including the player characters and their enemies, will take a turn. During his turn, a character can move and perform one or more actions such as casting a spell, making an attack, drinking a potion, reloading a firearm, or setting a trap. The players describe the actions taken by their characters, and the Game Master describes the actions of non-player characters (NPCs). Once all the characters involved in the combat have taken their turns, the current game round ends. Game rounds continue until the fighting stops, often with the player characters standing over their vanquished foes.

ENHANCING GAMEPLAY WITH MINIATURES

The *Iron Kingdoms Unleashed Roleplaying Game* provides a rich and immersive experience right out of the book, but these rules are designed so that you can dramatically enhance the tactical sequences of your sessions with the use of models. We produce a wide range of models for our tabletop miniatures games WARMACHINE and HORDES, featuring hundreds of unique, high-quality sculpts. These models are perfect for use in *Iron Kingdoms Unleashed*.

BASE SIZE BY RACE

Bog trogs, farrow, humans, Nyss, pygs, and female Tharn are represented by small-based models. Gatormen, trollkin, and male Tharn are represented by medium-based models. Mounted characters are represented by large-based models.



BOG TROG
SMALL BASE



GATORMAN BOKOR
MEDIUM BASE



HUMAN WOLF RIDER
LARGE BASE



BASE SIZE

The physical size and mass of a character is reflected by his model's base size. There are four circular base sizes, categorized by their diameter: small bases (30 mm), medium bases (40 mm), large bases (50 mm), and huge bases (120 mm). Generally speaking, most human- and farrow-sized characters have small bases; gatormen, trollkin, and light warbeasts have medium bases; and very large creatures like heavy warbeasts have large bases.

FACING

A character's facing in battle is determined by his model's shoulder orientation. The 180° arc in the direction its shoulders face defines the character's front arc; the opposite 180° defines his back arc. You can also make two small marks on either side of your character's model's base to indicate where the front arc ends and the back arc begins instead of relying on the positioning of its shoulders.

A character's front arc determines its perspective of the battlefield. A character typically directs his actions, determines line of sight, and makes attacks through this arc. Likewise, a character is usually more vulnerable to attacks from his back arc due to a lack of awareness in that direction.

LINE OF SIGHT

Many situations such as charging and making attacks require a character to have line of sight (LOS) to his intended target. Simply put, having line of sight means a character can see another character.

The Game Master decides which characters have LOS to each other. He should begin each encounter by describing the terrain and how it affects LOS.

MEASURING DISTANCES ON THE TABLETOP

Measurements on the tabletop are made in inches, with each tabletop inch equating to six feet.

Though the Game Master can measure any distance on the table for any reason, players do not have this luxury. When a player makes a measurement during the game, he cannot measure past the maximum range of the attack, ability, spell, or effect for which he is measuring.

When measuring the distance from a model representing a character on the tabletop, measure from the edge of the base. Similarly, when measuring the distance to a character, measure up to, but not past, the edge of that character's base. Thus, a character is within a given distance when the nearest edge of

its base is within that distance or, equivalently, when any part of its base is within the given distance. If two characters are exactly a certain distance apart, they are within that distance of each other.

A character is completely within a given distance when its entire base is within that distance. Equivalently, a character is completely within a given distance when the farthest edge of its base is within that distance.

If characters' bases overlap, they are within 0″ of each other.

When determining the effects of a spell or ability that affects characters within a specified distance of a character, the effect is a circular area extending out from the base of the model representing the character and including the area under his base. Unless the spell or ability notes otherwise, that character is not considered to be within the distance himself.

THE GAME ROUND

The "round" is an abstraction of a very small amount of in-game time that allows the chaos of multiple characters attempting different actions all occurring at relatively the same time to be broken up in a reasonable manner so an outcome can be determined.

Once a battle starts, it is fought in a series of rounds. During each round, every character has a turn in the initiative order. The character whose turn it is, or the **active character**, must end his turn before the next character can begin his turn. Once all the characters involved in the combat have taken their turns, the current game round ends and a new one begins. Game rounds continue until the player characters defeat their enemies, escape the battle, or are defeated.

DETERMINING INITIATIVE

At the start of a battle, each character rolls 2d6 and adds his Initiative plus any applicable bonuses.

Players roll initiative for their characters, and the Game Master rolls for the initiative of non-player characters.

If two or more characters end up with the same initiative values, they should roll off to resolve the tie.

Once all initiative values for the battle have been determined and ties decided, the Game Master (or a designated player) should list out the combat sequence by character, from highest value rolled to lowest. A character's initiative does not change during a battle unless he holds his activation (see "Held Activation"). Characters take turns in this combat sequence for the duration of the battle. If a new character joins the battle, his initiative is rolled at the start of the next round, and he is inserted into the combat sequence at the appropriate time.

WARBEASTS AND INITIATIVE

A warbeast activates during its controller's turn during the Activation Phase (see p. 204). The warbeast can move and take its action either before or after its controller moves and takes his action.

THE SURPRISE ROUND

It is possible for a character or a group of characters to attempt to approach their enemies to catch them unaware. Such ambushes take the form of surprise rounds in which characters can move and act until they draw the attention of the enemy, at which time the surprise round immediately ends and the battle truly begins. Surprise requires the consent of the Game Master because he determines the awareness of NPCs and determines when surprise is gained and lost.

If the Game Master determines that a character or group of characters has the potential to surprise their enemies, the characters attempting surprise roll initiative and take turns in initiative order, moving and making attacks. Attacks made by a surprising character gain the back strike bonus (p. 209).

Each time a character attempting surprise moves, the Game Master should determine whether the character has been seen, heard, or otherwise detected. This might require the characters being surprised to make Detection rolls, or the Game Master can either assume that due to the movement, a character is automatically spotted or that there is no chance of detection. If the character is spotted, the Game Master must determine whether spotting the character initiates combat, such as in the case of enemies on high alert, or whether the enemy is unaware of the danger presented by the character and ignores him.

Likewise, after every attack or other action made by a surprising character, the Game Master must decide if the action raises alarm among the enemy and starts combat. For example, a loud gunshot is certain to draw the attention of the enemy, while an instantly fatal arrow to the throat of a scout on the fringe of a group of enemies might occur without detection.

If a surprise round ends without discovery, a new surprise round begins. Once the enemy recognizes the surprising characters as a threat, the surprise round ends and the battle begins. When the surprising characters are discovered, the active character's turn immediately ends once his current action or movement is resolved. If the active character was in the midst of charge, slam, or trample movement when detected, he can resolve any resulting charge, slam, or trample attacks before his turn ends.

When the battle begins, initiative is immediately rerolled for all characters participating in the battle, including the formerly surprising characters. Activations held by surprising characters are lost.

HELD ACTIVATION

Instead of acting in initiative order, a character can choose to hold his activation to react to the round as it unfolds. A character choosing to hold his activation must still resolve the Maintenance and Control Phases (see below) of his turn in initiative order that round. Only the Activation Phase of his turn is delayed.

Effects that expire at the start of the character's turn still expire at the start of his turn, so effects' durations are not affected by held activations.

A character holding his activation can choose to activate after any other character's activation. If a character who is controlling warbeasts holds his activation, the warbeasts he controls must also wait to move and take their actions.

After a character has used his held activation, his initiative is moved to that position in the initiative order during following rounds.

If a character does not resolve his Activation Phase before it is his turn to activate again during the round after he held his activation, his initiative remains unchanged, but he has now effectively skipped one turn of activation.

Example: *Cody's character is fourth in initiative order, and he is currently suffering from the Fire continuous effect. Cody wants to hold his activation until after Lyle casts Earthquake in an attempt to knock all the opponents down. Lyle is fifth in initiative order. When Cody's turn begins he rolls for his continuous effect during his Maintenance Phase. It does not expire, so his character suffers a POW 12 damage roll. He then holds the activation portion of his turn. After Lyle has completed his turn, Cody performs his Activation Phase. He does not roll for the fire again since it was already resolved in his Maintenance Phase this round. The Game Master then moves Cody's name to the spot after Lyle in the initiative order. Cody now goes after Lyle in all following rounds. Cody can hold his activation again later in the encounter to move further down the initiative order, or Lyle could hold his activation in a future round until right after Cody, effectively reverting their activation order to the previous sequence.*

ENDING AN ENCOUNTER

In many cases, it is immediately apparent when an encounter ends. When every character on one side of a battle has been incapacitated or destroyed while every character on the other side is still standing, the encounter is over. The Game Master can immediately stop tracking initiative, and the game can return to a narrative play style.

If the player characters are victorious but some of them are incapacitated at the time the last enemy falls, it might be necessary to continue tracking initiative and proceed with the player characters taking turns as usual. This gives characters opportunities to stabilize their incapacitated comrades and often means the difference between life and death. Once all of the characters are either stabilized or dead, the encounter ends, and the Game Master can stop tracking initiative.

Another situation that might leave an encounter's conclusion unclear is the case of survivors on one side or the other attempting to flee combat. The Game Master resolves these situations on a case-by-case basis. If the last two surviving burrow-mawgs scamper into inaccessible cracks in a cave wall, it is probably time to end the encounter. If the last surviving caravan guard is running toward town to alert the authorities, it could be important to continue tracking initiative in the current combat. As with fleeing enemies, fleeing player characters should also be handled individually, and the decision can be as much story-driven as it is rule-driven. For some enemies, it is enough of a victory to drive off the player characters, but others might desire to eat their tasty, tasty flesh.

The Game Master ultimately determines when an encounter begins and ends.

TRACKING INITIATIVE

There are many ways to track the order players and NPC take turns in a round. A popular method is to use an index card for each player and NPC group. At the start of an encounter, note the initiative score rolled by each player, and put the cards in the order in which characters act. If a character holds his activation, remove his card from the order after his Maintenance Phase and then reinsert it where he chooses to take his activation.

EFFECTS LASTING ONE ROUND

An effect that begins on a character's turn and lasts for one round expires at the start of his next turn. If a character is destroyed, the effect lasts until the place in the initiative order when he would have taken his next turn.

TURN STRUCTURE

Each character's turn consists of three phases: Maintenance, Control, and Activation.

MAINTENANCE PHASE

During the Maintenance Phase, perform the following steps in order:

1. The player checks for expiration of continuous effects on his character (see "Continuous Effects," p. 216). After removing all expired continuous effects, resolve those that remain in play. Damage from multiple continuous effects is considered to happen all at once.
2. Resolve any other effects that occur during the Maintenance Phase.

CONTROL PHASE

During the Control Phase, perform the following steps in order:

1. The player decides if he intends to upkeep spells. If he does not spend the upkeep cost, the spell expires and its effects end immediately.
2. Resolve any other effects that occur during the Control Phase.

ACTIVATION PHASE

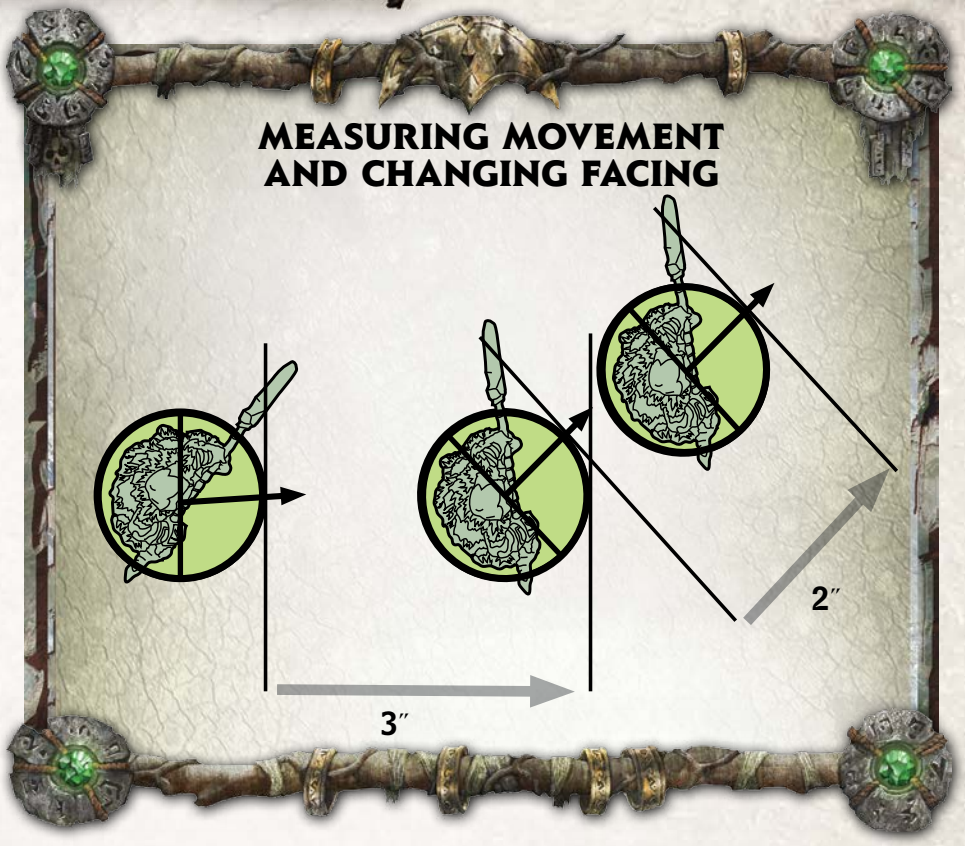
During the Activation Phase a character can move and act. The type of actions a character can make might be limited by his choice of movement options. A character can make his actions before or after moving but cannot interrupt his movement to perform an action.

MOVEMENT

When moving a character, measure from where the front of a character's base began the movement to where the front of the base is at the end of movement.

A character generally cannot move over another character's base. A character can move through friendly characters, however, provided he can move completely past the other character's base.

Advancing refers to any movement a character intentionally makes, rather than any movement caused by other effects such as being pushed or being slammed. A character can change his facing at any time during his advance, but when he moves he must always move in the direction he is facing. Changing facing by rotating in place does not cost any movement, but a character who changes his facing is considered to have moved.



Terrain, spells, and other effects can modify a character's movement and/or his SPD by reducing or increasing it. Modifiers to movement apply only to the character's intentional movement, while modifiers to SPD apply whenever the character's SPD is used to determine the distance.

There are three basic types of movement a character can make during his turn: full advance, run, and charge.

FULL ADVANCE

A character making a full advance moves up to his current speed (SPD) in inches.

RUN

A character who runs advances up to twice his current SPD in inches. A character who runs during his turn can make one quick action and cannot make attacks or full actions that turn. A running character cannot use his quick action to cast a spell. A character who forfeits his actions during a turn cannot run that turn.

CHARGE

A charging character rushes into melee and takes advantage of his momentum to make a powerful strike. A character who forfeits his actions during a turn cannot charge that turn.

At the time a character declares a charge, he must also declare which enemy he is charging. A character cannot charge a friendly character. The character must have line of sight to his charge target. The character then advances his SPD plus 3″ toward his charge target, in a straight line. The charging character stops if he contacts any obstruction, such as another character or terrain he cannot move through. At the end of the charge movement, the charging character turns to face his target directly.

A character who ends his charge movement with his charge target in his melee range has made a successful charge**.** His first attack after charging must be against his charge target.

If the character charged at least 3″, his first attack was made with a melee weapon, and the attack hits, the damage roll is boosted. Attacks with ranged weapons do not gain boosted damage from charging. If a charging character moved less than 3″, the damage roll for his first attack is not boosted because he did not move far or fast enough to add sufficient momentum to his strike. His first attack must still be made against the charge target.

If a charging character ends his charge movement without his charge target in his melee range, then he has failed his charge. If a character makes a failed charge during his Activation Phase, his turn immediately ends.

UNINTENTIONAL MOVEMENT

Characters can move without advancing as a result of being pushed or slammed or from other effects. Determine the distance a character moves in this way by measuring the distance traveled by the edge of the character's base in the direction of the movement. Unless otherwise specified, a character's facing does not change when it moves unintentionally.

PUSHED

Sometimes characters are **pushed** as a result of an ability, spell, or attack. When a character is pushed, he is moved, but he is not considered to have advanced. Because the character is not considered to have advanced, he cannot be targeted by free strikes. A pushed character moves at half rate through rough terrain, suffers the effects of any hazards he moves through, and stops if he contacts an obstacle, an obstruction, or another character.

A pushed character falls off elevated terrain if he ends the push movement with less than 1″ of ground under his base. See "Falling" below for detailed rules on determining damage from a fall.

SLAMMED

Sometimes characters are **slammed** as a result of an ability, spell, or attack. When a character is slammed, he is moved d6″ directly away from the point of origin of the slam, usually his attacker, and is then knocked down. If the slam was the result of a melee attack made by a character with a smaller base than the slammed character, the slammed character is slammed half the distance rolled. He then suffers slam damage as described in the ability, spell, or attack. A slammed character moves at half rate through rough terrain, suffers any damaging effects through which he passes, and stops if he contacts an obstacle, an obstruction, or a character with an equal or larger base. A slammed character moves through characters with smaller bases than his own.

A character who is knocked down or prone cannot be slammed.

Add an additional die to the slam damage roll if the slammed character contacts an obstacle, an obstruction, or a character with an equal or larger base.

ENTERING, BASE-TO-BASE, AND CONTACT

A character enters an area when his position in play changes such that his previous position was not within the area and his new position is within the area.

Characters whose bases are touching are in base-to-base (B2B) contact. If a character has an ability that allows him to move through another character, while he is moving through the other character they are considered to be in base-to-base contact.

One character **contacts** another when he changes from not being base-to-base with the second character to being base-to-base with him. Additionally, when a character is already base-to-base with another and would move toward him, he is considered to contact that character again.

A slammed character falls off elevated terrain if he ends the slam movement with less than 1″ of ground under his base. See "Falling" below for detailed rules on determining damage from a fall.

If a slammed character contacts another character with an equal base or moves through a character with a smaller base, that second character is knocked down and suffers collateral damage. A character taking **collateral damage** suffers a damage roll as described in the ability, spell, or attack. Collateral damage cannot be boosted. A contacted character with a larger base than the slammed character does not suffer collateral damage and is not knocked down. Collateral damage is not considered to be damage from an attack or character. For example, an effect triggered by being "damaged by an enemy attack" would not trigger due to collateral damage.

THROWN

Sometimes characters are thrown as the result of an ability, spell, or attack. When a character is thrown, he is moved directly from the throw's point of origin in a straight line to the point of impact described in the ability, spell, or attack.

From this point, determine the thrown character's actual point of impact by rolling for deviation. Referencing the deviation rules (p. 212), roll a d6 for direction and a d3 for distance in inches. The deviation distance cannot exceed half the distance between the thrown character and the intended point of impact.

The thrown character is moved directly from his current location in a straight line to the determined point of impact. A thrown character moves through characters with smaller bases during this movement without contacting them. Unlike when a character is slammed, rough terrain and obstacles do not affect this movement, but the thrown character still stops if he contacts an obstruction or a character with an equal or larger base. The thrown character is then knocked down and suffers throw damage as described in the ability, spell, or attack. Add an additional die to the damage roll if the thrown character contacts an obstruction or a character with an equal or larger base.

A thrown character falls off elevated terrain if he ends the thrown movement with less than 1″ of ground under his base. See "Falling" below for detailed rules on determining damage from a fall.

If a thrown character contacts another character with an equal base, that character is knocked down and suffers collateral damage. A character taking **collateral damage** suffers a damage roll as described in the ability, spell, or attack. Collateral damage cannot be boosted. A contacted character with a larger base than the thrown character does not suffer collateral damage and is not knocked down. Collateral damage is not considered to be damage from an attack or character. For example, an effect triggered by being "damaged by an enemy attack" would not trigger due to collateral damage.

FALLING

A character who is slammed, thrown, or pushed or that otherwise moves off an elevated surface to another surface at least six feet (1″) lower falls. A **falling** character is knocked down and suffers a damage roll. A fall of up to eighteen feet

(3″) causes a POW 10 damage roll. Add an additional die to the damage roll for every additional increment of eighteen feet (3″) the character falls, rounded up.

Fall Damage Roll = 2d6 + 10 + d6 for every eighteen feet (3″) of the fall after the first

Example: *A character falling eighteen feet (3″) suffers a damage roll of 2d6 + 10. One falling thirty feet (5″) suffers a damage roll of 3d6 + 10, and one falling forty-two feet (7″) suffers a damage roll of 4d6 + 10!*

If a falling character contacts a character with an equal or smaller base, the contacted character is knocked down and suffers the same damage roll as the falling character. A contacted character with a larger base than the falling character does not suffer damage and is not knocked down.

BEING PLACED

Sometimes characters are placed in a new location as a result of an ability or spell. When a character is placed he is not considered to have moved or advanced. Because the character did not advance, he cannot be targeted by free strikes. There must be room for the character's base in the location his model is placed. A character cannot be placed in impassable terrain or with his base overlapping an obstacle, an obstruction, or another character's base.

ACTIONS

A character can act before or after his movement. A character cannot interrupt his movement to act.

A character does not have to make his actions all at once and can perform them in any order. For example, a character could make a ranged attack, reload, move, and make another attack. (For more on multiple attacks, see p. 207.)

There are three basic types of actions: quick actions, full actions, and attacks.

During his turn a character can do one of the following:

1. Perform two quick actions.
2. Attack and perform one quick action.
3. Perform a full action.

Some abilities and benefits allow a character to make additional attacks or perform additional quick actions.

A character's choice of movement during his turn may impact his choice of actions that turn.

QUICK ACTIONS

Quick actions are simple and fast actions that a character can perform in addition to more complex actions, such as attacking. The quick actions that a character can perform include the following:

- Draw a weapon or item (including ammunition)
- Stow a weapon or item
- Reload a ranged weapon
- Cast a spell
- Use a skill or ability that requires a quick action
- Take cover or go prone
- Other fast, simple actions at the Game Master's discretion

DRAW A WEAPON OR ITEM

A character can spend a quick action to draw a pistol from a holster, unsling a bow or rifle, ready a shield, pull a sword from a sheath, or pull an item out of a pocket or pouch.

STOW A WEAPON OR ITEM

A character can spend a quick action to holster a pistol, sling a bow, rifle, or shield, sheath a sword, or put an item into a pocket or pouch. Dropping an item does not require any kind of action. Picking the item back up again requires a quick action. Some items might be damaged if dropped.

RELOAD A RANGED WEAPON

A character can spend a quick action to load a cartridge into a firearm, change an ammo wheel, or nock an arrow. Some weapons, such as crossbows, take a full round to reload. The ammunition must be drawn from a pouch or pocket as a separate quick action. Various pieces of equipment, such as quivers and ammo bandoliers, enable a character to access ammunition quickly without the need to spend a quick action.

CAST A SPELL

On turns in which a character does not run, he can spend a quick action to cast a spell.

TAKING COVER

A character can spend a quick action to take cover while within six feet (1″) of a terrain feature that can either obscure his body or provide a solid barrier of protection. For one round, the character gains a DEF bonus from attacks made by characters on the other side of the terrain feature the character is taking cover behind. To consistently gain a bonus for taking cover, a character must make a taking cover quick action during each of his turns. The DEF bonus is determined by the nature of the terrain the character is taking cover behind.

Terrain not dense enough to block an attack but that makes it more difficult to see a character grants concealment. For example, low hedges or bushes might grant concealment. A character taking cover behind or within concealing terrain gains +2 DEF against ranged and magic attack rolls.

Terrain physically solid enough to block an attack grants solid cover. Examples include stone walls, giant boulders, and steamjack wrecks. A character taking cover behind a terrain feature that grants solid cover gains +4 DEF against ranged and magic attack rolls.

Taking cover provides no benefit against spray attacks.

A character taking cover behind a terrain feature that grants solid cover gains +2 DEF against melee attacks if the terrain feature is between the character and his attacker.

DEF bonuses from cover, concealment, and going prone are not cumulative. A character can claim only the best bonus he is eligible to receive.

GOING PRONE

A character can throw himself on the ground as a quick action to gain a DEF bonus from ranged and magic attacks. Once a character goes prone, he remains prone until he stands up.

While prone, the character gains +2 DEF against ranged and magic attacks, gains +4 ARM against blast damage, and cannot run or charge, and when he makes a full advance he can move up to half his SPD in inches. Additionally, while prone the character suffers –2 on his melee attacks against characters who are not also prone. A character who is not prone that targets a prone character with a melee attack gains +2 on his attack roll.

A character cannot become knocked down while prone.

A prone character can stand up at the start of his turn. To stand up, a character must forfeit either his movement or his actions for that Activation Phase. A character who forfeits his actions cannot perform quick or full actions, make attacks, or run that turn.

A character who forfeits his movement to stand can perform an action, but he cannot make attacks involving movement such as a slam. A character who forfeits his actions to stand can use his movement to make a full advance but cannot run or charge that turn.

The DEF bonuses from cover, concealment, and going prone are not cumulative. A character can claim only the best bonus he is eligible to receive.

ABILITIES AND SPELLS GRANTING COVER AND CONCEALMENT

Some spells and abilities grant cover or concealment bonuses. A character who is granted such an effect gains the cover or concealment bonus as if he had spent a quick action to take cover.

FULL ACTIONS

The use of some skills requires a character's full attention during his turn. A character making a full action during his turn can move but cannot also perform a quick action or make an attack.

ATTACKS

A character who attacks during his turn can make one melee or ranged attack. Some abilities, benefits, and special rules allow a character to make additional melee or ranged attacks. Remember that spells, including magic attacks, are cast as quick actions.

A character who can make more than one melee or ranged attack during his turn can divide them among any eligible targets. Completely resolve each attack before making another attack.

When a character is granted more attacks as a result of an attack he made, he gains only one at a time. An attack can only grant one additional attack, though that additional attack can, in turn, grant another attack of its own, and so on. If two or more abilities would grant the character another attack as a result of making an attack, he chooses which ability to apply. The attack is then resolved using the rules for that ability.

An attack that grants a subsequent attack can grant only one such attack. Any single attack cannot grant more than one attack. If two or more abilities would grant the character another attack as a result of making a specified attack, he chooses which ability to apply. The attack is then resolved using the rules for that ability. Any subsequent attack can in turn generate its own additional attack.



EXAMPLES OF CONCEALMENT AND COVER

ATTACKING

When a character makes an attack, he makes a roll to determine if the attack hits the intended target. If the attack hits, the character then makes a damage roll to determine how much damage, if any, an attack deals. There are three main types of attacks: melee, ranged, and magic.

DECLARING A TARGET

When a character makes an attack, he can target anything or anyone in his line of sight (see "Line of Sight," p. 201). Unless a character has an ability, benefit, or special rule that says otherwise, he can declare attacks only against targets in his front arc.

MEASURING RANGE

After declaring the attack, measure to see if the target is within the range of the attack: melee range for melee attacks and a weapon or spell's RNG for a ranged or magic attack. Measure range from the edge of the attacking character's base to the maximum range of the attack. If the nearest edge of the target is within that distance, the target is in range.

If the target is in range, make an attack roll to determine if the attack hits. If the target is beyond range, the attack automatically misses. If an attack has an area of effect (AOE) and the target is out of range, the attack automatically misses, and its point of impact deviates from the point on the line to its declared target at a distance equal to its RNG. See "Area-of-Effect Attacks" (p. 212) for details on these attacks and deviation.

ATTACK ROLLS

An attack's success is determined by making an attack roll. The character rolls 2d6 and adds his character's appropriate stat and skill for the weapon used to make the attack.

Melee attack rolls use a character's PRW + military skill + weapon attack modifier. On the character sheet, this is abbreviated as MAT, the character's melee attack score with that weapon.

Most ranged attack rolls use a character's POI + military skill + weapon attack modifier. (Thrown weapon attacks use PRW + military skill + weapon attack modifier.) On the character sheet, this is abbreviated as RAT, the character's ranged attack score with that weapon.

Magic attack rolls use a character's Arcane stat.

Special rules and circumstances can further modify the attack roll by adding or removing dice and adding or subtracting values from the final result. A boost is an additional die added to the roll. A roll can be boosted only once.

A target is directly hit by an attack if the attack roll equals or exceeds the target's defense (DEF). If the attack roll is less than the target's DEF, the attack misses. A roll of all 1s on the dice is a miss. A roll of all 6s is a direct hit (see below) unless you are rolling only one die, regardless of the attacker's stat or the target's DEF. Sometimes a special rule causes an attack to hit automatically. Such automatic hits are also direct hits.

DIRECT HIT

A direct hit occurs when an attack hits the character it initially targeted as a result of a successful attack roll or a rule causing the attack to automatically hit. Characters caught in incidental effects, such as AOEs or effects that result from an initial direct hit, are not considered to suffer a direct hit. For example, a character targeted and hit by a Chain Lightning spell suffers a direct hit, but the characters hit by the lightning leaping from that target do not. This terminology comes into play primarily when adjudicating the additional effects of attacks such as AOEs, which often affect characters who were not the initial targets. (See "Area-of-Effect Attacks," p. 212.)

ATTACKS THAT HIT OR MISS AUTOMATICALLY

Some special rules cause attacks to hit automatically or miss automatically. If a special rule causes an attack to hit automatically, you do not have to make an attack roll. If you do choose to make a roll—because you want to try for a critical hit, for example (see p. 218)—the attack no longer hits automatically. If the attack roll fails, the attack misses.

If a special rule causes an attack to miss automatically, do not make an attack roll. The attack just misses.

If one rule causes an attack to hit automatically and one causes it to miss automatically, the automatic hit takes precedence over the automatic miss. For instance, an effect that allows attacks to hit automatically would override special rules such as stealth that would otherwise cause an attack to miss automatically.

REROLLS

Some characters have special abilities that enable them to reroll attack or damage rolls or that cause another character to reroll his attack or damage rolls. These rerolls occur before applying effects triggered by hitting/missing for attack rolls or by damaging/not damaging for damage rolls. The results of a reroll completely replace the results of the roll that was rerolled. For example, if a reroll causes a hit character to be missed, he is missed. If a reroll causes a missed character to be hit, he is hit. Multiple reroll effects can come into play on the same roll. Resolve them all before resolving any other effects dependent on hitting/missing or damaging/not damaging.

SWITCHING TARGETS

Some characters have the ability to cause another character to suffer a direct hit by an attack in their place. Others can cause themselves to suffer a direct hit by an attack in place of another character. Switching targets occurs immediately after a hit or a miss has been determined, including the resolution of all rerolls.

POINT OF ORIGIN

The point of origin of an effect or attack is the location or character from which the attack or effect originates. Typically this is the character causing the effect or making the attack, but not always. For example, when a warlock channels a spell through a channeler, the channeler is the point of origin of the spell even though the warlock is the character casting the spell. For attacks or effects that require line of sight to the target character, both line of sight and any attack roll modifiers that affect it (such as concealment)

are checked from the point of origin of the attack. Range is also checked from the point of origin, including the placement of spray templates. Ignore the target in melee attack roll penalty when the point of origin of the magic attack is in melee with the character against which the attack roll is being made.

For most attacks, the origin of damage is the same as the point of origin of the attack. The origin of damage for a direct hit with an AOE attack is the attack's point of origin, but the origin of damage for any other damage caused by an AOE attack is the point of impact.

Finally, some non-AOE attacks have special rules that allow them to damage characters besides the attack's target. The origin of damage in those cases is the character or point from which you measure the range to other affected characters.

BACK STRIKE

A back strike in an attack made by a character completely in his target's back arc. For a character to receive the back strike bonus, the point of origin of the attack must have been in the target's back arc for the attacker's entire Activation Phase up to the moment of the attack. If the attack's point of origin was in the target's front arc at any time during the attacking character's Activation Phase, the attacker does not receive this bonus. A character receives a back strike bonus only during his turn. A back strike grants a +2 bonus on the attack roll of any melee, ranged, or magic attack.

LINING UP THE SHOT

Channeled magic attacks can also gain the back strike bonus if the point of origin for the attack is completely in its target's back arc.

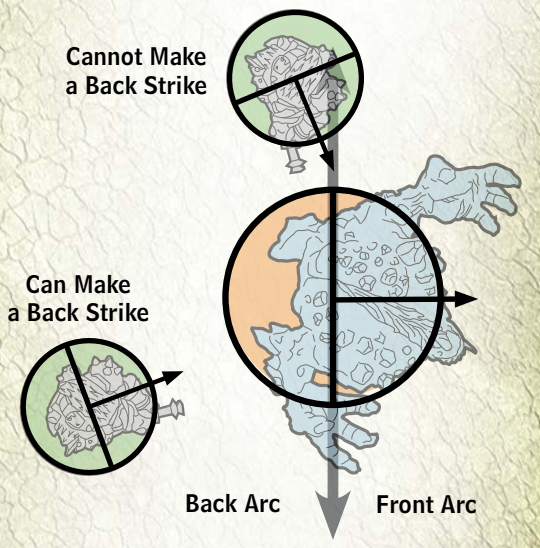
MELEE ATTACKS

Melee attacks include attacks made with fists, spears, swords, hammers, flails, saws, axes, and the like. A character can make melee attacks against any target in his melee range that is in his line of sight. A player can measure his character's melee range at any time.

A melee weapon or unarmed attack has a melee range extending 0.5″ beyond the character's front arc for any type of melee attack. A weapon with Reach has a melee range of 2″. Some effects and special rules increase a weapon's melee range beyond this. A character's melee range is equal to the longest melee range of his usable melee attacks. A character who has a Reach weapon and another melee weapon in his hands can attack an opponent up to 2″ away with his Reach weapon, but his other weapon can be used only to attack targets within their normal 0.5″ melee range.

Melee Attack Roll = 2d6 + PRW + military skill + weapon attack modifier

MAKING A BACK STRIKE



ENGAGED

When a character has an enemy in his melee range and line of sight, he is engaging that character. When a character is either engaged or engaging, he is in melee.

FREE STRIKES

When an engaged character moves out of an enemy's melee range and/or line of sight, the enemy can immediately make a free strike against it just before the engaged character leaves his melee range and/or line of sight. The enemy character makes one normal melee attack with any melee weapon that has sufficient melee range to reach the moving character and gains a +2 bonus on his melee attack roll. If the attack hits, the damage roll is boosted. Free strikes cannot benefit from back strike bonuses.

UNARMED MELEE ATTACKS

Unarmed attacks include bites, punches, kicks, and grapples. The unarmed combat rules also encompass attacks made with weapons such as knuckledusters, since they are considered to be strikes made with the hands and feet.

KNOCKOUT STRIKE

A character making an unarmed melee attack can target his opponent's head in an attempt to knock him out. The attacker suffers –1 on his attack roll to land the aimed strike.

If the target suffers a knockout strike, he must make a Willpower roll against a target number equal to the attacker's STR + 7. If the target succeeds, he stays conscious. If he fails, he is knocked out (p. 218).

Only living characters can be knocked out.

Warbeasts can make knockout strikes as power attacks (p. 270).

GRAPPLE

Grappling represents an attempt to grab hold of and restrain a target. To grapple a target, the character must first hit it with an unarmed melee attack. If the attack hits, it causes no damage.

While maintaining a lock, the grappler has the option of restraining his target with both arms, or using one arm to continue to make attacks. While the grappler is restraining his target with both arms, the attacker can make no actions. The grappler can release the target from the grapple at any time. A grappler with multiple actions that maintains the grapple with one arm can make actions after a successful grapple. The grappling character can use attacks to punch, stab, bite, shoot, or make any other kind of attack the Game Master deems plausible against the grappled character.

MELEE ATTACK MODIFIERS

The most common modifiers affecting a character's melee attack roll are summarized here for easy reference. Additional details can be found on the pages listed.

Non-prone attacker attacking prone target (p. 207): An attacker that is not prone who is attacking a prone target gains +2 on his attack roll.

Prone attacker attacking non-prone target (p. 207): If the attacker is prone and is attacking a target that is not prone he suffers –2 on his attack roll.

Back strike (p. 209): A back strike gains +2 to the attack roll.

Free strike (p. 209): A free strike gains +2 to the attack roll and a boosted damage roll.

Knocked down target (p. 218): A melee attack against a knocked down character hits automatically.

Stationary target (p. 219): A melee attack against a stationary character hits automatically.

Target taking cover behind a terrain feature granting solid cover (p. 206): A character who has taken cover behind a solid terrain feature between him and his attacker gains +2 DEF against melee attack rolls.

During his turn, a grappled character can attempt to break free of a grapple instead of attacking. When the grappled character attempts to break free, both characters engaged in the grapple make contested STR + Unarmed Combat rolls. If the attacker is maintaining the lock one handed, the target gets +2 to his roll.

If the target of the grapple rolls a higher total than the attacker, he has broken free; otherwise, he remains held. If an attempt to break free from a grapple fails, the defender can use additional attacks to make more attempts to break free that turn.

While grappling or being grappled, characters suffer –5 DEF. Attacks made by characters engaged in a grapple targeting those not engaged in the grapple suffer a –3 penalty to hit.

Neither character can advance or be pushed while involved in a grapple. A grapple is broken automatically if any of the following conditions occur:

- An effect causes either character to move or be placed
- An effect knocks down either character
- An effect causes either character to become incorporeal
- An effect causes the attacker to become stationary
- Either character is incapacitated

Steamjacks, warbeasts, and characters lacking humanoid physiology cannot be grappled.

Warbeasts can make grapples as power attacks (p. 270).

PINNING ARMS

After successfully grappling a target, a character can attempt to pin the target's arms, keeping him from performing any actions or attacks with them until the grapple is broken. The grappler can use a full action to attempt to pin his target's arms. The characters then make contested STR + Unarmed Combat rolls. If the attacker wins, the target's arms are pinned. If the target wins, his arms are not pinned though he remains grappled. Once the target's arms are pinned, the target cannot use his arms to perform any action until the grapple is broken. An attacker who pins his target's arms must spend a full action to maintain the lock until he releases the target's arms.

While the attacker is pinning his target's arms, the attacker is grappling the target with both arms.

RANGED ATTACKS

Ranged attacks include attacks made with weapons like bows, rifles, flamethrowers, crossbows, javelins, and the like.

A character can make ranged attacks against any target in his weapon's range that is in his line of sight, subject to the targeting rules. A character making more than one ranged attack can divide his attacks among any eligible targets. A character in melee can make ranged attacks only against targets he is engaging.

Ranged Attack Roll = 2d6 + POI (or PRW for thrown weapon) + military skill + weapon attack modifier

TARGETING A CHARACTER IN MELEE

A character targeting an enemy that is in melee combat with a ranged or a magic attack risks hitting another character participating in the combat, including friendly characters. In addition to any other attack modifiers, a ranged attack roll against a target in melee suffers a –4 penalty.

If the attack against the intended target misses and the target was in range, it might hit another combatant. If the target was not in range, the attack misses automatically and does not hit another combatant.

If the missed target was in range, the attacker must immediately reroll his attack against another character in that combat. When determining the attack's new target, the only characters considered to be in the same combat are those in melee with the attack's original target and any characters in melee with them. Any character meeting these criteria can become the new target. A character cannot become the new target if a special rule or effect prohibits him from being targeted by the attack or if the attacker's line of sight is completely blocked by obstructing terrain. Ignore intervening characters when determining a new target. If multiple characters in the combat are eligible targets, randomly determine which character becomes the new target (excluding the original target).

If the attack against the new target misses, it misses completely without the chance to hit any other characters.

An AOE attack that misses a target in melee deviates normally instead of following these rules. Spray attack rolls that miss a character in melee do not follow these rules; they simply miss.

RANGED ATTACK ROLL MODIFIERS

The most common modifiers affecting a character's ranged attack roll are summarized here for easy reference. Additional detail can be found on the pages listed.

The DEF bonuses from cover, concealment, and going prone are not cumulative. A character can claim only the best bonus he is eligible to receive.

Aiming bonus: A character can forfeit his movement to gain an aiming bonus. The aiming bonus adds +2 to every ranged attack roll the character makes during that Activation Phase. This bonus does not apply to magic attack rolls. A character who gains the aiming bonus cannot make a quick action that turn.

Back strike (p. 209): A back strike gains +2 to the attack roll.

Cloud effect (p. 216): A character inside a cloud effect gains concealment.

Concealment (p. 206): A character benefiting from concealment in relation to his attacker gains +2 DEF against ranged and magic attack rolls.

Elevated attacker: If the attacker is on terrain at least six feet (1″) higher than the target, he is an elevated attacker. When drawing line of sight from an elevated attacker, ignore intervening characters on terrain at least six feet (1″) lower than the attacker unless they are within six feet (1″) of the target. Additionally, ignore intervening characters within six feet (1″) of the target that are on terrain at least six feet (1″) lower than the attacker and have equal or smaller bases than the attacker.

Elevated target: If the target is on terrain at least six feet (1″) higher than the attacker, he is an elevated target. When drawing line of sight to an elevated target, ignore intervening characters on terrain at least six feet (1″) lower than the target. An elevated target gains +2 DEF against ranged and magic attack rolls.

Engaged: An engaged character suffers a –4 penalty on his ranged attack rolls.

Firing while mounted: A character making ranged or magic attacks while mounted suffers a –2 penalty on his attack rolls.

Knocked down target (p. 218): While knocked down, a character has his base DEF reduced to 5.

Prone target (p. 207): A prone character gains +2 DEF against ranged and magic attack rolls.

Solid cover (p. 206): A character benefiting from solid cover in relation to his attacker gains +4 DEF against ranged and magic attack rolls.

Stationary target (p. 219): While stationary, a character has his base DEF reduced to 5.

Target in melee (p. 211): A ranged or magic attack roll against a target in melee suffers a –4 penalty. If the attack misses, it might hit a nearby character instead.

AREA-OF-EFFECT ATTACKS

An attack with an area of effect is referred to as an AOE attack. An AOE attack, such as from an explosive spell or a gas cloud, hits every character in an area centered on its point of impact. The attack covers an area with a diameter equal to its area of effect. Templates for AOEs appear on p. 470.

An AOE attack follows all normal targeting rules. A successful attack roll indicates a direct hit on the intended target, which suffers a direct hit damage roll of 2d6 + the attack's POW. Center the AOE template over the point of impact—in the case of a direct hit, the center of the targeted character's base. Every other character with any part of his base covered by the AOE template is hit, but not directly hit, by the attack and suffers a blast damage roll of 2d6 + ½ POW of the attack. Make separate damage rolls against each character in the AOE; each roll must be boosted individually. An AOE attack's critical effect functions only on a direct hit, but every character under the template suffers the critical effect.

AOE Direct Damage Roll = 2d6 + POW

AOE Blast Damage Roll = 2d6 + ½ POW

Prone characters gain +4 ARM against blast damage.

An AOE attack that misses its target deviates a random direction and distance. An AOE attack declared against a target beyond its range (RNG) automatically misses, and its point of impact deviates from the point on the line from the attack's point of origin to its declared target at a distance equal to its RNG away from the attack's point of origin. An AOE attack that misses a target within its range deviates from the center of its intended target.

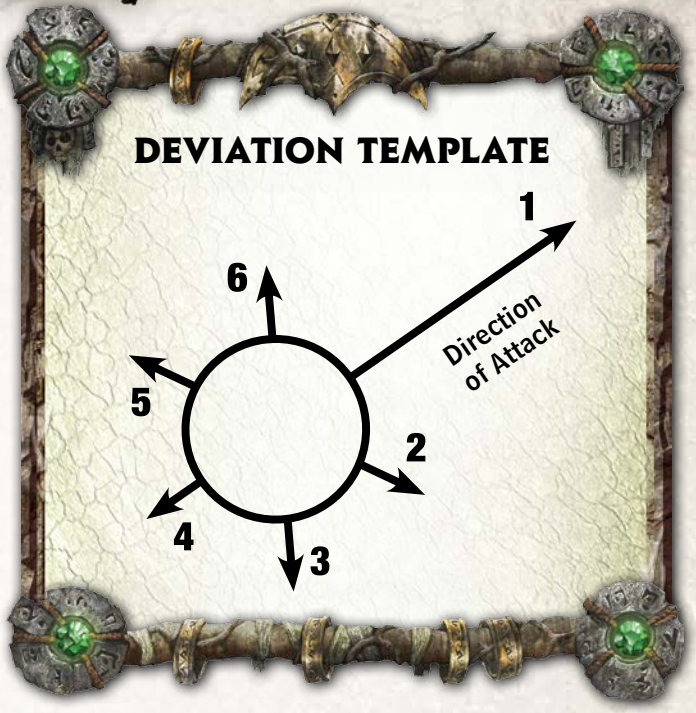
DAMAGE POINT OF ORIGIN

An AOE attack's point of impact determines the origin of damage and effects for characters within the AOE but not directly hit by the attack.

DEVIATION

When an AOE attack misses its target, determine its actual point of impact by rolling deviation. Referencing the deviation template (see callout), roll a d6 to determine the direction the attack deviates. For example, a roll of 1 means the attack goes long and a roll of 4 means the attack lands short. Then roll another d6 to determine the deviation distance in inches. Determine the missed attack's actual point of impact by measuring the rolled distance from the original point of impact in the direction determined by the deviation roll. If the deviated point of impact would be off the table, reduce the deviation distance so the point of impact is on the edge of the table instead. If the intended target is beyond the weapon's RNG, determine deviation from the point on the line from the attack's point of origin to its declared target at a distance equal to its RNG.

If the target is within range of the attack, the point of impact does not deviate more than half the distance from the attack's point of origin to its intended target. If the target is not within range of the attack, the point of impact does not deviate more than half the RNG of the attack. Use the exact value for this maximum; do not round it. For instance, an attack made at a target 5″ away from the attack's point of origin deviates a maximum of 2.5″ even if the attacker rolls a 3, 4, 5, or 6 for deviation distance.



Terrain features, characters, or other effects do not block deviating AOE attacks. They always take effect at the determined point of impact.

Center the AOE template over the point of impact. Every character with any part of his base covered by the AOE template is hit, but not directly hit, by the attack and suffers a blast damage roll. Deviating AOE attacks never cause direct hits, even if the point of impact is on top of a character.

SPRAY ATTACKS

Spray attacks are attacks that use a spray template. Some weapons and spells, such as flamethrowers and the Frostbite spell, make spray attacks. This devastating short-ranged attack can potentially hit several characters. A spray uses the spray template and has a RNG of "SP 6," "SP 8," or "SP 10." Effects that modify RNG do not affect spray attacks. The spray template appears on p. 471.

When making a spray attack, center the spray template laterally over an eligible target with the narrow end of the template touching the nearest edge of the point of origin's base. The target itself need not be under the template. The targeting rules apply when choosing the attack's primary target. Every character with any part of his base covered by the appropriate section of the spray template can be hit by the attack.

Make separate attack rolls against each character under the template. Remember that each roll must be boosted individually. Spray attacks ignore concealment, cover, stealth, and intervening characters because the attack comes over, around, or in some cases through his protection.

A spray ranged or magic attack roll against a character in melee does not suffer a –4 penalty. A spray attack roll against a character in melee that misses is not rerolled against another character. It misses completely.

Terrain that obstructs line of sight blocks spray attacks. A character under the spray template cannot be hit by the attack if the attacker's line of sight to it is completely blocked by terrain.

Every character hit by a spray attack suffers a direct hit. Make separate damage rolls against each character hit.

MAGIC ATTACKS

A character can make magic attacks against any target in his spell's range that is in his line of sight, subject to the targeting rules. Magic attacks are similar to ranged attacks and follow most of the same rules, but they are not affected by rules that affect only ranged attacks. A magic attack roll does not suffer the target in melee attack roll penalty when the attacker is engaged in melee with the target. If such an attack misses and there are multiple characters in the combat, the attack can still hit another random character in the combat, excluding the attacker and the original target. For more information on magic attacks, see p. 237.

Magic Attack Roll = 2d6 + ARC

MOUNTED COMBAT

Mounted combat adds a number of options and complications to battle. While mounted, a character gains a number of benefits. A mounted combatant also suffers from some unique vulnerabilities, since he must rely on both his mount's nerve and his own skill as a rider. Any time a mounted character attempts a dangerous maneuver or tries to evade a potentially hazardous obstacle, he must make an AGL + Riding skill roll to determine the success of his maneuver (p. 190).

A rider must also take into account his mount's stats and degree of training. Most mounts must be trained to wear armor and fight in battle. Without the proper training, a mount is unreceptive to its rider's commands. Though any mount that has been broken in can carry a rider, only one designated as a **battle mount** can execute **cavalry charges** and other complex maneuvers.

MOUNTING AND DISMOUNTING

A character must be B2B with his mount to get on its back. A character without the Riding skill must spend a full action to mount up. A character with the Riding skill can mount up as a quick action. When a character mounts up, remove his model from the table.

Whether trained or not, dismounting is a quick action. When a character dismounts, place a model representing the character anywhere B2B with the mount. The character's player chooses where the model is placed.

TALL IN THE SADDLE

Mounted characters can ignore characters with bases smaller than their own when making melee attacks.

MAGIC ATTACK ROLL MODIFIERS

The most common modifiers affecting a character's magic attack roll are summarized here for easy reference. Additional details can be found on the pages listed.

The DEF bonuses from cover, concealment, and going prone are not cumulative. A character can claim only the best bonus he is eligible to receive.

Back strike (p. 209): A back strike gains +2 to the attack roll.

Cloud effect (p. 216): A character inside a cloud effect gains concealment.

Concealment (p. 206): A character benefiting from concealment in relation to his attacker gains +2 DEF against ranged and magic attack rolls.

Elevated attacker: If the attacker is on terrain at least six feet (1″) higher than the target, it is an elevated attacker. When drawing line of sight from an elevated attacker, ignore intervening characters on terrain at least six feet (1″) lower than the attacker unless they are within six feet (1″) of the target. Additionally, ignore intervening characters within six feet (1″) of the target that are on terrain at least six feet (1″) lower than the attacker and have equal or smaller bases than the attacker.

Elevated target: If the target is on terrain at least six feet (1″) higher than the attacker, it is an elevated target. When drawing line of sight to an elevated target, ignore intervening characters on terrain at least six feet (1″) lower than the target. An elevated target gains +2 DEF against ranged and magic attack rolls.

Firing while mounted: A character making ranged or magic attacks while mounted suffers a –2 penalty on his attack rolls.

Knocked down target (p. 218): While knocked down, a character has his base DEF reduced to 5.

Prone target (p. 207): A prone character gains +2 DEF against ranged and magic attack rolls.

Solid cover (p. 206): A character benefiting from solid cover in relation to his attacker gains +4 DEF against ranged and magic attack rolls.

Stationary target (p. 219): While stationary, a character has his base DEF reduced to 5.

Target in melee (p. 211): A ranged or magic attack roll against a target in melee suffers a –4 penalty. Remember that a character making a magic attack while in melee with his target does not suffer this penalty. If the attack misses, it deviates and might hit a nearby character instead.

FIRING WHILE MOUNTED

A character making ranged or magic attacks while mounted suffers a –2 penalty on his attack rolls.

MOUNT ATTACKS

Some mounts can make attacks. Mounts with attacks have a 0.5″ melee range.

Attacks made by a mount are melee attacks and are resolved using the rider's PRW + Riding skill. If the attack hits, use the mount's STR as the POW of the attack. A mount's attack and damage rolls cannot be boosted.

A mount designated as a battle mount can make impact attacks as part of a cavalry charge.

CAVALRY CHARGE

A character must have the Cavalry Charge ability and be riding a mount designated as a battle mount to charge while mounted.

When declaring a charge target, a character who can charge while mounted ignores other characters with bases smaller than his own.

If a charging mounted character contacts another character during his movement and has moved at least 3″, it stops and makes impact attacks against all characters in the mount's melee range. Impact attacks are made using the mount attack rules above and are considered to be simultaneous. After resolving the impact attacks, the charging character resumes his charge movement. He cannot make further impact attacks during this charge. If the charging character did not move at least 3″ before contacting another character, he does not make any impact attacks and must stop his movement at that point. If the character's charge target is not in melee at the end of the charge movement, the charge fails. If the charge target is the first character contacted by the charging character, the charging character can still make an impact attack against him.

A mounted character gains +2 to his charge attack rolls. Impact attacks do not receive this bonus.

PLAYER CHARACTER MOUNTS

A player character's mount is not automatically destroyed upon being incapacitated. If a player character's mount is incapacitated, it rolls on the Injury Table (p. 217) to determine the outcome.

At the Game Master's discretion, NPC mounts may be destroyed upon losing all vitality points.

SPD, DEF, AND TARGETING A MOUNTED CHARACTER

While mounted, the character uses the SPD of his mount instead of his own.

When determining the DEF of a mounted character, use the character's DEF –4. Add +1 to the mounted character's DEF for each level of the Riding skill he possesses.

When a mounted character is hit by an attack, roll a d6 to determine whether the mount or the rider is actually hit.

If the attacker is on foot, on a roll of 1–4 the mount is hit. On a roll of 5 or 6 the rider is hit.

If the attacker is also mounted, on a roll of 1–3 the mount is hit. On a roll of 4–6 the rider is hit.

A character attacking a mounted character can also choose to specifically target the mount or rider. A character targeting the rider suffers –2 to hit. A character targeting the mount has no modifier on his attack roll.

BEING THROWN FROM THE SADDLE

Occasionally a mounted character risks being thrown from the saddle, such as when a mount is incapacitated, when it is startled or injured, or when the character fails a critical Riding roll and the Game Master decides the character is thrown.

Any time his mount suffers 3 or more points of damage from an attack or other effect, the rider must make an AGL + Riding skill roll against a target number of 11 to keep from being thrown. If he succeeds, he stays on. If he fails, he is thrown.

When a character's mount is incapacitated, he is automatically thrown.

When a character is thrown, he must make an AGL + Jumping roll against a target number of 14 to determine if he can control his fall or maneuver himself from harm.

If he succeeds, nothing happens. If his mount was not incapacitated, the character stays in the saddle. If the mount was incapacitated, place a model representing the character anywhere B2B with the mount. The character's player chooses where the model is placed.

If he fails, the exact effect of being thrown depends on whether his mount was incapacitated or not. If the mount was not incapacitated, the rider is thrown d3″ directly away from it, is knocked down, and suffers a POW 12 damage roll.

If the mount was incapacitated, roll a d6 to determine the character's fate. On the roll of 1–4, he is thrown as above. On a roll of 5–6, he is pinned beneath the mount. A pinned character is knocked down, suffers a POW 12 damage roll, and cannot move until he succeeds in a STR + AGL roll against a target number of 14. Roll at the start of each of the character's Activation Phases. If the roll succeeds, the character gets free. If the roll fails, he remains pinned and cannot move or make actions.

In any case, place a model on the table to represent the thrown character.

KNOCKDOWN, KNOCKOUT, AND COVER WHILE MOUNTED

When a mounted character is knocked down he must make an AGL + Riding skill roll against a target number of 14 to remain mounted. If the character succeeds, he suffers the effects of being knocked down, but remains on his mount. If the roll fails, the character is thrown and his mount is knocked down.

When a character is knocked out while mounted, he tumbles from the saddle to the ground. The Game Master should place a model representing the character on the table B2B with his mount. The character suffers an additional POW 10 damage roll from his fall.

A character cannot take cover or go prone while mounted. A character still gains concealment or cover from spells and other sources normally.

UPKEEP SPELLS WHILE MOUNTED

Unless otherwise stated, upkeep spells target the rider and affect the rider even after he dismounts. While a character affected by an upkeep spell is mounted, his mount is also affected by the spell.

DAMAGE

Characters can take a fair amount of damage before they fall in combat. The amount of damage a character can take is based on his primary stats.

The amount of damage inflicted by an attack or other damage-causing effect is determined by making a damage roll. In the case of ranged, magic, and most other damaging effects, roll 2d6 and add the Power (POW) of the attack. In the case of melee attacks, roll 2d6 and add the POW + STR of the attacking character. A boosted damage roll adds an additional die to this roll. Special rules for certain circumstances might modify the damage roll as well.

Damage Roll = 2d6 + POW (+ STR if melee)

Compare this total against the ARM of the character suffering the damage. That character takes 1 damage point for every point that the damage roll exceeds his ARM.

A weapon or attack with POW "—" does not cause damage.

LIFE SPIRALS

Characters have life spirals consisting of six branches grouped into three aspects that correspond with their primary stats: Physique, Prowess, and Intellect. Each aspect has a number of vitality points equal to its primary stats' value. Vitality represents a character's capacity for suffering bruises, scrapes, cuts, close calls, and the battered nerves that come from combat. When a character runs out of vitality on his life spiral, he finally succumbs to the punishment his body is taking and becomes disabled.

When a character suffers damage, roll a d6 to determine which branch of his life spiral takes the damage. Starting with the outermost unmarked vitality point in that branch and working inward, mark one vitality point per damage point taken. Once a branch is full, continue recording damage in the next branch clockwise that contains an unmarked vitality point. Continue filling branches as required until every damage point taken has been recorded.

CRIPPLED ASPECTS

While all of a character's vitality points are filled in on a particular aspect as the result of damage, he suffers the effects of a crippled aspect.

The effects of losing an aspect are as follows:

Crippled Physique: The character suffers –2 STR.

Crippled Agility: The character suffers –2 on his attack rolls.

Crippled Intellect: The character suffers –2 DEF. Additionally, the character cannot upkeep spells.

DISABLED, INCAPACITATED, AND DESTROYED

A character is disabled when all of his vitality points are marked. When a character is disabled, immediately resolve any effects triggered by being disabled. A character cannot suffer more damage than he has vitality points. If a character regains 1 or more vitality points, he is no longer disabled. If an effect causes a character to regain a vitality point or otherwise cease being disabled, such as by healing a vitality point from a successful Tough roll, do not resolve any more effects triggered by the character being disabled.

After resolving any effects triggered by being disabled, if a living character is still disabled he is considered to be incapacitated. An incapacitated character lacks any capacity to act, has no command range, and immediately suffers a roll on the Injury Table on p. 217.

After resolving any effects triggered by being disabled, if an undead character or a construct is still disabled, it is destroyed.

After resolving any effects triggered by being incapacitated, at the Game Master's discretion less significant NPCs are considered destroyed and are removed from the table.

DEATH AND LONG-TERM INJURIES

When a character is incapacitated, he suffers extensive and potentially fatal injuries. While the loss of vitality represents physical wear and tear and reserves of energy, injuries are potentially mortal wounds that can cripple or outright kill a character.

Immediately after a character is incapacitated, roll 3d6 on the Injury Table to determine the extent of his injuries.

INCAPACITATED CHARACTERS AND ADDITIONAL DAMAGE

If a character suffers damage while incapacitated, he immediately suffers another roll on the Injury Table regardless of the amount of damage sustained.

DESTRUCTION AND TOKENS

Special rules cause some characters to gain certain types of tokens when a character is destroyed, such as soul and corpse tokens. A character generates only one of each type of token when destroyed. If multiple characters are eligible to gain a specific token, the nearest eligible character gets the token. If a character has a limit on how many of a specific token he can have and is at that limit, he is not considered an eligible character.

CONCUSSED

A concussed character has been badly stunned and comes to his senses only over time or once he has been brought back to his senses by another character. The concussed character automatically returns to his senses if he is given a dose of simple stimulant (p. 348) or if another character B2B with him spends a full action bringing him out of his concussed state. When the character comes out of his concussed state, he regains 1 vitality point and is no longer incapacitated.

If the character does not receive aid from another character during combat, he comes out of his concussed state quickly after the end of the encounter and recovers vitality normally.

STABILIZING GRIEVOUSLY INJURED CHARACTERS

Some injuries are so dreadful that they require immediate medical attention to save the injured character's life. Unless the character is stabilized within a number of rounds equal to his PHY, he dies. Stabilizing a wound requires the treating character to be B2B with the injured character and spend a full action treating his wounds. The treating character then makes an INT + Medicine skill roll against a target number of 14. If the roll succeeds, the injured character is stabilized. If the roll fails, the treating character can attempt the roll again on his next turn unless the injured character dies before then.

SLOW RECOVERY

Characters who suffer serious injuries require some time to heal. It is recommended that a character suffering such a wound receive plenty of bed rest until fully mended.

A character suffering a slow recovery does not regain lost vitality points at the normal rate and cannot spend feat points to recover lost vitality. Instead, after the encounter in which the character was injured, he regains only 1 vitality point. He regains an additional 1 vitality point after each week. If he is treated daily by a character with the Medicine skill, the injured character regains an additional number of points each week equal to the treating character's Medicine skill level. Once he has regained all of his lost vitality, the character no longer suffers from slow recovery.

RECOVERY AND REGAINING VITALITY

When a character regains vitality, remove the damage from anywhere on the character's life spiral. Remember, if a character regains vitality points while disabled, he is no longer disabled.

After a short rest following an encounter, a character automatically regains a number of vitality points equal to his PHY.

Characters who have suffered damage continue to recover over time. A character regains 1 vitality point each hour for the first three hours after being injured. After that he regains 1 vitality point every six hours until he has regained all of his vitality points.

SPECIAL EFFECTS

Some attacks cause special effects in addition to causing damage. Additionally, some spells and actions can put special effects into play.

CLOUD EFFECTS

A **cloud effect** produces an area of dense smoke, magical darkness, thick mists, or the like that remains in play for a specified length of time. Use an AOE template of the appropriate diameter to represent the cloud. Every character with any part of his base covered by the template is within the cloud and susceptible to its effects.

In addition to being affected by a cloud's special rules, a character inside a cloud effect gains concealment (see p. 206). The cloud effect does not block line of sight from characters within it to those outside of it, but it completely obstructs line of sight from characters outside of it to anything beyond it. A character can see into or out of a cloud effect but not through it.

CONTINUOUS EFFECTS

Some attacks cause continuous effects in addition to causing damage. Continuous effects remain on a character and have the potential to damage or affect him in some other way on subsequent turns. A character can have multiple continuous effects on him of different types at the same time, but can have only one of each continuous effect type on him at a time.

Continuous effects have a chance of expiring each round. Check for expiration of continuous effects at the start of the affected character's Maintenance Phase each turn.

CONTINUOUS EFFECTS OUTSIDE COMBAT

If a character suffers the effects of a continuous effect outside combat, check for expiration every minute. If the continuous effect does not expire, apply its effects.

INJURY TABLE

EACH TIME A CHARACTER IS INCAPACITATED, ROLL 3D6 ONCE ON THIS TABLE TO DETERMINE HIS LONG-TERM INJURY.

3d6	RESULT
3	**Dead** – The character dies as a result of his wounds. He is destroyed. At the Game Master's discretion, the character either dies immediately as a result of his wounds or can gasp out a few last words before succumbing to his injuries.
4	**Critical Injuries** – The character is critically injured. Helpless and unable to take any action, he is rapidly losing blood and is certain to die unless he receives immediate medical attention. The character is **grievously injured** and if he is not **stabilized** within a number of rounds equal to his PHY, he dies. A stabilized character remains incapacitated throughout the battle. If the character survives, he does not recover lost vitality at the normal rate and instead suffers a **slow recovery**.
5	**Broken Limb** – The character has suffered a broken arm or leg. Roll a d6. On a roll of 1–3, the character has broken an arm. On a roll of 4–6, he has broken a leg. Though incapacitated, the character can spend 1 feat point to move and perform actions during his turn. That turn he is not considered to be incapacitated. The character loses one quick action each turn in addition to any other penalties for lost aspects. The character cannot recover lost vitality points until his limb has been set. Setting a limb cannot be done in combat. Setting the character's limb requires a treating character to spend twenty minutes setting the break, followed by a successful INT + Medicine skill roll against a target number of 12. If the roll fails, the character can try again after spending another ten minutes setting the limb. Once the limb has been set, the injured character immediately regains his PHY in lost vitality points and is no longer incapacitated. The limb itself takes another 20 + 2d6 days to fully heal. During this time, a character with a broken arm cannot use that arm and loses one quick action each turn. A character with a broken leg suffers –2 SPD, DEF, and Initiative until the leg fully heals.
6–8	**Spitting Blood** – The character has suffered a life-threatening injury and is rapidly bleeding out. Unless he receives immediate medical attention, he is certain to die. Though incapacitated, the character can spend 1 feat point to move and perform actions during his turn. That turn he is not considered to be incapacitated. The character suffers the penalties for his lost aspects and loses one quick action each turn. The character is **grievously injured** and if he is not **stabilized** within a number of rounds equal to his PHY, he dies. A stabilized character immediately regains 1 lost vitality point and is no longer incapacitated.
9	**Battered** – The character has suffered a traumatic injury that has left him **concussed** and badly beaten. Until the character recovers all of his lost vitality points, he suffers –2 PHY and SPD in addition to his other wound penalties.
10–11	**Concussed** – The character has been badly battered and dazed. He is **concussed** but has otherwise suffered no long-term injuries.
12	**Battle Scars** – The character has suffered an injury that has left him **concussed** and badly scarred. In addition to suffering the effects of being concussed, the character has also suffered a permanent disfigurement to his face and body. As a result of this disfigurement, the character suffers –1 on social skill rolls in which his scars would frighten or disgust the subject of the character's skill attempt. The character gains +1 on Intimidation skill rolls against anyone who can see his scars.
13–15	**Spitting Blood** – The character has suffered a life-threatening injury and is rapidly bleeding out. Unless he receives immediate medical attention, he is certain to die. Though incapacitated, the character can spend 1 feat point to move and perform actions during his turn. That turn he is not considered to be incapacitated. The character suffers the penalties for his lost aspects and loses one quick action each turn. The character is **grievously injured** and if he is not **stabilized** within a number of rounds equal to his PHY, he dies. A stabilized character immediately regains 1 lost vitality point and is no longer incapacitated.
16	**Lost Eye** – The attack destroys one of the character's eyes and also leaves him **concussed**. In addition to the effects of being concussed, one of the character's eyes has been lost or ruined as a result of the damage he has suffered. Determine which eye randomly. The character permanently suffers a –1 penalty on ranged attacks rolls and on sight-based PER rolls.
17	**Critical Injuries** – The character is critically injured. Helpless and unable to take any action, he is rapidly losing blood and is certain to die unless he receives immediate medical attention. The character is **grievously injured** and if he is not **stabilized** within a number of rounds equal to his PHY, he dies. A stabilized character remains incapacitated throughout the battle. If the character survives, he does not recover lost vitality at the normal rate and instead suffers a **slow recovery**.
18	**Lost Limb** – One of the character's limbs has been severed or otherwise completely destroyed. Roll a d6. On a roll of 1–3, the character has lost an arm. On a roll of 4–6, he has lost a leg. There is no chance to save the limb, and if the character does not receive immediate medical attention he is certain to die. Suffering shock and crippling blood loss, the character can do nothing. The character is **grievously injured** and if he is not **stabilized** within a number of rounds equal to his PHY, he dies. Once stabilized, the character remains incapacitated throughout the battle. If the character survives, he does not recover lost vitality at the normal rate and instead suffers a **slow recovery**. A character with a missing leg suffers a permanent –2 SPD, and his racial SPD maximum is likewise reduced by 2. In addition to losing the use of his missing limb, a character with a missing arm also loses one quick action each turn.

To check for expiration, roll a d6. On a roll of 1 or 2, the continuous effect immediately expires without further effect. On a roll of 3–6, the continuous effect remains in play. After rolling for expiration for all continuous effects affecting a character, apply the effects of all continuous effects that remain on him simultaneously.

Two common continuous effects are described below:

- **Corrosion** – A character suffering the Corrosion continuous effect is slowly eroded as if by acid or another noxious substance. Corrosion does d3 damage points to the affected character at the start of his Maintenance Phase each turn unless it expires. Characters with Immunity: Corrosion never suffer this continuous effect.

- **Fire** – A character suffering the Fire continuous effect is on fire. A character on fire suffers a POW 12 fire damage roll at the start of his Maintenance Phase each turn unless it expires. Characters with Immunity: Fire never suffer this continuous effect.

CRITICAL HIT

A critical hit occurs if any two dice in the attack roll show the same number and the attack hits. As a result of a critical hit, some attacks cause **critical effects** in addition to causing damage. The target suffers the special effect even if it takes no damage from the damage roll. An AOE attack's critical effect functions only on a direct hit, but every character under the template suffers the critical effect.

CRITICAL CORROSION

Critical Corrosion is a critical effect that causes characters hit by the attack to suffer the Corrosion continuous effect on a critical hit.

CRITICAL FIRE

Critical Fire is a critical effect that causes characters hit by the attack to suffer the Fire continuous effect on a critical hit.

DAMAGE TYPES AND IMMUNITIES

Some weapons and spells inflict a specific **damage type** that might affect some characters differently than others. When a damage type is referenced in text, it is described as an "X damage roll." For example, a damage roll that causes electrical damage is described as an "electrical damage roll."

A character with an **immunity** to a certain damage type does not take damage of that type. An immunity is a special protection from some types of damage and effects. A character never suffers damage from a damage type to which he is immune.

A single attack can inflict damage of several damage types. If a character is immune to any of those types, he does not suffer damage from the attack. A character who is immune to damage from an attack can still suffer other effects from the attack.

Some damage types are identified by their attack type. For example, damage caused by a ranged attack might be referred to as "ranged attack damage."

KNOCKDOWN

Some attacks and special rules cause a character to be **knocked down**. While knocked down a character cannot move, perform actions, make attacks, cast spells, or be used to channel a spell and does not have a melee range. A knocked down character does not engage other characters and cannot be engaged by them. As a consequence, a character is never in melee with a knocked down character. A melee attack roll against a knocked down character automatically hits. A knocked down character has a base DEF of 5. A knocked down character does not block line of sight. He can be ignored for targeting purposes.

A knocked down character can stand up or go prone (p. 207) at the start of his next turn. A character cannot become knocked down while he is knocked down. To stand up, a character must forfeit either his movement or his actions that turn.

A character who forfeits his movement to stand can still perform actions that turn, but he cannot make attacks involving movement such as a slam.

A character who forfeits his actions to stand cannot make quick actions, attacks, or full actions. Additionally, a character who forfeits his actions to stand can use his movement to make a full advance but not to run or charge that turn.

A character can go prone at the start of his turn without forfeiting either his movement or his actions.

When a character stands or goes prone, he ceases to be knocked down.

KNOCKOUT

When a character is knocked out, he is knocked down and his upkeep spells expire. The character is knocked down even if he has an ability that says he cannot be knocked down.

While knocked out, a character cannot perform actions, make attacks, or move and must forfeit his Activation Phase.

At the start of each of his turns, a knocked out character can make a PHY roll against a target number of 12 to regain consciousness. If he fails, he remains knocked out. If he succeeds, he is no longer knocked out and can act normally that turn, though he is still knocked down.

Only living characters can be knocked out.

MAGICAL WEAPONS

A magical weapon can damage and affect characters with the Incorporeal ability. Attacks made with magical weapons are not magic attacks. Magical ranged weapons make ranged attacks. Magical melee weapons make melee attacks.



STATIONARY

A **stationary character** cannot activate. A stationary character does not have a melee range. A stationary character does not engage other characters nor can other characters engage a stationary character. A character is never in melee with a stationary character. A stationary character cannot advance, perform actions, make attacks, or cast spells.

A melee attack roll against a stationary character automatically hits. A stationary character has a base DEF of 5.

CONSTRUCT

Not all characters in the Iron Kingdoms are made of flesh and blood. A construct character is not living and automatically passes any Willpower rolls that do not specifically reference construct characters.

INCORPOREAL

An incorporeal character can move through rough terrain and obstacles without penalty. He can move through obstructions and other characters if he has enough movement to move completely past them. Other characters, including slammed, pushed, or thrown models, can move through an incorporeal character without effect if they have enough movement to move completely past him. An incorporeal character does not count as intervening, and he suffers damage and effects only from magical weapons, magic attacks, animi, and spells. Incorporeal characters are immune to continuous effects and cannot be moved by a slam. When an incorporeal character makes a melee or ranged attack, before the attack roll is made, the character loses Incorporeal for one round.

STEALTH

A character with stealth is extremely difficult to spot and target. Ranged and magic attacks declared against a character with stealth when the point of origin for the attack is more than thirty feet (5″) away automatically miss. A character with stealth is not an intervening model when determining line of sight from a character greater than thirty feet (5″) away.

UNDEAD

The line between life and death can sometimes be blurred. There are numerous spells and artifacts that can return the dead to a semblance of life. An undead character is not considered living and automatically passes any Willpower rolls that do not specifically reference undead characters.

FEAT POINTS

Feat points represent a character's luck and raw heroic (or villainous) potential. They can enable him to reroll failed skill rolls, shake the effects of knockdown or continuous effects, or use any one of a number of special archetype benefits. Feat points are gained and spent regularly throughout play.

Generally only player characters and significan NPCs gain feat points.

A player character can have up to three feat points at any time and starts each session with three points.

AWARDING FEAT POINTS

The awarding of feat points is completely at the discretion of the Game Master. The rules given here are merely guidelines. The Game Master should not award feat points to characters who are attempting to game the system, such as by making repeated Lore skill rolls for the express purpose of picking up extra feat points.

It is worth keeping in mind that these points are expected to be regularly earned and spent throughout play and that they are a resource characters need to fuel their abilities. Being too stingy with feat points has a stifling effect on the game.

GAINING FEAT POINTS

A character gains a feat point when one of the following conditions occurs.

- Incapacitating or destroying an enemy with an attack: A character gains 1 feat point for each enemy character he incapacitates or destroys with an attack. In the case of a particularly powerful enemy, the Game Master can award more than 1 feat point to a character or award 1 feat point to each character who helped defeat the enemy. Likewise, a Game Master can choose to award no feat points if the enemy destroyed was particularly weak or helpless.
- Critical success on a skill or attack roll: A character who rolls a critical hit on a skill or attack roll in which he rolled two or more dice gains a feat point.
- Game Master award: The Game Master can award feat points to characters for achieving milestones in play or as a reward for particularly inventive or heroic actions and/or excellent roleplaying.

A character can never have more than three feat points. If he already has three feat points and gains another, the additional feat point is lost.

FEATS

Feat points are a resource that can be spent to accomplish any of a number of feats. Any character can take advantage of common feats listed below, and there are also a number of abilities and archetype benefits that require the expenditure of a feat point to use.

A character can spend as many feat points during his turn as he wishes.

Any character can spend a feat point to use one of the following feats:

- Boost Non-Attack Skill Roll – A character can spend a feat point to boost a non-attack skill roll if he has at least one level of the skill used.
- Heroic Dodge – A character can spend a feat point to suffer only half the damage from an attack, rounded up. The feat point is spent after the damage roll has been made.
- Make a Quick Action – A character can spend a feat point during his Activation Phase to make an additional quick action.
- Parry – A character can spend a feat point during his turn to keep from being targeted by free strikes that turn.
- Relentless Charge – A character can spend a feat point during a turn in which he charges. While charging that turn the character can move over rough terrain without penalty.
- Reroll Failed Attack, Skill, or Willpower Roll – A character can spend a feat point to reroll a failed attack, skill, or Willpower roll. A character can continue to reroll the same failed roll as long as he has feat points to spend.
- Run and Gun – When a character makes a full advance during his turn, he can spend a feat point to move up to 2x his SPD in inches instead of his SPD as normal.
- Shake Continuous Effect – A character can spend a feat point at the start of his turn to shake a continuous effect. When a character shakes a continuous effect, it immediately expires.
- Shake Knockdown – A character can spend a feat point to shake knockdown at the start of his turn. When a character shakes knockdown, he immediately stands up.
- Shake Stationary – If a character is stationary, he can spend a feat point at the start of his turn to cause the stationary status to expire.
- Sprint – A character can spend a feat point during a turn in which he incapacitated or destroyed one or more enemy characters with a melee attack. At the end of the character's turn, he can make a full advance.
- Two-Fister – A character with a weapon in each hand can spend a feat point during his turn to attack once with each weapon without an attack roll penalty as if he had the Two-Weapon Fighting ability (p. 168) and the Ambidextrous Skilled archetype ability (p. 111).
- Walk It Off – A player can spend a feat point during his turn to immediately regain d3 + 1 vitality points. 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 Walk It Off.

TERRAIN

There are times when physical obstacles make getting from one place to another in the middle of a battle more difficult, and different sorts of terrain can have varying impact on battle. Terrain can put pressure on the players to reach an entrenched enemy firing on them or give them the chance to hunker down and weather an attack that might otherwise be overwhelming. Making use of a variety of terrain can make even a simple skirmish more tactically interesting.

TERRAIN TYPES

A countless variety of terrain is found in western Immoren, from simple terrain such as hilly grasslands and cobblestone city streets to more challenging terrain such as jagged rockslides and snowy cliffs. In the game, terrain breaks down into three categories: open, rough, and difficult.

OPEN TERRAIN

Open terrain is any ground that does not present challenges to traverse. Characters move at their full movement rate when traveling through open terrain and can perform actions normally. Examples include grassy plains, barren fields, flat rooftops, dirt roads, gently sloped hillsides, city streets, elevated walkways, sparse forests with little ground cover, and paved surfaces.

ROUGH TERRAIN

Rough terrain is any ground that presents enough of a challenge to slow characters down. As long as any part of his base is in rough terrain, a character moves at half rate through rough terrain. Though a character's movement is slowed in rough terrain, he can still perform actions normally. Rough terrain can take many forms, and it is up to the Game Master to determine when terrain is rough. Examples include thick brush, jagged rockslides, murky bogs, rain-slicked muddy hills, shallow water, and deep snow.

DIFFICULT TERRAIN

Difficult terrain is so demanding that a character can do nothing else while traversing it. Characters do not use their normal movement to travel through difficult terrain. Instead they must use their skills, equipment, and teamwork. Examples of difficult terrain include cliff faces, oceans, vertical walls, and lava. The Game Master determines when terrain is difficult and what skills can be used to pass it as well as which actions the characters can still perform while engaged in crossing it.

Example: *A group of characters must cross a section of fast-moving river rapids, and the Game Master determines the terrain is difficult. He then determines that any character attempting to swim across makes Swimming rolls with a –3 penalty. A rope connects trees on either side of the river, and the Game Master determines that characters can climb across with a target number of 13 for Climbing rolls.*

TERRAIN FEATURES

Terrain features can be either natural or man-made objects that affect how characters move and fight across the ground they traverse. Terrain features are virtually limitless in their

variety, and they vary in how they affect movement, the type of protection they afford, and any adverse effects they cause. The Game Master decides what qualifies as a terrain feature and how it impacts character movement and combat.

OBSTACLES

An **obstacle** is any terrain feature of waist height that the Game Master determines is durable enough to afford protection. Characters can use obstacles as cover (p. 206) from incoming attacks.

Obstacles are low enough that they can be climbed upon or, in some cases, easily crossed. An obstacle must be at least three feet (.5″) thick, such as a raised platform or the sides of a ziggurat, in order for a character to climb atop and stand on it.

An advancing character suffers a movement penalty when he climbs atop an obstacle. Once the character has contacted the obstacle, he needs to spend 2″ of his movement to climb up. A character cannot climb an obstacle if he does not have at least 2″ of movement remaining. Place a character who climbs an obstacle on top of it with the front of his base making only 1″ of forward progress. Once atop an obstacle, the character can continue with the remainder of his movement. Remember that a charging character cannot pay this movement penalty, cannot climb an obstacle, and ends his movement upon contact with the obstacle.

A moving character can descend an obstacle without penalty.

LINEAR OBSTACLES

An obstacle less than three feet (.5″) thick, such as a wall or hedge, is a **linear obstacle**. A non-charging advancing character can cross a linear obstacle at no penalty as long as the character can move completely past it. Otherwise the character must stop short of the linear obstacle. A character cannot partially cross, climb atop, or stand atop a linear obstacle.

OBSTRUCTIONS

An **obstruction** is a terrain feature taller than head height, such as a high wall or a gigantic boulder. A character cannot move through or climb an obstruction. Like an obstacle, obstructions can provide cover (p. 206) from attacks.

FORESTS

A typical **forest** has many trees and dense underbrush, but any terrain feature that hinders movement and makes a character inside it difficult to see can also be designated a forest. A forest is rough terrain and provides concealment to a character with any part of his base inside the forest's perimeter.

When drawing line of sight to or from a point within a forest, the line of sight can pass through up to eighteen feet (3″) of forest without being blocked, but anything more blocks it.

HILLS

A **hill** is a terrain feature with a gentle rise or drop in elevation. A hill might be open or rough terrain depending on the ground's nature.

WATER

Depending on its nature, **water** can be hazardous to both men and warbeasts. Water is classified either as shallow or deep relative to the character crossing it. What would be considered shallow water to a massive trollkin would be deep water to a diminutive pyg.

SHALLOW WATER

A body of water is considered shallow water when it has a depth of at least knee height. Shallow water is not deep enough to swim in and counts as rough terrain for movement.

DEEP WATER

A body of water is considered deep water if it has a depth of at least waist height. A character cannot begin a charge or run while in deep water. Characters in water deeper than shoulder height must make Swimming rolls to move. Characters attempting to move without swimming do so at a quarter of their movement rate.

Non-amphibious and non-aquatic characters in deep water suffer a –4 penalty on attack and non-Swimming skill rolls. The Game Master may determine that a character who is completely submerged cannot perform some actions, such as attacking with most firearms or performing field alchemy.

Non-amphibious and non-aquatic characters in deep water have their DEF reduced to 7.

DAMAGING INANIMATE OBJECTS AND STRUCTURES

Sometimes blasting a door off its hinges is a more effective route of entry than using the doorknob. Characters wishing to destroy an inanimate object have to overcome its ARM and inflict a number of points equal to its damage capacity to destroy the object.

Inanimate objects are automatically hit by melee attacks and have DEF 5 against ranged and magic attacks.

The Game Master is encouraged to be realistic about what sorts of damage can be effective on certain materials and how effective the methods of delivery are. For example, a knife blade is effective for cutting and damaging rope, but blunt force trauma such as a fist or hammer against a rope is likely to be ineffective. Fire is particularly effective against products made of wood or paper but might be useless against stone.

Inanimate objects suffer blast damage and collateral damage.

Items worn or carried by characters must be specifically targeted by characters in order to be affected by any attack.

Spells cause damage to inanimate objects. Ignore any other effects of a spell when used to target an inanimate object.

STRUCTURES

Inanimate objects of significant size, such as buildings or bridges, are known as structures. Structures are hit automatically by all forms of attacks. Due to their great size and structural integrity, not all attacks are effective against structures. Bullets and arrows are sufficient to shatter a glass bottle, but against very large

inanimate objects such as structures, small caliber and traditional ranged weapons such as bows, rifles, and crossbows are all but useless, effectively putting small holes or dents in buildings rather than destroying them outright.

Melee attacks and magic attacks can damage structures normally. Ranged weapons with an AOE, that cause fire damage or corrosion damage, or are POW 14 or greater can damage a structure.

APPLYING DAMAGE TO OBJECTS

An inanimate object can suffer only so much damage before being destroyed. Every inanimate object has an Armor (ARM) stat and damage capacity corresponding to its composition. See the following table for details.

MATERIAL TYPE	ARM	DAMAGE CAPACITY (POINTS PER INCH)
Rope	8	1
Tanned Leather	10	1
Glass	12	1
Bone	12	5
Wood	14	10
Reinforced Wood	16	10
Brick	16	10
Stone	18	20
Iron	20	20
Steel	22	25

Structures are destroyed in sections. Each section is roughly six feet wide (1″). The amount of damage each section can take before being penetrated or otherwise collapsing is based on the material it is constructed from. A wood or brick structure can typically take 10 points of damage to a section before that section is compromised. A section of a stone or iron structure can take 20 points before collapsing. A steel structure can take 25 points per section.

For mixed-composition structures, ARM values might vary from location to location. Assign damage capacity of mixed-composition structures proportionally. The table above assumes that the method of destruction being used is effective against that type of material.

Example: *A wooden door in an otherwise stone building would have ARM 14 and could take 10 points of damage before being destroyed, while each 1″ section of stone wall around it would have ARM 18 and be able to suffer 20 points of damage before being compromised.*

The Game Master is encouraged to increase the damage capacity of objects and structures if they are particularly dense. For example, a three-foot-thick section of stone wall has substantially more damage boxes than a one-foot-thick section of wall.

A structure collapses once half of its sections have been destroyed. When a structure collapses, it becomes a ruin. A ruin is rough terrain and provides solid cover to a character with any part of its base inside the ruin's perimeter.

A character inside the structure when it collapses suffers a damage roll with POW equal to the structure's ARM times the number of levels in the structure, after which the character is knocked down.

ANXIETY, FEAR, AND TERROR

The Iron Kingdoms are filled with dangers and mysteries that can unnerve even the most veteran of adventurers. The death of an ally or the sight of friends being routed can be every bit as horrifying as that of blighted, dragon-spawned horrors or the haunted tombs of the fiendish Orgoth.

When confronted by a terrifying entity or a sight or situation so terrible it sends the sane mind reeling, a character must make a Willpower roll to resist the effects of fear. Player characters might be hardened warriors well used to the horrors of combat, but from time to time even the most stalwart heroes witness something that causes their blood to run cold. Examples of horrifying situations include witnessing a friend being devoured by a rampaging beast, encountering the sight of mass slaughter, or seeing the dead rise to hungrily charge the living.

Some types of NPCs have a chance to lose their nerve if their leader dies or the tide of battle dramatically turns against them.

When a character must make a roll to resist the effects of fear, he makes a 2d6 + Willpower roll against a target number determined either by the Game Master or by the ability causing the fear.

FEARLESS

Some types of creatures are wholly immune to fear by their very natures. Others become fearless by virtue of their fanaticism, madness, or utter familiarity with the horrors of the world. Constructs and the undead never suffer the effects of fear.

TERRIFYING ENTITIES

When a character comes face to face with an entity with the Terror ability, he must make a Willpower roll to resist the effects of fear. The target number for this roll is set by the rules of the creature causing the terror.

The Terror ability has a number set in brackets. The bracketed number is the target number for rolls to resist the fear generated by the creature. For example, a character confronted by a creature with Terror [12] has to make a Willpower roll against a target number of 12 to resist the effects of terror created by the creature.



When characters are confronted by several terrifying entities simultaneously, each character makes only one roll against the highest terror target number among the entities present.

SITUATIONAL FEAR

A number of horrific situations might cause a character to make a fear roll. The Game Master determines when a situational fear roll is required. The following table lists possible causes for situational fear rolls and suggested target numbers for resisting those rolls.

TARGET NUMBER	FEAR EVENT
12	Hearing horrific noises haunting the night
14	Encountering the sight of recent slaughter
15	Witnessing an ally ritually sacrificed as part of a Devourer ritual
16	Witnessing an ally consumed alive by a rampaging beast
16	Witnessing the dead rise to feast upon the living

EFFECTS OF FEAR

A character is not simply afraid or not afraid. Fear ranges from a subtle, nuanced experience that heightens the senses and energizes the muscles for a fight-or-flight response to a mind-numbing blind panic.

Fear has three degrees: **Unaffected**, **Anxiety**, and **Panic**.

A character who succeeds in his initial Willpower roll to resist fear is **Unaffected**. A character unaffected by fear does not make another roll to resist fear during that encounter unless he either witnesses a sight more terrible than the one that provoked his initial fear roll or he encounters an entity with a higher terror target number than the one that provoked his initial fear roll.

A character who fails his initial fear roll suffers **Anxiety**. While suffering Anxiety, the character gains +1 STR but suffers –1 on skill rolls, including attacks. The character cannot intentionally move toward the terror-causing sight or an entity with the Terror ability.

At the start of his next turn, the character must make another Willpower roll to resist the grip of fear if he is still in the presence of the source of his terror. If he succeeds, he becomes Unaffected. If he fails, he suffers Panic. While suffering Panic, the character suffers –2 on skill rolls, including attacks. The character cannot intentionally move toward the terror-causing sight or an entity with the Terror ability.

A character suffering **Panic** must make another Willpower roll to resist fear at the start of his next turn if he is still in the presence of the source of his terror. If he succeeds, he becomes Unaffected. If he fails, he must run away from the source of his terror, including all terrifying entities in his presence. If he cannot flee, he suffers hysterical paralysis and cannot move or perform any actions. At the start of the character's Maintenance

Phase each turn he can make another roll to fight his terror. If he succeeds, the character regains control over himself and becomes Unaffected. Otherwise, he keeps running.

LIGHT AND DARKNESS

Most conflicts in the Iron Kingdoms still occur in the light of day, but player characters often find cause to skulk about in dark forests, explore lightless crypts, "harvest" raw materials from a battlefield after nightfall, or infiltrate an enemy village under cover of darkness.

In bright light conditions such as sunlight or a well-lit room, characters follow all the standard rules for combat, detection, and sneaking. Bright light does not provide any bonuses or penalties. It is the assumed condition for most attacks and skill checks.

In dim light such as the light of a full moon or a few candles, most characters find it more difficult to attack or detect others but easier to hide from their foes. Characters in dim light gain concealment, granting them +2 DEF against ranged and magic attack rolls. Note that some spells (such as True Sight) and some attacks (like spray attacks) ignore the concealment bonus.

Characters in dim light conditions gain a +2 bonus on Sneak rolls.

In the complete darkness of a moonless night or pitch-black chamber, it is even more difficult to see a target and even easier to hide. Characters in complete darkness gain concealment and stealth, meaning that nearby enemies have a more difficult time hitting them with ranged or magic attacks and more distant enemies are guaranteed to miss them entirely.

Characters in complete darkness gain a +5 bonus on Sneak rolls.

Characters are likely to choose to carry their own light source, whether it's a pitch-smeared torch or an alchemical device. Some light sources provide dim light while others provide bright light nearby and dim light farther away. Some of the more common light sources and their ranges are given in the following table.

LIGHT SOURCE	BRIGHT LIGHT	DIM LIGHT	COMPLETE DARKNESS
Runes of a spell being cast	N/A	12 feet (2″)	> 12 feet
Candle	N/A	24 feet (4″)	> 24 feet
Torchlight	18 feet (3″)	36 feet (6″)	> 36 feet
Campfire	18 feet (3″)	36 feet (6″)	> 36 feet
Alchemical torchlight	24 feet (4″)	48 feet (8″)	> 48 feet
Lantern	24 feet (4″)	48 feet (8″)	> 48 feet
Light in the Darkness spell	36 feet (6″)	72 feet (12″)	> 72 feet

Game Masters should feel free to alter these distances based on various atmospheric conditions. High winds, storms, belching smoke, or falling ash could all serve to reduce the range of the characters' light sources.

EXHAUSTION AND HAZARDS

The untamed lands of western Immoren are a dangerous place. Not only are the wilds filled with hungry predators and fierce tribal warriors, but the environment itself can also quickly spell the end for the careless. From the sun-blasted saltpans of the Bloodstone Marches to the steep peaks of the Shard Spires, western Immoren's landscape is as deadly as its inhabitants.

EXHAUSTION

Exhaustion is a general term used to represent the suffering of a character due to deprivation during the course of an adventure. It is an abstract concept that incorporates hunger, dehydration, and other factors that cause a character to operate at less than optimal levels.

When confronted with a situation that places a character in danger of starvation, dehydration, or death due to Exhaustion, a character must make a Survival roll to withstand the effects. Player characters might be hardened warriors used to a life of meager means, but from time to time the wilderness of western Immoren is so harsh even they face the prospect of a gradual, ignoble death.

DEATH BY EXHAUSTION

Characters suffering due to a lack of food, water, or protective gear can greatly increase the drama of their adventures in the wilds of western Immoren. However, characters dying for these reasons can lead to some rather unheroic conclusions to your stories.

Exhaustion should be a driving force for your characters, a reason to encourage them to hunt and raid. They should be presented with opportunities for hunting and shelter, with challenges to overcome, rather than simply left on an ice shelf to slowly starve to death. After all, characters in extreme circumstances might find surprising opportunities to sate their hunger.

EXHAUSTION FACTORS

A number of different events can cause Exhaustion. The Game Master determines if a character might suffer its effects. One of the most common sources of Exhaustion is failing to secure an adequate supply of food and water with a Survival skill roll, but there are a number of other potential sources.

When a character must roll to resist Exhaustion, he makes a PHY roll against a target number set by the Game Master.

The following table provides possible causes for situational Exhaustion rolls and potential target numbers for resisting those rolls.

TARGET NUMBER	EXHAUSTION EVENT
10	Going a day without sleep
12	Forced march for a day
13	Going a week without food
14	Going several days without water
14	Nonstop physical activity for hours, like constant battle or a forced march

ENVIRONMENTAL EXHAUSTION

In addition to the acute sources of Exhaustion listed above, some of the environments of western Immoren themselves can be a source of Exhaustion. Places like the Shard Spires or the Bloodstone Desert are so harsh that without the proper equipment or supplies, a character can succumb to them even with no other source of Exhaustion.

In general, if a character does not have the proper attire and equipment to handle prolonged exposure to a harsh environment, he rolls to resist Exhaustion while in that environment once per day against a target number of 14. If the roll succeeds, he is not yet affected by Exhaustion. If the roll fails, he suffers normal Exhaustion effects as described below.

Some factors can modify this target number, such as a blizzard increasing the target number while a character is traveling through a frigid region. Also, any elemental ARM benefits a character has, such as the Nyss racial benefit against cold damage, are applied as bonuses to the character's roll.

A character with immunity against an appropriate damage type, such as Immunity: Cold in a glacial region, does not need to make rolls for Exhaustion while in that type of environment.

EFFECTS OF EXHAUSTION

A character suffering the effects of a harsh environment does not go from perfect condition to death instantaneously. There is a gradual slipping from a healthy condition into a desperate one, though that timeline can be measured in hours, days, or even weeks, depending on the nature of the Exhaustion.

A character can be suffering from multiple sources of Exhaustion at the same time—gradually starving while marching for days on end, for instance. When a character must deal with multiple sources of Exhaustion, he always chooses the highest target number of all effects to roll for resistance.

Exhaustion has four degrees: **Unaffected**, **Sapped**, **Weak**, and **Feeble**. While suffering from the effects of Exhaustion, a character can spend a feat point to ignore the penalties of his condition for one round.

A character who has yet to fail an Exhaustion roll is **Unaffected**. He has yet to suffer the effects of exhaustion or deprivation due to the environment.

A character who fails an Exhaustion roll becomes **Sapped**. While Sapped, the character suffers a –1 penalty to attack and skill rolls. If a character passes his next Exhaustion roll while Sapped, he returns to an Unaffected state.

If a Sapped character fails a second Exhaustion roll, his condition is downgraded to **Weak**. While Weak, the character suffers –2 on skill rolls, including attacks and rolls to resist further Exhaustion. If a Weak character passes his next Exhaustion roll, he returns to the Sapped condition.

If a Weak character fails a further Exhaustion roll, he is downgraded again to **Feeble**. While Feeble, the character suffers a –4 penalty to skill and attack rolls, cannot run or charge, and cannot regain vitality. A Feeble character must make a Willpower roll against a target number of 14 to take any action other than ending the source of his Exhaustion.

Any further failed Exhaustion rolls cause the Feeble character to lose 1 point of PHY per failed roll. If a character's PHY is reduced to 0 due to failed Exhaustion rolls, he dies.

PHY points lost to Exhaustion are recovered at a rate of 1 per day of full bed rest once the character is removed from the effect causing him to roll for Exhaustion.

HAZARDS

Hazards are rules a Game Master can add to a wilderness encounter to represent the natural dangers the player characters might encounter during their journeys. Some hazards can affect entire encounters, such as severe weather that makes it difficult to see or impedes ranged combat, while others affect only a certain area, such as a pocket of volatile marsh gas or a falling tree.

The Game Master is free to use as many or as few of these hazards in his encounters as he sees fit. Although the hazards are designed to reflect the dangers of a specific environment, they can be incorporated into many different regions; while the Widower's Wood is predominantly a forest, for example, it is an extremely swampy one, and hazards like marsh gas and quicksand are entirely appropriate for encounters there.

FORESTS

DENSE UNDERGROWTH

Description: Some forests contain dense, tangled growth, such as the thick kudzu vines that choke the Gnarls. Characters without the proper tools will find the interwoven branches or vines of these plants effectively impenetrable.

Special Rules: A region of dense undergrowth is an obstacle unless a character spends a full action hacking through it with a sword, axe, or similar weapon. A character moving in this way treats dense undergrowth as rough terrain.

TREE DEADFALL

Description: Within the forests of western Immoren stand many old trees that have grown enormous. When weakened by disease, fire, or high winds, sometimes these ancient trees fall on their own—and other times they are deliberately pushed over. In either case, such massive trees drop with truly terrifying force, obliterating anything that doesn't get out of their way.

Special Rules: The Game Master determines when a tree naturally falls over in the forest as a result of damage, wind, weakness, or some other cause. The Game Master determines the direction the tree falls.

A character can try to push over a tree by making a STR roll against a target number of 22. Performing the roll requires a full action, as the character must focus his full attention on executing such an extreme task. The Game Master may determine that fewer successful rolls are required to push over a smaller tree or one that has suffered damage.

When a tree falls, place a spray template in the direction of the fall. The small end of the template touches the base of the tree. All models under the template suffer a POW 18 damage roll and are knocked down. Structures suffer double damage from falling trees. Once a tree falls, it remains in place and can be crossed by characters with small or medium bases.

FLOODED RIVER

Description: The major rivers that cut across the continent occasionally flood their banks, particularly in the spring as upstream thaws engorge the waterway. During this season, the rivers can be much faster and extremely treacherous.

Special Rules: All Swimming skill rolls in a flooded river suffer a –2 penalty. If a character rolls 8 or less on his Swimming roll in a flooded river, increase the damage he suffers to d6.

FOREST FIRES

Description: Forest fires can be caused by lightning strikes, carelessness, or malice. In a drier forest these fires can spread quickly, burning miles of forest at a time. They are among the deadliest natural phenomena a character can encounter.

Special Rules: Forest fires can affect a huge area of a forest, covering many square miles. Being trapped in a forest fire is incredibly dangerous and can be deadly.

Depending on the character's proximity to the actual fire, some or all of the following effects may apply.

Ash Clouds – Hot ash carried skyward by updrafts produced in a forest fire can come raining down a great distance from the fire itself. Occasionally these ashes cause smaller secondary fires, which is one way a forest fire spreads. At the start of an encounter, the Game Master nominates a point and rolls for deviation. Place a 3″ AOE at the point of deviation. Any character or object caught in the ash cloud suffers a POW 6 fire damage roll. Combustible materials in an ash cloud can catch on fire. Roll a d6 for such materials in the AOE. On a roll of 1, they suffer the Fire continuous effect.

Smoke – The amount of smoke produced in a forest fire is one of its most overlooked dangers. Smoke can blanket the forest for miles away from the actual fire, its direction dictated by the prevailing winds. Characters in a smoky environment gain concealment. During his Maintenance Phase, a character in smoke must make an Exhaustion roll to avoid suffering the effects of smoke inhalation. If the roll fails, in addition to the normal effects of Exhaustion the character must sacrifice either his movement or his actions during his activation as he is wracked by an intense coughing fit. Smoke is a cloud effect.

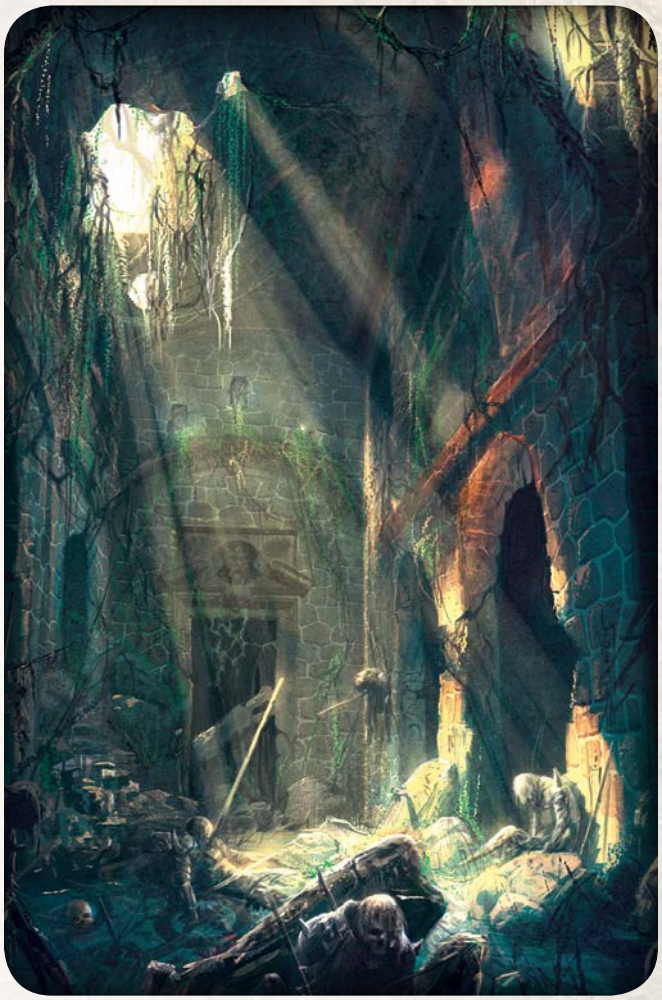
Heat – The heat produced by a forest fire is intense, even hundreds of yards away from the flames. This heat is enough to blister exposed flesh and can be deadly. If a character is within sixty feet (10″) of the leading edge of a forest fire, he suffers d3 fire damage points during his Maintenance Phase unless he shields himself from the heat in some way, such as by taking cover behind an earthen berm or in a cavern.

Flame – In addition to the above effects, a character caught in the flames of a forest fire suffers the Fire continuous effect.

Additional Hazards – In addition to the above, a forest fire can produce a variety of other hazards and effects. Trees weakened by fire can come crashing down as flaming tree deadfalls, and the convection currents caused by the fire can produce severe winds.



MOUNTAINS



AVALANCHE

Description: Caused when a pileup of snow slides free, an avalanche can range from a patch a few feet wide to the size of a whole mountainside. As it travels, the avalanche increases in volume and force, sweeping snow from the mountainside and covering everything in its path.

Special Rules: The Game Master determines when a character has caused or is endangered by an avalanche. The dangers of an avalanche depend on the volume of snow disturbed.

Small Avalanche – Characters in the path of a small avalanche must make an AGL roll against a target number of 12. If the roll succeeds, nothing happens. If the roll fails, the character is knocked down.

Medium Avalanche – Characters in the path of a medium avalanche must make an AGL roll against a target number of 12. If the roll succeeds, nothing happens. If the roll fails, the character is pushed 6 + d6″ in the direction of the avalanche's path and is knocked down. A character with less than 1″ of ground under his base after being pushed suffers the effects of Falling (see p. 205).

Large Avalanche – Characters in the path of a large avalanche must make an AGL roll against a target number of 14. If the roll succeeds, nothing happens. If the roll fails, the character is slammed d6″. The POW of the slam damage roll is 12. The POW of collateral damage is 10. After the slam has been resolved, the affected character is buried beneath 6 + d6 feet of snow. While buried, the character cannot move, does not block line of sight, and cannot engage or be engaged. To free himself, a character buried by an avalanche must make a STR roll against a target number of 12.

CAVE-INS

Description: Cave-ins are a danger to anyone who delves into natural caverns or the ancient and crumbling ruins that are scattered across the Immorese landscape. Without warning, the ceiling of a cavern can experience a disastrous failure, dropping tons of stone and earth below.

Special Rules: The Game Master determines when a cave-in occurs and whether it is a major or minor cave-in.

Minor Cave-In – The Game Master places a 3″, 4″, or 5″ AOE anywhere on the map and rolls for deviation. Characters under the AOE must make an AGL roll against a target number of 14 to throw themselves clear of the falling rubble. If the roll succeeds, place the character outside the rubble in base contact with the AOE. If the roll fails, the character suffers a POW 12 damage roll and is knocked down.

Major Cave-In – The effects are the same as for a minor cave-in except the damage roll gains an additional die and characters hit by the AOE are knocked down and buried beneath rock, soil, or masonry. A character buried beneath the rubble can take no action but attempting to free himself by making a STR roll against a target number of 16 or an Escape Artist roll against a target number of 14. Other characters can help dig the trapped character free by making a STR roll against a target number of 16. Characters assisting someone trying to free a buried character add +1 to that character's roll, to a maximum of +3.

ROCKSLIDES AND MUDSLIDES

The rules for avalanches can be adapted for mudslides, rockslides, and other similar hazards. Depending on the composition of the slide, the Game Master may decide to have affected characters suffer a POW 12 or higher damage roll from large rocks, trees, or other debris in the slide in addition to the normal effects of the avalanche.

SCREE

Description: A sloping pile of loose, broken rock caused by natural shearing and rockslides, scree can be a hazard to anyone traveling the narrow mountain roads that cut through the ranges of western Immoren.

Special Rules: An area of any size can be designated as scree. Scree is rough terrain. All AGL rolls suffer a –2 penalty in an area designated as scree.

THIN AIR

Description: Unless a character is accustomed to the thin air of high peaks, he will find he has difficulty breathing and becomes easily fatigued. Even jogging a short distance can leave a character on his knees, wheezing for breath.

Special Rules: When a living character climbs to high altitudes, unless he is accustomed to high altitudes or takes intermittent breaks during the ascent to acclimate to the conditions, once per hour he must make a PHY roll against a target number of 12. If the roll succeeds, he manages to acclimate to the thin air and suffers no ill effects. If the roll fails, the character becomes weakened at the end of any activation in which he runs or charges and suffers –2 STR and DEF for one round. This effect lasts until he successfully acclimates to the thin air.

SWAMPS

BOGS

Description: Within the swamps and marshes of western Immoren are many peat-covered bogs that often go unnoticed—until an unwitting traveler tries to cross over them and drops into a soup of thick muck, murky water, and decomposing plant matter.

Special Rules: A bog is considered an area of shallow or deep water. If the bog is shallow water, a character cannot claim the benefit of Pathfinder, Relentless Charge, or Swift Rider while in the bog; the muck and mud still restricts his movement. Characters with the Amphibious ability are not affected by a bog.

CANE LEECHES

Description: Marshlands and jungles are home to many varieties of leeches, but the cane leech is the largest and most feared. Approaching two feet long when fully grown, these aquatic vermin can severely injure or even kill unsuspecting travelers. They often gather in massive swarms among the canes and reeds that grow in shallow water, where they hide and wait for prey to walk or swim by.

Special Rules: A swarm of cane leeches is represented by a 3″, 4″, or 5″ AOE.

Cane leeches affect only living characters, though they will sometimes attach to undead characters. When a living character enters the AOE, 3 + d3 cane leeches attach to him. While a character has any cane leeches attached to him, he suffers 1 point of damage during his Maintenance Phase.

A character can pull off a cane leech as a quick action, but doing so frequently leaves a portion of the leech's body buried in the character's skin. The safest methods of removal are to use a source of fire to burn the leech away or to have a character trained in Medicine carefully extract it.

MARSH GAS

Description: Marsh gas is a by-product of decomposition unique to swamps and marshes. As plant and animal matter rots beneath the water's surface, the resulting gases build up, eventually escaping in a series of gas bubbles or as periodic eruptions. Marsh gas is extremely volatile, and exposure to even a small ember can result in a violent explosion.

Special Rules: Marsh gas is a gas effect represented by a 3″, 4″, or 5″ AOE. A pocket of marsh gas can be detonated by any gunfire, open flame, electricity, or spells that cause electrical or fire damage within the AOE. The Game Master determines when a potential trigger detonates a source of marsh gas.

When a pocket of marsh gas is detonated, characters currently in the AOE suffer a POW 10 fire damage roll, and then the AOE is removed. Flammable items carried by characters have a chance of catching fire. At the Game Master's discretion, if a character has a sufficient source of fuel for the fire, that character may also suffer the Fire continuous effect.

QUICKSAND

Description: Quicksand is a dangerous mix of sand and water. When agitated by movement or sudden impact, the quicksand liquefies. Anything in it has a chance of becoming stuck or being pulled under and suffocated.

Special Rules: An area of quicksand is considered shallow water. If a character ends his turn in an area of quicksand, he must make an AGL roll against a target number of 14. If the roll succeeds, he manages to keep moving without getting stuck. If the roll fails, he is stuck in the quicksand. At the end of his next turn, he treats the quicksand as deep water and must make a Swimming skill roll against a target number of 15 to pull himself free. If the roll fails, he is engulfed by the quicksand. He can take no action but to free himself using the target number above and will die in a number of rounds equal to his PHY stat if he is unable to free himself.

Other characters can attempt to free a character engulfed in quicksand if they have rope, a branch, or some other implement to help pull him free. Characters attempting to pull a character free from quicksand must make a STR roll against a target number of 13. A character attempting to pull free a character with a larger base suffers a –2 penalty to his roll.

A character does not benefit from the Amphibious or Aquatic abilities while in quicksand and must roll to free himself as outlined above.

WEATHER

BLIZZARD

Description: Much worse than simple snowfall, a blizzard is heavy snowfall that lasts for days and is accompanied by strong wind. Blizzards cut visibility dramatically.

Special Rules: A blizzard lasts for d3 days. During a blizzard, rolls to resist Exhaustion suffer a –2 penalty, all characters gain concealment, and the extreme range of all weapons is reduced by half. Characters suffer a –2 penalty to all Survival and Navigation skill rolls during the blizzard.

HEAT WAVE

Description: Heat waves are prolonged, uncharacteristically warm periods. Areas affected by a heat wave often experience drought, which reduces the availability of food as well as water. During a heat wave, dehydration caused by excessive sweating can be deadly if left untreated.

Special Rules: A heat wave lasts for d3 + 3 days and can affect hundreds of square miles. During a heat wave, all Survival skill rolls suffer a –1 penalty.

A character that fails a roll to resist Exhaustion in an environment affected by a heat wave also suffers d3 damage from heat exhaustion. This damage can only be recovered by spending at least an hour in a cool, shady area. If a character is incapacitated by this damage, he is dehydrated and will die unless given water within twenty-four hours.

HEAVY RAIN

Description: Occasional heavy rains sometimes hit coastal areas but can drive inland as far as Corvis, particularly in late spring. Far more intense than normal rain, these torrential downpours wash away tracks, put out fires, and leave those exposed to them shivering and miserable.

SOAKING WET

Some of the rules for heavy rain are also appropriate for characters who spend a prolonged period of time submerged in water. Some, like the chance for fouled ammunition, affect all characters.

Note that characters with the Amphibious ability are used to spending time in water and will not suffer PHY penalties except under extraordinary circumstances.

Special Rules: Heavy rains can be added to any outdoor encounter. Heavy rains are usually brief periods of heavy rainfall during a normal rainstorm but can also be prolonged periods of torrential downpour. The Game Master determines the duration of heavy rains.

Characters exposed to heavy rains can be affected in a number of different ways.

- If not cased in metal, firearm ammunition exposed to the rain is less effective. If a character's ammunition is exposed to the rain, each time he attacks with a firearm roll a d6. On a roll of 1 the ammunition has been fouled by the rain and does not fire.
- Living characters who spend more than a few minutes in heavy rain without a cloak, great coat, or similar clothing suffer a –1 penalty on PHY rolls until they spend at least fifteen minutes in a warm, dry area.
- Fire continuous effects end on a roll of 1, 2, or 3.

ICE SHEETS

Description: Ice sheets and frozen lakes are extremely slippery and make for unsure footing.

Special Rules: On an ice sheet, unless a character is wearing snowshoes or similar equipment, all Climbing, Jumping, and AGL rolls suffer a –2 Penalty. A character that moves over 30 feet (5″) on an ice sheet must make an AGL roll against a target number of 14. If the roll fails, he is pushed d3″ in a random direction and is knocked down.

Slammed and thrown characters are moved an additional +2″. A knocked down character must roll a d6 any time he attempts to stand up. On a roll of 1, he slips and remains knocked down.

FOG

Description: Western Immoren sees many kinds of fog. Coastal areas often get thick, rolling banks of "sea smoke" from cold currents striking the warmer mainland, while swamps and valleys are frequently filled with thinner, swirling ground fog.

Special Rules: Fog can be added to any encounter. Characters in a foggy area find it difficult to attack or detect others but easier to hide from their foes. Characters in fog gain concealment, granting them +2 DEF against ranged and magic attack rolls. Characters in fog gain a +2 bonus on Sneak rolls.

SEVERE WINDS

Description: Often accompanying storms blown in from the Meredius, severe winds can blow arrows, javelins, and even bullets off course.

Special Rules: Severe winds can be added to any encounter. Severe winds typically last for d6 hours, but prolonged storms can last even longer. While severe winds are in effect, all characters gain +2 DEF against ranged attacks.

SNOWDRIFTS

Description: A snowdrift is an accumulation of snow blown into large formations by strong wind.

Special Rules: Snowdrifts are hills. Characters without snowshoes treat snowdrifts as rough terrain. Small- and medium-based characters gain concealment while within a snowdrift. Only snowdrifts of incredible size are large enough to provide concealment to large-based characters.



MAGIC OF THE WILDS

What is magic? At its most fundamental, magic is a supernatural energy and medium some rare few can manipulate to create drastic and otherwise impossible changes. The manipulation of magic affects the fabric of reality itself, and those who can wield this power are both uniquely valuable to their allies and exceptionally dangerous to their enemies. Evoking magic takes the stable natural laws governing Caen and bends them, changes them, or breaks them outright.

The most basic and primal magic involves directing flows of raw energy by sheer force of will and gumption. In even its simplest form, magic can evoke blazing conflagrations, conjure lightning storms, mimic winter's freezing grasp, or hurl adversaries away with deadly force. Some individuals are capable of tremendous feats of magic by instinct alone, requiring no lengthy training or years of practice; others struggle for a lifetime to master the smallest trickle of this power and to force it to obey them. Differences in power are often a matter of natural-born talent, ambition, and hard-won experience.

Perhaps magic is the power of the gods made manifest—a way for mortals to perceive and affect the weft and weave of the world's underlying patterns. As long as tales have been told, there have been those chosen or blessed by the gods to embody their power on Caen. These are the priests and shamans. But the most ancient traditions suggest magic is inherent in life itself. Dhunians believe magic relates to the generative force the goddess instilled in everything born. Each living body contains hidden supernatural power in its blood, sinew, muscles, organs, bones, and flesh. The oldest magical traditions tap into this power through sacrifice and violence. The spilling of blood and the abrupt transition between life and death create wellsprings of power rooted in the ties between ineffable spirit and corporeal flesh. Necromancy and blood magic rely on this connection, and many cultures know the means to harness such power.

The power that flows in the blood and is released through bloodshed is often linked to the Devourer Wurm and the predators that embody the violent struggle between life and death. This struggle is ritualized in sacred hunts and feasts. Druids of the Circle Orboros speak of Caen as the body of Orboros and describe certain events as wounds that release the world's lifeblood, which manifests as flood, fire, lightning, and trembling earth. To the druids, drawing on the power of Orboros is not so different from siphoning energy through blood sacrifice, and both are augmented by certain phases of the moons. Trollkin shamans and sorcerers connect these energies to the goddess Dhunia and her control over seasonal cycles. The primal magic connecting life and death is equally fundamental to the magic of gatorman bokors, farrow bone grinders, bog trog mist speakers, and Tharn shamans.

Though impressive supernatural feats can be accomplished by diverting raw flows of primal energy, most magic requires these energies to be shaped and directed. This process requires transforming magic into repeatable shapes and patterns, such as the runes that appear around those who wield this power. It is by these runes and other intricate patterns that magical effects become fixed, their energies dormant but ready. A practitioner of magic creates a mystical pattern in his mind, imbues it with power so it manifests in the world, and then activates its runes to trigger the release of magical energy. This is how spells are shaped and unleashed.

MAGIC OF THE DIVINE

Since before written history there have been those who invoke magic through faith. These spiritual leaders mix prayers and formulae to create magic through small miracles they credit to their divine patrons. The greatest priests occasionally manifest greater powers marking the direct intervention of the gods, and these serve as a tangible reminder that higher beings are watching and intervening in the world through mortal intermediaries.

Some occult scholars believe divine magic flows from the connection between the immortal soul and the gods. Others insist faith has inherent power and that truly divine energies are present only for the rarest and most spectacular miracles. Though the source of a faith caster's magic differs from that of secular mystics, the fundamentals of how it is wielded are not dissimilar. Some faith casters rely on the force of their will to summon magic appropriate to their faith, whereas others tap into their powers with effortless ease or facilitate their magic by a connection to living beasts. All must still manipulate the mystical runes and formulae that allow magic to shape reality.

Faith casters rarely possess a deeper understanding of the complex rules by which magic functions. They manifest magic strongly associated with the attributes of their divine patrons, sacrificing some flexibility to stand as unwavering mortal conduits for the power of their gods on Caen. In compensation, those who are truly faithful and become favored might be granted access to miracles beyond the power of ordinary sorcerers and mystics.

In order to accomplish this exploit, one must have the special Gift to see and shape mystical patterns. This Gift can be found in many races, including trollkin, gatormen, farrow, bog trogs, humans, dwarves, elves, and Tharn, but it remains dormant and unharnessed by most people. For unknown reasons, the Gift never awakens in gobbers or ogrun, though these races consider themselves blessed by Dhunia in other ways.

Those who spontaneously manifest arcane potential and develop this power through practice are known as sorcerers. The power of sorcerers is linked to a particular elemental affinity, allowing their magic to give them power over rock and stone, blazing fire, lightning, or freezing winds. Sorcerers have a special status in some cultures, such as those of the trollkin kriels and the nomadic Nyss tribes. In the lands settled by mankind, sorcerers are often viewed with suspicion and mistrust, but among the wilds such people are special and valued, often rising to positions of leadership by dint of their elemental powers.

The Circle Orboros identifies another type of spontaneously arisen power among some humans as the *wilding*, a specific type of Gift marking an innate connection to Orboros. Though superficially similar to sorcery, the wilding is characterized by an inherent potential to connect with the ley lines below the surface of Caen. The wilding is a spontaneous manifestation, but the Circle Orboros has a highly formalized and versatile system of magic its members study and learn over decades, passed from the senior ranks to the junior. Druidic magic has been refined over thousands of years and includes dozens of specialized paths. Of all the groups practicing magic in the wilds of western Immoren, the blackclads are the most knowledgeable about the deeper fundamentals of their power and its manipulation. This has resulted in unique abilities and mystical tools they alone possess, such as the great standing stones that concentrate flows of magical energy for use during arcane rituals.

Some traditions have found ways for a spellcaster to supplement his own stamina with the life force of others or to make use of the extracted flesh and organs of those recently slain as reservoirs of added power. Such practices are considered barbaric and horrific to the masses of civilized mankind but are readily embraced among gatormen, farrow, and Tharn. After all, the consumption of flesh, which is often required for living beings to sustain themselves, is not so different from the drawing of supernatural power from those who have been recently killed and butchered.

In theory, the shaping of mystical power through runes and patterns makes possible an infinite variety of magical effects. Not all who practice magic are on equal footing, however. Access to the wellspring of magic manifests in different ways. For some practitioners, accumulating magical energy is a laborious process that requires a focused will and significant mental exertion. Others exploit the mystical energy in living creatures by siphoning power from the beasts they have bound to obey them. Although there are many traditions that know secret methods by which magic can be shaped, the underlying power is the same.

ARCANE TRADITIONS

All spellcasters belong to an arcane tradition that determines how their magic works in play. This book explores two: will weavers and harnessers. Other arcane traditions are explored elsewhere. For example, focusers (warcasters) appear in *Iron Kingdoms Full Metal Fantasy Roleplaying Game: Core Rules.*

Most spellcasters of the wilds are **will weavers**, who rely on their own physical stamina and the force of their will to summon and direct arcane energy. This process can be incredibly taxing to the spellcaster's body and mind, but it allows for the subtle weaving of intricate formulae. For these practitioners, siphoning mystical energy from its source is a taxing but rewarding process that requires concentration and fortitude. The greater the magical power called upon by the will weaver, the greater the risk as he pushes himself to exhaustion.

Rarer still are **harnessers**, who are able to form a powerful mystical bond with certain great beasts or stone constructs fabricated to tap into the ley lines below Caen. This bond creates a steady exchange of mystical energy that allows the harnesser to siphon a beast's vitality and raw rage and use them to empower magic and absorb otherwise lethal wounds. The magic of a harnesser is rooted in some of the most primal forces on Caen—those bound up in the vitality of life itself. A harnesser quickly learns to regulate the sometimes unpredictable ebb and flow of energies from the beasts he controls, using them as both power sources and allies while being mindful that his manipulations might push them into an uncontrolled frenzy.

Unlike a will weaver, a harnesser is reliant upon an external power source for his magic: the beasts to which he is bound. Bereft of those beasts, a harnesser must look to the strength within his own blood, opening a wound on his own flesh and offering a painful sacrifice to empower his spells. This puts him in far greater peril than the will weaver who pushes himself to exhaustion, as such wounds can prove fatal or leave the harnesser vulnerable to retaliation from his enemies.

DETERMINING YOUR CHARACTER'S TRADITION

A character's tradition determines the rules he uses when spellcasting. All characters with the Gifted archetype begin the game with an arcane tradition. Once determined, a character's arcane tradition does not change.

Unless your character begins the game with the Warlock career, his tradition is will weaver. Characters with the Warlock career have the harnesser tradition.

WILL WEAVERS

Will weavers rely on their force of will to summon and harness arcane energy. They do this by calling upon arcane formulae, often through some combination of thinking, reciting, and reading them. The mental formulation—the investing of will in the visualized image of the runes—is the most important aspect, but complex formulae are difficult to maintain perfectly in the

mind without assistance. To create mnemonic associations, most arcane practitioners utilize a variety of techniques, which include chanting rote phrases, performing sequences of gestures, and writing out complex symbols. These processes are not strictly necessary to complete a spell, but spellcasters find it easiest to perform magic by keeping to techniques they have repeatedly practiced, thereby entering into a meditative state.

As a will weaver works his magic, he generates fatigue points. Fatigue represents the mental toll of bending arcane forces to the spellcaster's will. A will weaver who operates within the limits of his capabilities runs little chance of overexerting himself, but one who pushes himself to the limit risks exhaustion, becoming unable to cast spells until taking a respite.

A will weaver can call upon his magic to cast and upkeep spells and to boost magical attack and magical damage rolls. As he does so, the will weaver generates fatigue points. Provided the will weaver does not exceed his ARC in fatigue points, nothing happens. If the will weaver exceeds his ARC in fatigue points, he must make a fatigue roll to determine whether he becomes exhausted. A will weaver cannot exceed double his ARC in fatigue points as a result of casting, upkeeping, or boosting spells.

GAINING FATIGUE POINTS

A will weaver can gain fatigue points to:

- Upkeep a Spell – A will weaver gains 1 fatigue point for each spell he upkeeps during each Control Phase.
- Cast a Spell – When a will weaver casts a spell, he gains a number of fatigue points equal to the COST of the spell.
- Boost a Magic Attack or Magic Damage Roll – Each time a will weaver boosts a magic attack or magic damage roll, he gains 1 fatigue point. Boosting must be declared before rolling any dice for the roll. Remember, a single roll can be boosted only once, but a will weaver can boost as many different rolls as he can afford.
- Increase the Range of a Spell – A will weaver can gain 1 fatigue point to increase the RNG of a non-spray spell by thirty feet (5″). Each spell cast can have its RNG extended only once as a result of gaining fatigue.

REMOVING FATIGUE POINTS

Will weavers remove a number of fatigue points equal to their ARC each Maintenance Phase.

FATIGUE ROLLS AND EXHAUSTION

If his fatigue points exceed his ARC, a will weaver must make a fatigue roll immediately after resolving each spell he casts. To make a fatigue roll, roll 2d6. If the total is equal to or greater than the number of fatigue points the will weaver currently has, nothing happens. If the total is less than the number of fatigue points the will weaver has, he becomes exhausted.

When a character becomes exhausted, his turn immediately ends and he cannot cast spells during the next round.

RUNES AND PATTERNS

Summoning power that can ignore the laws of nature or be transformed into tremendous surges of awe-inspiring elemental force is not a subtle or invisible practice. Although their techniques of summoning and shaping magic vary, all spellcasters work through runes and mystical patterns that become visible to those around them when a spell is cast.

The exact shape and appearance of these runes vary by background and tradition, although some runes are shared by several groups. The blackclads of the Circle Orboros manifest complex and jagged interlocking sigils, for example, while trollkin rely on rings of mystical runes drawn from the ancient Molgur. A caster inherits the runic forms of his culture, usually learned from a mentor or from observing his mystical peers. Some groups manifest less distinct runes and simpler sigils than others, pouring raw power into their patterns to make up for the lack of finesse. The runes of sorcerers are closely aligned with elemental affinities, and their more limited vocabulary describes manifestations of fire, ice, lightning, or earth.

When a shaman or bone grinder casts a spell, glowing runes depicting a tangible manifestation of the spell's structure briefly surround his person, with their size and scope relative to the power being invoked. Less potent spells are prefigured by circles of runes around either the spellcaster's hand or an item used as a point of focus, such as a weapon. Larger effects result in concentric rings of runes around the spellcaster's body, usually at the waist, at the shoulders, or around the head. If a spell affects someone else nearby, runes briefly manifest around that person as well.

To most people these glowing runes are indistinct and quickly forgotten manifestations of magic that have no meaning beyond being an ominous sign of gathered supernatural forces. For other spellcasters, it is possible to anticipate the scope and nature of the magic being gathered by witnessing the runes, an aptitude that can provide a tremendous tactical advantage. Though bright, these runes shine too briefly to be utilized as a light source, but they do draw attention to a caster in a dark place.

Casters involved in clandestine activities sometimes develop the ability to mask these patterns. Runes must always manifest for magic to function, but a skilled practitioner can change their hue and minimize their size and intensity to the point that they are all but unnoticeable. Certain spells specifically designed to augment stealth incorporate these techniques as part of their casting.

HARNESSERS

Harnessers are capable of dominating the minds of wild beasts and drawing primal power from their ferocity. These creatures, bonded to the will of the harnesser, are known as **warbeasts**. Harnessers are known among the trollkin, gatormen, and farrow as well as among the blackclads of the Circle Orboros. Very rarely, certain other exceptional individuals exhibit the talent. In addition to drawing on the rage of his warbeasts to empower spells, a harnesser can tap the raw power inherent within his beasts, unlocking animi he can cast as spells. Additionally, a warlock's bond with his warbeast is so strong that injuries can be shared between them, allowing a warlock to survive wounds that would otherwise be fatal, though sometimes at the cost of killing a valued beast. Only harnessers can be warlocks.

Each harnesser has a particular Resonance ability (p. 164) that determines the kinds of warbeasts he can bond to and control. Resonance often takes the form of either a blood connection or a powerful affinity for a certain type of creature. In many cases this is due to an underlying kinship between the harnesser and the beast. Trollkin, for instance, can dominate only full-blood trolls and dire trolls, with whom they share a strong blood connection. Similarly, farrow can control razor boars and the porcine aberrations that sometimes manifest among their kind. Gatormen share an affinity with certain creatures of the swamps—those whose minds are compatible with their own. Circle warlocks can command constructs they create as well as certain species with which they have had long contact and have developed a certain rapport. These are generally breeds of predators deemed strongly affiliated with the Devourer Wurm. The Circle Orboros can theoretically develop new affinities over time, but this is generally a process of decades over multiple generations of dominating and training bloodlines of a given type of creature.

THE BATTLEGROUP

A warlock and the beasts he controls are collectively referred to as a **battlegroup**. The warlock mentally commands the warbeasts in his battlegroup. He can force them to attack with greater accuracy and strength or evoke their latent arcane abilities, increasing the warbeasts' fury. The warlock harnesses this primal power contained within his warbeasts and can use it to boost his own combat abilities, heal his battlegroup, stave off injury, or cast formidable spells.

By a concentrated exertion of mental effort, a harnesser can create a lasting bond with a warbeast he shares a resonance with (see "Warlock Bond," p. 168). Once bound, the warbeast becomes an extension of the warlock's will and a font of his arcane power. The warbeasts that are bonded to a warlock are part of his battlegroup.

A harnesser's arcane energy takes the form of fury points that he draws from his warbeasts. Warbeasts accumulate fury points as a result of being forced (see "Forcing Warbeasts," p. 268) to perform actions by the warlock. A warlock gains fury points by leaching them from his warbeasts. A warlock can spend fury points to cast and upkeep spells, make additional attacks, or boost attack and damage rolls.

FORCING A WARBEAST

A harnesser is able to force a warbeast he controls to empower its attacks or to take actions it would otherwise be incapable of. A warlock can force his warbeasts only while they are in his control area (p. 236). For the full rules on how harnessers interact with warbeasts, see "Forcing Warbeasts" on p. 268.

LEACHING

At the start of his Control Phase, before spending fury to upkeep spells or making threshold checks for his warbeasts, a warlock can remove fury points from warbeasts in his battlegroup that are in his control area. Fury points leached from a warbeast are removed from it and placed on the warlock.

The warlock can also leach fury points from his own life force during his Control Phase. For each fury point the warlock leaches in this way, he suffers 1 damage point. This damage cannot be transferred. Roll a separate location for each damage point suffered as a result of leaching.

A warlock's total number of fury points cannot exceed his ARC as a result of leaching.

REAVING

A harnesser is able to capture residual arcane energies of his warbeasts as they are destroyed. When a warbeast in the harnesser's battlegroup is incapacitated while in his control area, the harnesser can reave the fury points on the warbeast. Remove the warbeast's fury points and place them on the harnesser. The harnesser cannot reave fury points from a warbeast that was incapacitated as a result of transferring damage to the warbeast (see below).

A warlock's total number of fury points cannot exceed his ARC as a result of reaving. Excess fury points gained from reaving are lost.

Fury points that are not reaved from an incapacitated warbeast are lost.

SPENDING FURY POINTS

A harnesser can spend fury points to:

- Upkeep a Spell – A harnesser must spend 1 fury point for each spell he upkeeps during each Control Phase.
- Cast a Spell – When a harnesser casts a spell, he must spend a number of fury points equal to the COST of the spell.
- Boost an Attack or Damage Roll – A harnesser can spend fury points to boost magic attack and magic damage rolls. A harnesser can also spend fury points to boost attack and damage rolls with a non-mechanikal magical weapon. Each time a harnesser boosts an attack or damage roll, he must spend 1 fury point. Boosting must be declared before rolling any dice for the roll. Remember, a single roll can be boosted only once, but a harnesser can boost as many different rolls as he can afford.
- Make an Additional Attack – A harnesser can spend fury points to make an additional melee or ranged attack with a non-mechanikal magical weapon during his turn. The harnesser can make one additional attack for each fury point he spends.
- Heal – Anytime during the Activation Phase of his turn, a harnesser can spend fury points to heal himself or a warbeast in his battlegroup in his control area. For each fury point spent in this way, the harnesser or warbeast regains 1 vitality point.
- Transfer Damage – When a harnesser would suffer damage, he can immediately spend 1 fury point to transfer the damage to a warbeast in his battlegroup that is in his control area. The warbeast suffers the damage instead of the harnesser. Determine where to mark the damage normally. Transferred damage is not limited by the warbeast's unmarked damage circles, and any damage exceeding the warbeast's unmarked damage circles is applied to the harnesser and cannot be transferred again. A harnesser cannot transfer damage to a warbeast that has a number of fury points equal to its FURY stat. The harnesser is still considered to have suffered damage even if the damage is transferred. Characters unable to suffer transferred damage cannot have damage transferred to them.

Unless otherwise stated, a character can spend fury points only during his turn.

REMOVING FURY POINTS

At the start of each of the harnesser's Maintenance Phases, remove fury points from the harnesser in excess of his ARC.

Anytime during the Activation Phase of his turn, a harnesser can discard any number of fury points from himself. A harnesser can discard fury points even if he runs during his turn.

BECOMING A HARNESSER

Only a character with the Gifted archetype and the Warlock career can be a harnesser. Regardless of the character's other careers, he receives fury points and casts spells using the harnesser rules.

Blood Magic

Blood magic is a type of magic that is channeled through a spellcaster's empowered melee weapon (see "Empower Weapon," p. 159). These spells are cast onto the weapon before the spellcaster makes an attack with it, thus charging it with arcane energy. Blood magic is not a tradition, and a practitioner of blood magic can be either a will weaver or a harnesser (if he also has the Warlock career).

Blood magic spells must be cast the turn they take effect, and they affect only the character's next attack with an empowered weapon. If the character casts a blood magic spell and does not make an attack, the spell expires at the end of his turn. Unlike other spells, casting a blood magic spell does not require a quick action, and any number of blood magic spells can be cast on a single attack. Although the blood magician can empower a single attack with multiple spells, he can empower each attack with the same spell only once.

A target directly hit by an attack with a blood magic spell cast on it suffers the effects of the melee attack along with any spell effects the attack was empowered with.



CONTROL AREA

Gifted characters, both will weavers and harnessers, have **control areas**. A control area is a circular area centered on the character with a radius that extends out from the edge of his base equal to his ARC times twelve feet (or twice his ARC in tabletop inches). A character is always considered to be in his own control area. When a special rule changes a character's ARC, his control area changes accordingly. Some spells use the control area, noted as "CTRL," as their range or area of effect.

A character can measure his control area at any time, measuring the distance from his base to any point in his control area.

WARBEASTS AND CONTROL AREA

A warbeast must be in its controlling warlock's control area to be forced, to have damage transferred to it, or to channel spells. A warlock can leach and reave fury points only from warbeasts in his battlegroup that are in his control area.

SPELLS

Some characters have the ability to cast spells during their turns. Will weavers cast spells by generating fatigue points. Harnessers cast spells by spending fury points. A spell can be cast multiple times per Activation Phase, but its COST must be paid each time.

With the exception of blood magic spells, which do not require the expenditure of an action to cast, spells are cast as quick actions. A character cannot cast a spell during a turn in which he runs.

When a spell is cast, resolve its effects immediately.

A spell's point of origin is the character casting the spell or the character through which the spell is channeled (see "Channeling," p. 238). Unless otherwise noted, spells that target a character other than the caster or the channeler require line of sight to their targets.

Learning Spells

Not all spells are available to every character. The spells a character can learn are determined by his career's spell list (pp. 239–241). A character can learn spells from any of his career lists.

A character can know a maximum number of spells equal to his INT x 2.

Spell Statistics

A spell is defined by the following six statistics:

COST – The cost of the spell. This is either the number of fatigue points a will weaver gains from casting the spell or the number of fury points a harnesser spends to cast the spell.

RNG (Range) – The maximum distance in inches from the spell's point of origin to its target. A RNG of "SELF" indicates the spell can be cast only on the character casting it. A RNG of "CTRL" indicates the spell uses the spellcaster's control area as its range.

AOE (Area of Effect) – The diameter in inches of the template an AOE spell uses for its effects. When casting an AOE spell, center the template on the determined point of impact. A character with any part of his base covered by the template potentially suffers the spell's effects. See p. 212 for details on AOE attacks. Templates for AOEs appear on p. 470. A spell with an AOE of "CTRL" is centered on the spellcaster and affects characters in his control area.

POW (Power) – The base amount of damage a spell inflicts. The POW forms the basis of the spell's damage roll. A spell with a POW of "—" does not cause a damage roll.

UP (Upkeep) (Yes/No) – Determines whether the spell can be upkept. See "Upkeep Spells," p. 237, for more details.

OFF (Offensive) (Yes/No) – Determines whether the spell is an offensive spell. See "Offensive Spells and Magic Attack Rolls," p. 237, for details.

If a stat is listed as "*," the spell does not use the stat in a normal way and contains special rules relating to that aspect of the spell.

Example: *A spell that has an AOE but does not use one of the standard 3", 4", or 5" templates would have "*****" as its AOE stat and include rules explaining how its AOE is measured.*

RANGE REMINDER

Remember that one inch on the tabletop equals six feet in scale.

CASTING A SPELL

To cast a spell, a character must first pay its COST. For will weavers, this means gaining a number of fatigue points equal to the cost of the spell; for harnessers, it means spending a number of fury points equal to the cost of the spell. If the spell is an upkeep spell, any other instances of that spell currently in play that were cast by the caster immediately expire. Next, declare the target. A spell can target any character in the caster's line of sight (see "Line of Sight," p. 201), subject to the targeting rules.

Non-offensive spells with a numeric RNG can also target the point of origin of the spell.

Certain rules and effects create situations that specifically prevent a character from being targeted. A character who cannot be targeted by an attack still suffers its effects if inside the attack's AOE. Other rules and effects, such as stealth, might cause an attack to miss automatically, but they do not prevent the character from being targeted by the attack. An offensive spell cannot target its point of origin.

Measuring Range

After declaring the target of the spell, measure to see if the target is within the range (RNG) of the spell. Measure from the edge of the point of origin's base to the target up to the maximum range of the spell. If the nearest edge of the target's base is within the maximum range of the spell, the target is in range. If the target is in range and the spell is non-offensive, the spell immediately takes effect. If the target is in range and the spell is offensive, make a magic attack roll to see if it hits.

If the target is beyond the spell's range, a non-offensive spell does not take effect, and an offensive spell automatically misses. If a magic attack has an AOE and the attack's target is out of range, it automatically misses, and its point of impact deviates from the point on the line to its declared target at a distance equal to its RNG. See "Area-of-Effect Attacks" on p. 212 for details on these attacks and deviation.

Offensive Spells and Magic Attack Rolls

An offensive spell is a magic attack that requires the spellcaster to make a successful magic attack roll to hit its target. Magic attacks are similar to ranged attacks and follow most of the same rules.

Determine a magic attack's success by making a magic attack roll. Roll 2d6 and add the attacking character's ARC. Roll an additional die if the roll is boosted. Special rules and certain circumstances might modify the attack roll as well.

$$\textit{Magic Attack Roll} = 2d6 + \textit{ARC}$$

A target is directly hit if the attack roll equals or exceeds its DEF. If the attack roll is less than the target's DEF, it misses. A roll of all 1s on the dice causes an automatic miss. A roll of all 6s is a direct hit unless you are rolling only one die, regardless of the target's DEF.

Sometimes a special rule causes an attack to hit automatically. Such automatic hits are also direct hits.

A magic attack roll does not suffer the target in melee attack roll penalty when the attacker is in melee with the target. If such an attack misses and there are multiple characters in the combat, the attack can still hit another random character in the combat, excluding the attacker and the original target. Resolve these situations following the rules in "Targeting a Character in Melee" on p. 211 and "Spell Targeting" below. An AOE spell that misses in this situation deviates normally.



The same modifiers that affect ranged attack rolls also affect magic attack rolls. See p. 213 for the complete list.

Spell Targeting

Many spells can be cast only on certain types of characters, such as warbeasts or enemies. Such restrictions are noted in a spell's description. To abbreviate these targeting restrictions, when a spell's description mentions an effect against a "target something," the spell can be cast only on that type of character.

Example: *The Leash spell states, "Immediately after the spellcaster ends his normal movement, target warbeast in his battlegroup can advance up to 3" toward him." This spell can only target a warbeast.*

When using an offensive spell to attack a structure, ignore its targeting restrictions.

When an offensive spell targeting a character in melee misses, ignore its targeting restrictions when determining which characters in the combat might be hit instead. If the new target is an invalid one for the spell, the spell has no further effect. (See "Targeting a Character in Melee" on p. 211 and "Offensive Spells and Magic Attack Rolls" above for details on resolving a magic attack against a character in melee.) An AOE spell that misses deviates normally instead.

Example: *A farrow warlock attempts to cast the Entangle spell on a town watchman in melee with a farrow chieftain who is himself in melee with two other watchmen. There are four characters in the combat. If the warlock misses, determine which of the other three characters might be hit by the spell as usual.*

UPKEEP SPELLS

Upkeep spells can be kept in play from round to round. During the Control Phase, a will weaver gains 1 fatigue point for each upkeep spell he keeps in play and a harnesser must pay 1 fury point for each upkeep spell he keeps in play. A character can maintain an upkeep spell even if the spell's effects are outside his control area, up to a distance of his ARC x 10". If an upkeep spell is not maintained during the Control Phase, the spell immediately expires.

A character can have only one instance of each specific upkeep spell in play at a time, but he can maintain any number of

different upkeep spells simultaneously if he pays the cost to do so. A character can have only one offensive and one non-offensive upkeep spell on him at a time. If another upkeep spell of a type already affecting the character is cast on that character, the older upkeep spell expires and is replaced by the newly cast one when the affected character is hit by the spell.

A character can recast any of his upkeep spells already in play. If this happens, the spell's previous casting immediately expires when the COST of the new casting is paid.

Pay particular attention to this restriction when casting upkeep spells with a target of "SELF."

Upkeeping Spells Outside of Combat

A character can upkeep a number of spells equal to his ARC outside of combat.

SPELLCASTER DEATH

If a spellcaster is destroyed or removed from play, his upkeep spells and any spells that would have expired at the start of his next turn immediately expire.

CHANNELING

Some characters and equipment, known as channelers, can act as passive relays for spells and thereby extend their effective range. Each channeler has a number of rules that determine how it can be used. A channeler must be in a spellcaster's control area for the spellcaster to cast spells through the channeler.



MULTIPLE SPELL EFFECTS

Although it is not possible to have more than one friendly upkeep spell and one enemy upkeep spell on a character at a time, it *is* possible for a character to be affected by more than one spell at a time. As long as a character is under the effects of no more than one offensive and one non-offensive upkeep spell, he can be affected by any number of non-upkeep spells at the same time.

A spellcaster channeling a spell is still the attacker and is considered to be the character casting the spell, but the channeler becomes the spell's point of origin. This means that eligible targets and the spell's range are measured from the channeler and that the channeler must have line of sight to the spell's target. Channeling a spell does not require the spellcaster to have line of sight to either the channeler or the spell's target. There is no additional cost for channeling a spell.

A channeler engaged by an enemy cannot channel spells. A stationary channeler can channel spells, but one that is knocked down cannot. A channeler can be the target of a non-offensive spell it channels, but a spell with a RNG of "SELF" cannot be channeled. A channeler cannot be the target of an offensive spell channeled through it.

Make a magic attack roll for a channeled offensive spell normally. The spellcaster can boost die rolls or otherwise enhance the spell normally.

Remember, the channeler is just a relay. Being used to channel a spell is a passive effect that occurs during a spellcaster's turn and has no impact on the channeler's own turn.

CHANNELING 101

Channeling a spell does not require the spellcaster to have line of sight to either the channeler or the spell's target. The channeler must have line of sight to the spell's target, though.

A spellcaster can channel a spell through a single channeler at a time. Spells cannot be relayed from one channeler to another.

The spellcaster casts the spell, but the channeler is the spell's point of origin. A channeler cannot be the target of an offensive spell channeled through it.

SPELL LISTS

Spell lists are divided by career and COST.

BLACKCLAD SPELLS

Blackclads can learn spells from the following list.

COST 1	Blessing of Health, Earth's Cradle, Influence, Protection from Cold, Protection from Corrosion, Protection from Electricity, Protection from Fire, Stone Stance
COST 2	Banishing Ward, Force Bolt, Medicate, Occultation, Rapid Growth, Rock Wall, Stone Form, Stone Skin, Summon Vortex, Triage, True Sight, Wind Blast
COST 3	Deceleration, Eruption of Life, Fog of War, Inhospitable Ground, Lightning Storm, Mirage, Purification, Rift, Rock Hammer, Stone Spray, Veil of Mists
COST 4	Earthsplitter, Elemental Protection, Tornado

BLOODWEAVER SPELLS

Bloodweavers can learn spells from the following list.

COST 1	Blood Magic: Accurate Strike, Blood Magic: Black Poison, Blood Magic: Brutal Strike, Fair Winds, Hidden Path
COST 2	Blessing of the Devourer, Blood Magic: Bleeder, Blood Magic: Blood Burst, Blood Magic: Dispel, Blood Magic: Hobbler, Blood Magic: Invigoration, Blood Magic: Weakness, Bullet Dodger, Celerity, Marked for Death
COST 3	Blood Magic: Brain Damage, Blood Magic: Grievous Strike, Killing Tide, Zephyr
COST 4	Blood Magic: Heart Stopper, Hunter's Mark, Quickened

BOKOR SPELLS

Bokors can learn spells from the following list.

COST 1	Cold-Blooded, Dirge of Mists, Grave Whispers, Influence
COST 2	Bone Shaker, Chiller, Dark Fire, Death Pact, Eyes of Truth, Hand of Fate, Occultation, Voodoo Doll
COST 3	Affliction, Dominate Undead, Enthrall Spirit, Entropic Force, Ghost Shroud, Ghost Walk
COST 4	Annihilation, Black Out, Raise Dead

BONE GRINDER SPELLS

Bone Grinders can learn spells from the following list.

COST 1	Arcane Strike, Blessing of Health, Guided Blade
COST 2	Arcane Bolt, Bad Blood, Banishing Ward, Exorcism, Marked for Death, Spirit Lash
COST 3	Flesh Eater, Hex Blast, Parasite, Rift, Rise in Death
COST 4	Feast of Worms, Freezing Grip, Obliteration

MIST SPEAKER SPELLS

Mist Speakers can learn spells from the following list.

COST 1	Cold-Blooded, Hidden Path, Mist Shroud
COST 2	Banishing Ward, Boundless Charge, Cloak of Fear, Devil's Tongue, Extinguisher, Hand of Fate, Phantasm, Quagmire, True Sight, Vision
COST 3	Dark Water, Fog of War, Inhospitable Ground, Mirage, Occultation
COST 4	Hunter's Mark, Rising Tide, Tempest

PRIEST OF NYSSOR

Priests of Nyssor can learn spells from the following list.

COST 1	Blessing of Health, Dirge of Mists, Hidden Path, Wind Strike
COST 2	Banishing Ward, Cross-Country, Hand of Fate, Ice Bolt, Marked for Death, Occultation, Rime, Staying Winter's Hand, Twister
COST 3	Force Field, Lamentation, Prayer of Guidance, Rift, True Path, Veil of Mists, Winter Storm
COST 4	Deathly Slumber, Hunter's Mark, Tempest

SHAMAN: DEVOURER WURM SPELLS

Devourer Shamans can learn spells from the following list.

COST 1	Blessing of Health, Cloak of the Predator, Dirge of Mists, Fair Winds
COST 2	Bleed, Blessing of the Devourer, Boundless Charge, Carnivore, Eyes of Truth, Inviolable Resolve, Jaws of Death, Stranglehold, Weald Hunter
COST 3	Affliction, Battle Rage, Bestial, Curse of Shadows, Lightning Tongue, Murder of Crows, Rampager, Rift
COST 4	Blood Feast, Hellmouth, Raging Winds

SHAMAN: DHUNIA SPELLS

Dhunian Shamans can learn spells from the following list.

COST 1	Earth's Cradle, Guided Blade, Light in the Darkness, Soothing Song
COST 2	Banishing Ward, Blessings of War, Bullet Dodger, Exorcism, Fortune, Inviolable Resolve, Solid Ground, Staying Winter's Hand, Triage
COST 3	Crevasse, Hex Hammer, Mortality, Purification, Star-Crossed, Sure Foot, True Path
COST 4	Earthsplitter, Force of Faith, Heal

SORCERER SPELLS

When a character becomes a sorcerer, he chooses an elemental spell list. The character can learn spells from his elemental list. Once selected, his element cannot change.

FIRE

COST 1	Fire Starter, Flames of Wrath, Protection from Fire
COST 2	Ashen Cloud, Extinguisher, Howling Flames, Ignite, Immolation, Wall of Fire
COST 3	Barrier of Flames, Cleansing Fire, Flare, Fuel the Flames, Inferno
COST 4	Ashes to Ashes, Blazing Effigy, Sea of Fire

ICE

COST 1	Blizzard, Ice Shield, Protection from Cold
COST 2	Chiller, Frostbite, Ice Bolt, Icy Grip, Shatter Storm, Staying Winter's Hand
COST 3	Brittle Frost, Deep Freeze, Frozen Ground, Hoarfrost, Winter Storm
COST 4	Freezing Grip, Freezing Mist, White Out

STONE

COST 1	Earth's Cradle, Entangle, Stone Stance
COST 2	Battering Ram, Fortify, Foxhole, Rock Wall, Solid Ground, Stone Strength
COST 3	Crevasse, Earthquake, Inhospitable Ground, Rift, Rock Hammer
COST 4	Earthsplitter, Obliteration, Shock Wave

STORM

COST 1	Fair Winds, Storm Tossed, Wind Strike
COST 2	Boundless Charge, Celerity, Razor Wind, Telekinesis, Wind Blast, Wings of Air
COST 3	Chain Lightning, Deceleration, Fog of War, Lightning Tendrils, Zephyr
COST 4	Raging Winds, Tempest, Tornado

WARLOCK: CIRCLE SPELLS

Circle Warlocks can learn spells from the following list.

COST 1	Blessing of Health, Blizzard, Soothing Song
COST 2	Admonition, Aggravator, Dog Pile, Forced Evolution, Leash, Muzzle, Restoration, Roots of the Earth, Spirit Fang, Sunder Spirit, Warpath
COST 3	Awareness, Crevasse, Gallows, Mystic Wards, Shadow Pack, Storm Wall, Sunhammer, Watcher, Wild Aggression
COST 4	Harvest, Raging Winds, Tornado

WARLOCK: FARROW SPELLS

Farrow Warlocks can learn spells from the following list.

COST 1	Entangle, Jump Start, Return Fire
COST 2	Bad Blood, Bullet Dodger, Cross-Country, Forced Evolution, Mobility, Perdition, Pig Pen, Quagmire, Rawhide, Refuge, Snipe, Twister
COST 3	Aggravator, Batten Down the Hatches, Eliminator, Grind, Guided Fire, Inhospitable Ground, Rampager, Rift, Wild Aggression
COST 4	Incite, Obliteration, Warpath

WARLOCK: SWAMP SPELLS

Swamp Warlocks can learn spells from the following list.

COST 1	Arcane Strike, Cold-Blooded, Earth's Cradle
COST 2	Admonition, Awakened Spirit, Bad Blood, Bleed, Carnivore, Primal Shock, Ravager, Soul Slave, Sunder Spirit, Unnatural Aggression, Venom, Voodoo Doll
COST 3	Aggravator, Awareness, Battle Rage, Bestial, Curse of Shadows, Dark Water, Flesh Eater, Rise in Death, Watcher
COST 4	Blood Feast, Harvest, Warpath

WARLOCK: TROLLKIN SPELLS

Trollkin Warlocks can learn spells from the following list.

COST 1	Hidden Path, Return Fire, Stone Stance
COST 2	Battering Ram, Battle Charged, Battle Rage, Cross-Country, Hallowed Guardian, Iron Flesh, Mobility, Primal Shock, Refuge, Stranglehold, Sunder Spirit, Unstoppable Force
COST 3	Agitation, Gallows, Guided Fire, Killing Ground, Rampager, Rift, Sure Foot, Unminding, Wild Aggression
COST 4	Obliteration, Stone Hold, Warpath

SPELL DESCRIPTIONS

	COST	RNG	AOE	POW	UP	OFF

ADMONITION 2 6 — — YES NO

When an enemy advances and ends its movement within 6″ of target character in the spellcaster's battlegroup, the affected character can immediately advance up to 3″, then Admonition expires. The affected character cannot be targeted by free strikes during this movement.

AFFLICTION 3 8 — — YES YES

When a damage roll resulting from a direct hit fails to exceed the ARM of the affected character, that character suffers d3 damage points.

AGGRAVATOR 3 SELF CTRL — YES NO

While in the spellcaster's control area, friendly warbeasts gain Hyper Aggressive. (When a character with Hyper Aggressive suffers damage from an enemy attack anytime except while it is advancing, after the attack is resolved it can immediately make a full advance directly toward the attacking character.)

AGITATION 3 SELF CTRL — NO NO

Place 1 fury point on each enemy warbeast currently in the spellcaster's control area. This spell cannot cause a warbeast to exceed its FURY in fury points. This spell can be cast only once per turn.

ANNIHILATION 4 10 3 10 NO YES

Characters hit suffer a POW 10 damage roll. If the spellcaster can gain soul tokens, he can claim the soul tokens of characters destroyed by this spell regardless of range.

	COST	RNG	AOE	POW	UP	OFF
ARCANE BOLT	2	12	—	11	NO	YES

Magical bolts of energy streak toward the target.

	COST	RNG	AOE	POW	UP	OFF
ARCANE STRIKE	1	8	—	8	NO	YES

An arcane force blasts toward the target.

	COST	RNG	AOE	POW	UP	OFF
ASHEN CLOUD	2	CTRL	3	—	YES	NO

Place a 3″ AOE cloud effect anywhere completely in the spellcaster's control area. Characters without Immunity: Fire suffer –2 on attack rolls while in the AOE.

	COST	RNG	AOE	POW	UP	OFF
ASHES TO ASHES	4	8	*	10	NO	YES

If target character is hit, he and d6 of the spellcaster's nearest enemies within 5″ of the target suffer a POW 10 fire damage roll.

	COST	RNG	AOE	POW	UP	OFF
AWAKENED SPIRIT	2	6	—	—	YES	NO

Target warbeast in the spellcaster's battlegroup can use its animus once during its activation without being forced. A warbeast that uses its animus as a result of Awakened Spirit cannot also be forced to use its animus that activation.

	COST	RNG	AOE	POW	UP	OFF
AWARENESS	3	SELF	CTRL	—	NO	NO

While in the spellcaster's control area, the front arcs of characters in his battlegroup are extended to 360°. When determining LOS, those characters ignore cloud effects, forests, and intervening characters. Awareness lasts for one round.

	COST	RNG	AOE	POW	UP	OFF
BAD BLOOD	2	10	—	—	YES	YES

A warlock leaching from target warbeast suffers 1 damage point for each fury point leached. The affected warbeast cannot regain vitality or have damage transferred to it.

	COST	RNG	AOE	POW	UP	OFF
BANISHING WARD	2	6	—	—	YES	NO

Enemy upkeep spells on the targeted friendly character expire. The affected character cannot be targeted by enemy spells or animi.

	COST	RNG	AOE	POW	UP	OFF
BARRIER OF FLAMES	3	SELF	CTRL	—	NO	NO

Friendly characters in the spellcaster's control area gain +1 DEF. When a friendly character is hit by a melee attack while in the spellcaster's control area, the attacker suffers the Fire continuous effect. Barrier of Flames lasts for one round.

	COST	RNG	AOE	POW	UP	OFF
BATTEN DOWN THE HATCHES	3	SELF	CTRL	—	NO	NO

While in the spellcaster's control area, characters in his battlegroup cannot be knocked down and gain +3 ARM but suffer –2 DEF. Batten Down the Hatches lasts for one round.

	COST	RNG	AOE	POW	UP	OFF
BATTERING RAM	2	6	—	12	NO	YES

When a character is hit by Battering Ram, he can be pushed 3″ directly away from the spell's point of origin.

	COST	RNG	AOE	POW	UP	OFF
BATTLE CHARGED	2	SELF	CTRL	—	YES	NO

While in the spellcaster's control area, characters in his battlegroup gain Counter Charge. (When an enemy advances and ends its movement within 6″ of a character with Counter Charge that is in his LOS, the character with Counter Charge can immediately charge the enemy. A character can use Counter Charge only once per round. A character cannot counter charge while engaged.)

	COST	RNG	AOE	POW	UP	OFF
BATTLE RAGE	2	6	—	—	NO	NO

Target friendly living character gains +2 to his melee attack rolls and becomes fearless (p. 159). Battle Rage lasts for one round.

	COST	RNG	AOE	POW	UP	OFF
BESTIAL	3	SELF	CTRL	—	NO	NO

While in the spellcaster's control area, enemies cannot cast spells or be used to channel spells. Bestial lasts for one round.

	COST	RNG	AOE	POW	UP	OFF
BLACK OUT	4	SELF	CTRL	—	NO	NO

Mechanika devices in the possession of enemy characters in the spellcaster's control area immediately deactivate. If an enemy enters the spellcaster's control area, mechanika devices in his possession immediately deactivate. While in the spellcaster's control area, enemy characters cannot activate mechanika devices. Black Out has no effect on steamjacks or mechanika armor. Black Out lasts for one round. (For more on mechanika, see *Iron Kingdoms Full Metal Fantasy Roleplaying Game: Core Rules.)*

	COST	RNG	AOE	POW	UP	OFF
BLAZING EFFIGY	4	SELF	*	14	NO	NO

Enemies within 2″ of the targeted friendly character suffer a POW 14 fire damage roll.

	COST	RNG	AOE	POW	UP	OFF
BLEED	2	8	—	10	NO	YES

When this spell damages a living character, the spellcaster regains d3 vitality points.

	COST	RNG	AOE	POW	UP	OFF
BLESSING OF HEALTH	1	6	—	—	YES	NO

Target character gains +3 on PHY rolls to resist poison, disease, and infection. Additionally, if the affected character is currently suffering from the effects of a poison, he immediately makes a PHY roll against the target number of the poison. If the roll succeeds, the effects of the poison immediately expire.

	COST	RNG	AOE	POW	UP	OFF
BLESSING OF THE DEVOURER	2	6	—	—	YES	NO

Target character gains +3 on Climbing, Jumping, Sneak, and Swimming rolls.

	COST	RNG	AOE	POW	UP	OFF
BLESSINGS OF WAR	2	6	—	—	YES	NO

Target character's weapons gain Blessed. (When making an attack with a weapon with Blessed, ignore spell effects that add to the attacked character's ARM or DEF.)

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

Center a 3″ AOE cloud effect on target character. The AOE remains centered on the character. If the target character is destroyed, remove the AOE from play. Blizzard lasts for one round.

BLOOD FEAST	4	SELF	—	—	NO	NO

The spellcaster gains +1 STR and ARM for each living character he destroys. Blood Feast lasts for one round.

BLOOD MAGIC: ACCURATE STRIKE	1	SELF	—	—	NO	NO

The spellcaster's next empowered weapon melee attack roll this turn is boosted.

BLOOD MAGIC: BLACK POISON	1	SELF	—	—	NO	NO

If the spellcaster's next empowered weapon melee attack this turn hits, the target directly hit suffers Continuous Effect: Corrosion.

BLOOD MAGIC: BLEEDER	2	SELF	—	—	NO	NO

If the spellcaster's next empowered weapon melee attack this turn damages a living character, the spellcaster regains d3 vitality points.

BLOOD MAGIC: BLOOD BURST	2	SELF	*	-	NO	NO

If the spellcaster destroys a living character with his next empowered weapon melee attack, center a 5″ AOE on the destroyed character, then remove the destroyed character from the table. Enemy characters in the AOE suffer an unboostable blast damage roll with a POW equal to the STR of the destroyed character.

BLOOD MAGIC: BRAIN DAMAGE	3	SELF	—	—	NO	NO

A living character damaged by the spellcaster's next empowered weapon melee attack this turn cannot cast spells, upkeep spells, or use an animus for one round.

BLOOD MAGIC: BRUTAL STRIKE	1	SELF	—	—	NO	NO

The spellcaster's next empowered weapon melee attack this turn gains an additional damage die.

BLOOD MAGIC: DISPEL	2	SELF	—	—	NO	NO

If the spellcaster directly hits a target with his next empowered weapon melee attack this turn, upkeep spells and animi on the target immediately expire.

BLOOD MAGIC: GRIEVOUS STRIKE	3	SELF	—	—	NO	NO

A living character damaged by the spellcaster's next empowered weapon melee attack this turn loses Tough, cannot heal or be healed, and cannot transfer damage for one round.

BLOOD MAGIC: HEART STOPPER	4	SELF	—	—	NO	NO

Damage exceeding the ARM of the character hit by the spellcaster's next empowered weapon melee attack this turn is doubled. A character disabled by this attack cannot make a Tough roll.

	COST	RNG	AOE	POW	UP	OFF
BLOOD MAGIC: HOBBLER	2	SELF	—	—	NO	NO

A living character damaged by the spellcaster's next empowered weapon melee attack this turn suffers –2 DEF and cannot run or charge for one round.

BLOOD MAGIC: INVIGORATION	2	SELF	—	—	NO	NO

If the spellcaster's next empowered weapon melee attack this turn destroys a living character, the spellcaster can advance up to 3″ immediately after the attack has been completely resolved.

BLOOD MAGIC: WEAKNESS	2	SELF	—	—	NO	NO

A living character damaged by the spellcaster's next empowered weapon melee attack this turn suffers –3 STR for one round.

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 (p. 164) when it charges. Boundless Charge lasts for one round.

BRITTLE FROST	3	8	—	—	YES	YES

The next time target enemy suffers damage, halve its base ARM when calculating damage from the damage roll. After applying this damage, Brittle Frost expires.

BULLET DODGER	2	6	—	—	YES	NO

Target friendly character gains +2 DEF against ranged attack rolls and Dodger. (A character with Dodger can advance up to 2″ immediately after an enemy attack that missed him is resolved unless he was missed while advancing. He cannot be targeted by free strikes during this movement.)

CARNIVORE	2	6	—	—	YES	NO

Target character gains +2 to melee attack rolls against living targets. When the affected character destroys a living character with a melee attack, the spellcaster regains d3 vitality points. The destroyed character does not provide corpse, heart, or soul tokens.

CELERITY	2	6	—	—	YES	NO

Target character gains one additional quick action during each of his turns.

	COST	RNG	AOE	POW	UP	OFF
CHAIN LIGHTNING	3	10	—	10	NO	YES

A character hit by Chain Lightning suffers a POW 10 electrical damage roll, and lightning arcs from that character to d6 consecutive additional characters. The lightning arcs to the nearest character it has not already arced to within 4″ of the last character it arced to, ignoring the spellcaster. Each character the lightning arcs to suffers a POW 10 electrical damage roll.

CHILLER	2	6	—	—	YES	NO

While within 2″ of the targeted friendly character, enemy characters suffer –2 DEF unless they have Immunity: Cold.

CLEANSING FIRE	3	8	3	14	NO	YES

Cleansing Fire causes fire damage. On a critical hit, characters hit suffer the Fire continuous effect.

CLOAK OF FEAR	2	SELF	—	—	YES	NO

The spellcaster gains Terror [Willpower + 2].

CLOAK OF THE PREDATOR	1	6	—	—	NO	NO

Target character gains stealth while within terrain that provides concealment, the AOE of a spell that provides concealment, or the AOE of a cloud effect. Cloak of the Predator lasts for one round.



	COST	RNG	AOE	POW	UP	OFF
COLD-BLOODED	1	6	—	—	YES	NO

Target character can reroll missed attack rolls against living characters. Each roll can be rerolled only once as a result of Cold-Blooded. Cold-Blooded lasts for one round.

CREVASSE	3	8	—	12	NO	YES

If Crevasse incapacitates its original target, you can make a SP 6 attack using the incapacitated character as the attack's point of origin. Characters hit suffer a POW 12 magic damage roll.

CROSS-COUNTRY	2	6	—	—	YES	NO

Target friendly character gains Pathfinder (p. 164) and Hunter. (A character with Hunter ignores forests, concealment, and cover when determining LOS or making a ranged attack.)

CURSE OF SHADOWS	3	8	—	—	YES	YES

Target enemy suffers –2 ARM and cannot make free strikes. A character can advance through the affected character if he has enough movement to move completely past the affected character's base.

DARK FIRE	2	10	—	12	NO	YES

If the spellcaster can gain soul tokens, he can claim the soul tokens of characters destroyed by this spell regardless of range.

DARK WATER	3	CTRL	4	—	NO	NO

Place a 4″ AOE anywhere completely within the spellcaster's control area where it does not touch a character's base. The AOE is shallow water and remains in play for one round. While completely within the AOE, a character with the Amphibious ability cannot be targeted by ranged attacks.

DEATH PACT	2	6	—	—	YES	NO

Target living character gains +2 ARM and becomes Undead.

DEATHLY SLUMBER	4	6	—	—	NO	NO

Target living incapacitated friendly character is immediately stabilized and enters a slumber from which he cannot be awakened for d6 + 3 days. During this time, the character cannot be further injured, his flesh takes on the appearance of death, and anyone who touches him suffers d3 points of cold damage. When the character awakens, he is healed of all injuries sustained in the encounter in which he became incapacitated.

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 for one round.

DEEP FREEZE	3	SELF	—	—	NO	NO

Characters within 2″ of the spellcaster suffer a POW 12 cold damage roll. Characters damaged by this spell cannot run, charge, or make power attacks for one round.

	COST	RNG	AOE	POW	UP	OFF

DEVIL'S TONGUE 2 SELF — — YES NO
The spellcaster gains boosted Deception rolls. This spell does not generate spell runes.

DIRGE OF MISTS 1 6 — — NO NO
Target friendly character gains +1 DEF and Terror [Willpower]. Dirge of Mists lasts for one round.

DOG PILE 2 10 — — YES YES
Warbeasts in this character's battlegroup can charge or make slam power attacks against target enemy without being forced and regardless of LOS. When a warbeast does, it gains +2″ movement and gains Pathfinder (p. 164) while resolving that charge or slam.

DOMINATE UNDEAD 3 10 — — YES NO
The spellcaster makes a contested Willpower roll against a target undead enemy hit by this spell. If the spellcaster loses, nothing happens. If the spellcaster wins, he takes control of the undead character. The spellcaster can immediately make a full advance with the undead character followed by a normal melee attack, then Dominate Undead expires.

EARTHQUAKE 3 10 5 — NO YES
Characters hit are knocked down.

EARTH'S CRADLE 1 SELF — — YES NO
The spellcaster gains cover, does not suffer blast damage, and does not block LOS. Earth's Cradle expires if this character moves, is placed, or is engaged.

EARTHSPLITTER 4 10 3 14 NO YES
Characters hit suffer a POW 14 fire damage roll. The AOE is a cloud effect that remains in play for one round. Characters entering or ending their turn in the AOE suffer an unboostable POW 14 fire damage roll.

ELEMENTAL PROTECTION 4 SELF CTRL — YES NO
While in the spellcaster's control area, friendly characters gain Immunity: Cold, Immunity: Electricity, and Immunity: Fire.

ELIMINATOR 3 8 3 13 NO YES
Immediately after this attack is resolved, the spellcaster can advance up to 2″ for each enemy incapacitated by the attack.

ENTANGLE 1 8 — — NO YES
Target character suffers –1 SPD and cannot run or charge for one round.

ENTHRALL SPIRIT 3 8 — — YES YES
The spellcaster makes a contested Willpower roll against target undead incorporeal enemy hit by this spell. If the spellcaster loses, nothing happens. If the spellcaster wins, he takes control of the target for as long as the upkeep is paid.

	COST	RNG	AOE	POW	UP	OFF

ENTROPIC FORCE 3 SELF CTRL — YES NO
While in the spellcaster's control area, other characters lose Tough and cannot regain vitality.

ERUPTION OF LIFE 3 10 — 13 NO YES
If this attack destroys a living or undead enemy, center a 3″ AOE on the destroyed character. The AOE is forest terrain that remains in play for one round. Enemies in the AOE are hit and suffer an unboostable POW 13 blast damage roll.

EXORCISM 2 SELF CTRL — YES NO
Characters in the spellcaster's control area lose incorporeal.

EXTINGUISHER 2 SELF CTRL — NO NO
Fire continuous effects in the spellcaster's control area immediately expire.

EYES OF TRUTH 2 SELF — — YES NO
This character's PER rolls are boosted. Additionally, the target number for Deception rolls against this character is increased by 3.

FAIR WINDS 1 SELF — — NO NO
The spellcaster gains +1 SPD this turn.

FEAST OF WORMS 4 10 4 12 YES YES
While in the AOE, enemies suffer –2 ARM. The AOE remains in play for as long as upkeep is paid.

FIRE STARTER 1 8 — — NO *
The spellcaster starts a small fire within the range of the spell and in LOS. This spell can be used to target an enemy, in which case it requires an attack roll. If the enemy is hit, he suffers the Fire continuous effect.

FLAMES OF WRATH 1 6 — — NO NO
When target character incapacitates an enemy with a melee attack, enemy characters within 1″ of the incapacitated character suffer the Fire continuous effect. Flames of Wrath lasts for one round.

FLARE 3 SELF CTRL — NO NO
Enemies in the spellcaster's control area suffering the Fire continuous effect immediately suffer an additional unboostable POW 12 fire damage roll. This spell can be cast only once per turn.

FLESH EATER 3 10 — 13 NO YES
When a living character is destroyed by Flesh Eater, the spellcaster or a living warbeast in his battlegroup that is in his control area regains d3 vitality points.

FOG OF WAR 3 SELF CTRL — YES NO
Characters gain concealment while in the spellcaster's control area.

	COST	RNG	AOE	POW	UP	OFF
FORCE BOLT	2	10	—	10	NO	YES

An enemy hit by Force Bolt can be pushed d3″ directly toward or away from the spellcaster. Choose the direction before rolling the distance. On a critical hit, the enemy is knocked down after being pushed.

	COST	RNG	AOE	POW	UP	OFF
FORCE FIELD	3	SELF	CTRL	—	YES	NO

The spellcaster does not suffer blast or collateral damage and cannot be knocked down. When an enemy AOE ranged attack deviates from a point in the spellcaster's control area, after the deviation distance is rolled the spellcaster's player chooses the deviation direction.

	COST	RNG	AOE	POW	UP	OFF
FORCE OF FAITH	4	SELF	CTRL	—	NO	NO

Enemies currently in the spellcaster's control area are immediately pushed d6″ directly away from the spellcaster in the order he chooses.

	COST	RNG	AOE	POW	UP	OFF
FORCED EVOLUTION	2	6	—	—	YES	NO

Target friendly living warbeast gains +2 STR and DEF.

	COST	RNG	AOE	POW	UP	OFF
FORTIFY	2	6	—	—	YES	NO

Target warbeast under the spellcaster's control gains +2 ARM. The affected warbeast and any friendly character B2B with it cannot be knocked down, pushed, or slammed.

	COST	RNG	AOE	POW	UP	OFF
FORTUNE	2	6	—	—	YES	NO

Target friendly character can reroll his missed attack rolls. Each attack roll can be rerolled only once as a result of Fortune.

	COST	RNG	AOE	POW	UP	OFF
FOXHOLE	2	CTRL	5	—	YES	NO

Place a 5″ AOE anywhere completely in the spellcaster's control area. Characters completely in the AOE have cover and do not suffer blast damage. When drawing LOS to a character not completely within the AOE, ignore intervening characters completely within the AOE.

	COST	RNG	AOE	POW	UP	OFF
FREEZING GRIP	4	8	—	—	NO	YES

Target character hit becomes stationary for one round unless the target has Immunity: Cold.

	COST	RNG	AOE	POW	UP	OFF
FREEZING MIST	4	SELF	*	—	NO	NO

While in the spellcaster's control area, enemies without Immunity: Cold suffer –2 SPD and DEF. Freezing Mist lasts for one round.

	COST	RNG	AOE	POW	UP	OFF
FROSTBITE	2	SP 8	—	12	NO	YES

Frostbite causes cold damage.

	COST	RNG	AOE	POW	UP	OFF
FROZEN GROUND	3	SELF	—	—	NO	NO

Enemies that move more than 2″ and end their movement in the spellcaster's control area are knocked down at the end of their movement. Frozen Ground lasts for one round.

	COST	RNG	AOE	POW	UP	OFF
FUEL THE FLAMES	3	SELF	CTRL	—	YES	NO

Fire continuous effects on enemies in the spellcaster's control area never expire.

	COST	RNG	AOE	POW	UP	OFF
GALLOWS	3	10	—	13	NO	YES

When an enemy is hit by this attack, he can be pushed d6″ directly toward Gallows' point of origin.

	COST	RNG	AOE	POW	UP	OFF
GHOST SHROUD	3	SELF	—	—	YES	NO

The spellcaster gains +2 DEF and Poltergeist. (When an enemy misses a character with Poltergeist with an attack, immediately after the attack is resolved the spellcaster can choose to push the enemy d3″ directly away from him.)

	COST	RNG	AOE	POW	UP	OFF
GHOST WALK	3	6	—	—	NO	NO

Target character gains Ghostly for one turn. (A character with Ghostly can advance through terrain and obstacles without penalty and can advance through obstructions if he has enough movement to move completely past them. An affected character cannot be targeted by free strikes.)

	COST	RNG	AOE	POW	UP	OFF
GRAVE WHISPERS	1	SELF	—	—	YES	NO

The spellcaster can speak to the dead. When he casts the spell he must be touching the skull or head of the deceased individual he wishes to contact. If the skull has been destroyed, no contact is possible. Likewise, if the deceased individual's soul has been destroyed or is otherwise inaccessible, no contact is possible.

Casting this spell awakens the spirit of the deceased to talk to the spellcaster. The spirit is not bound to speak and might simply ignore the spellcaster, especially if it has been dead for some time. If the spirit replies, it speaks in a chilling, displaced whisper audible to all in the spellcaster's vicinity. Even if the spirit speaks, the spellcaster understands the spirit only if he knows the language it is speaking.

GAME MASTERING GRAVE WHISPERS

For Game Masters, this spell can be an incredibly powerful tool for storytelling, but it can also become a hindrance. If its use would foil the plot of a story, you can always choose to have the spirit be uncooperative or unpredictable. Death, especially violent death, can mar a spirit echo's psyche with madness, dementia, rage, mindless terror, or amnesia. The spirit might also choose to lie for its own reasons.

	COST	RNG	AOE	POW	UP	OFF
GRIND	3	10	—	14	NO	YES

When a steamjack is hit by Grind, it suffers 1 damage point to its first available Movement system box.

	COST	RNG	AOE	POW	UP	OFF
GUIDED BLADE	1	6	—	—	NO	NO

Target friendly character gains +1 on his melee attack rolls and his melee weapons become magical weapons. Guided Blade lasts for one round.

	COST	RNG	AOE	POW	UP	OFF
GUIDED FIRE	3	SELF	CTRL	—	NO	NO

While in the spellcaster's control area, characters in his battlegroup gain boosted ranged attack rolls. Guided Fire lasts for one round.

	COST	RNG	AOE	POW	UP	OFF
HALLOWED GUARDIAN	2	6	—	—	YES	NO

When an enemy attack incapacitates or destroys one or more friendly characters within 5″ of target warbeast in the spellcaster's battlegroup, after the attack is resolved the affected warbeast can charge an enemy. Hallowed Guardian then expires.

	COST	RNG	AOE	POW	UP	OFF
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.

	COST	RNG	AOE	POW	UP	OFF
HARVEST	4	SELF	CTRL	—	NO	YES

When a living or undead enemy character is destroyed in the spellcaster's control area, the spellcaster can gain 1 fury point. The spellcaster's fury point total cannot exceed his FURY as a result of Harvest.

	COST	RNG	AOE	POW	UP	OFF
HEAL	4	*	—	—	NO	NO

Target friendly incapacitated character B2B with the spellcaster is no longer incapacitated and regains 1 vitality point in each aspect. The character no longer suffers from the results of his most recent roll on the Injury Table (p. 217). The target character becomes knocked down. Each time a character is targeted by this spell, make a d6 roll on the Price of Healing Table below, adding +1 to the roll for each time the character has been targeted by this spell after the first time.

	COST	RNG	AOE	POW	UP	OFF
HELLMOUTH	4	8	*	—	NO	YES

If this attack misses, nothing happens. If it hits, before making the damage roll, push characters within 3″ of the character hit 3″ directly toward the character hit in the order you choose, then center a 3″ AOE on the character hit. Characters in the AOE suffer a POW 12 damage roll.

	COST	RNG	AOE	POW	UP	OFF
HEX BLAST	3	10	3	13	NO	YES

Upkeep spells and animi on a character directly hit by Hex Blast immediately expire.

	COST	RNG	AOE	POW	UP	OFF
HEX HAMMER	3	SELF	CTRL	—	YES	NO

When an enemy character casts a spell or uses an animus while in the spellcaster's control area, the enemy character suffers d3 damage points after the spell or animus has been cast or used.

HEALING

True healing is not a natural aspect of magic; knitting living flesh and organs is a complex and difficult endeavor better served by surgeons or by simple rest and recovery. Mystical restoration is possible only through a manifestation of divine energy, which makes all healing a minor miracle. Such miracles carry risk and inflict a toll on the body, whether as temporary weakness or, in the case of repeated healing, permanent marks or impairment.

PRICE OF HEALING TABLE

ROLL	RESULT
1–3	The character suffers no side effect from the healing.
4–5	**Temporary Affliction** – The character suffers from a mild and temporary side effect of the healing. He might take ill with a fever, feel extraordinarily tired, or suffer some other mild affliction. As a result, the character suffers –1 STR and ARM for the next 2d6 hours.
6	**Exhaustion** – The character is utterly exhausted by his ordeal. He suffers –3 to all INT and PER rolls until he has slept for at least eight hours.
7	**Dumb** – The character is temporarily struck dumb as a side effect of the healing. He cannot speak for the next 2d6 hours.
8	**Marked** – The rigors of healing have left their mark upon the character. His hair prematurely turns grey, dark circles appear under his eyes, or his features wrinkle with age. In any case, these changes are permanent.
9+	**Broken** – Though his body was healed, it was healed imperfectly. One of the following stats, chosen by the affected character, is permanently reduced by 1: AGL, PHY, POI, PRW, SPD, or STR.

	COST	RNG	AOE	POW	UP	OFF
HIDDEN PATH	1	SELF	—	—	YES	NO

The target character's path is magically obscured whether he is mounted or on foot. The target number for Tracking rolls to follow the target character's trail is increased by 3.

	COST	RNG	AOE	POW	UP	OFF
HOARFROST	3	8	3	14	NO	YES

Hoarfrost causes cold damage. On a critical hit, characters hit become stationary for one round unless they have Immunity: Cold.

	COST	RNG	AOE	POW	UP	OFF
HOWLING FLAMES	2	SP 8	—	10	NO	YES

Howling Flames causes fire damage. On a critical hit, the character hit suffers the Fire continuous effect.

	COST	RNG	AOE	POW	UP	OFF
HUNTER'S MARK	4	10	—	—	NO	NO

Friendly characters can charge or make a slam power attack against an enemy hit by Hunter's Mark without being forced or spending focus. A character charging an enemy hit by Hunter's Mark gains +2″ movement. Hunter's Mark lasts for one round.

	COST	RNG	AOE	POW	UP	OFF
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.

	COST	RNG	AOE	POW	UP	OFF
ICE SHIELD	1	6	—	—	YES	NO

Target character gains +2 ARM. Ice Shield immediately expires if the affected character moves or is damaged.

	COST	RNG	AOE	POW	UP	OFF
ICY GRIP	2	8	—	—	YES	YES

Target character without Immunity: Cold suffers –2 DEF and cannot run or make power attacks.

	COST	RNG	AOE	POW	UP	OFF
IGNITE	2	6	—	—	YES	NO

Target character gains +2 on melee attack damage rolls. The affected character gains Critical Fire on his normal melee attacks.

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

Immolation causes fire damage. On a critical hit, the character hit suffers the Fire continuous effect.

	COST	RNG	AOE	POW	UP	OFF
INCITE	4	SELF	—	—	NO	NO

Characters in the spellcaster's battlegroup gain +2 to attack and damage rolls against enemies in the spellcaster's command range. Incite lasts for one turn.

	COST	RNG	AOE	POW	UP	OFF
INFERNO	3	10	3	12	NO	NO

All characters hit suffer a POW 12 fire damage roll. The AOE remains in play for one round. Characters entering or ending their turns in the AOE suffer an unboostable POW 12 fire damage roll.

	COST	RNG	AOE	POW	UP	OFF
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, he takes control of the character hit. The character immediately makes one normal melee attack, then Influence expires.

	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 for one round.

	COST	RNG	AOE	POW	UP	OFF
INVIOLABLE RESOLVE	2	6	—	—	YES	NO

Target friendly character gains +2 ARM and automatically passes Willpower rolls to resist Terror.

	COST	RNG	AOE	POW	UP	OFF
IRON FLESH	2	6	—	—	YES	NO

Target friendly living character gains +3 DEF but suffers –1 SPD.

	COST	RNG	AOE	POW	UP	OFF
JAWS OF DEATH	2	SELF	—	—	YES	NO

In addition to his normal attacks, the spellcaster can make one unarmed melee attack with his fanged maw during each of his turns. This POW 3 attack uses the Unarmed Combat skill. If the spellcaster destroys a living character with this attack, he can consume it to regain d3 vitality points.

	COST	RNG	AOE	POW	UP	OFF
JUMP START	1	SELF	CTRL	—	NO	NO

Characters in the spellcaster's battlegroup in his control area can immediately turn to face any direction. Affected warbeasts that are stationary or knocked down are no longer stationary and stand up.

	COST	RNG	AOE	POW	UP	OFF
KILLING GROUND	3	SELF	CTRL	—	NO	NO

Friendly characters beginning a charge in the spellcaster's control area gain Pathfinder (p. 164). Warbeasts in the spellcaster's battlegroup beginning their turns in his control area can charge or make slam power attacks against enemies without being forced. Killing Ground lasts for one round.

	COST	RNG	AOE	POW	UP	OFF
KILLING TIDE	3	SELF	—	—	YES	NO

The spellcaster gains Berserk. (When a character with Berserk incapacitates or destroys one or more characters with a melee attack during his turn, immediately after the attack is resolved he must make one additional melee attack against another character in his melee range.)

	COST	RNG	AOE	POW	UP	OFF
LAMENTATION	3	SELF	CTRL	—	YES	NO

While in the spellcaster's control area, enemies pay double the fatigue, focus, or fury point cost to cast or upkeep spells.

	COST	RNG	AOE	POW	UP	OFF
LEASH	2	6	—	—	YES	NO

Immediately after the spellcaster ends his normal movement, target warbeast in his battlegroup can advance up to 3″ toward him.

	COST	RNG	AOE	POW	UP	OFF
LIGHT IN THE DARKNESS	1	SELF	CTRL	—	YES	NO

The area around the spellcaster glows with enough light for anyone in his control area to see in darkness (p. 224).

	COST	RNG	AOE	POW	UP	OFF
LIGHTNING STORM	3	8	3	10	NO	YES

Characters hit suffer a POW 10 electrical damage roll. The AOE remains in play for one round. Characters entering or ending their turns in the AOE suffer a POW 10 electrical damage roll.

	COST	RNG	AOE	POW	UP	OFF
LIGHTNING TENDRILS	3	6	—	—	YES	NO

Target friendly character gains Immunity: Electricity, and the character's melee weapons gain Reach and Electro Leap. (When a character is hit by a weapon with Electro Leap, you can have lightning arc to the nearest character within 4″ of the character hit, ignoring the attacker. The character the lightning arcs to suffers an unboostable POW 10 electrical damage roll.)

	COST	RNG	AOE	POW	UP	OFF
LIGHTNING TONGUE	3	10	—	13	NO	YES

On a hit, you can have lightning arc to the nearest character within 4″ of the character hit. The character the lightning arcs to suffers an unboostable POW 10 electrical damage roll.

	COST	RNG	AOE	POW	UP	OFF
MARKED FOR DEATH	2	8	—	—	YES	YES

Target enemy suffers –2 DEF, loses incorporeal and stealth, and cannot gain those abilities while affected by Marked for Death. Friendly characters ignore LOS when targeting an affected character.

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

Target living warbeast regains d3 vitality points.

	COST	RNG	AOE	POW	UP	OFF
MIRAGE	3	6	—	—	YES	NO

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

	COST	RNG	AOE	POW	UP	OFF
MIST SHROUD	1	6	—	—	NO	NO

Target character gains concealment for one round.

	COST	RNG	AOE	POW	UP	OFF
MOBILITY	2	SELF	CTRL	—	NO	NO

Characters in the spellcaster's battlegroup currently in his control area gain +2 SPD and Pathfinder (p. 164).

	COST	RNG	AOE	POW	UP	OFF
MORTALITY	3	10	—	—	NO	YES

Target enemy suffers –2 DEF and ARM and cannot regain vitality. Mortality lasts for one round.

	COST	RNG	AOE	POW	UP	OFF
MURDER OF CROWS	3	CTRL	5	—	YES	NO

Place a 5″ AOE cloud effect anywhere completely within the spellcaster's control area. Characters that enter or end their activations in the AOE suffer an unboostable POW 8 damage roll unless they are part of the spellcaster's battlegroup. This is not an offensive spell, and no damage is dealt when the AOE is placed.

	COST	RNG	AOE	POW	UP	OFF
MUZZLE	2	10	—	12	NO	YES

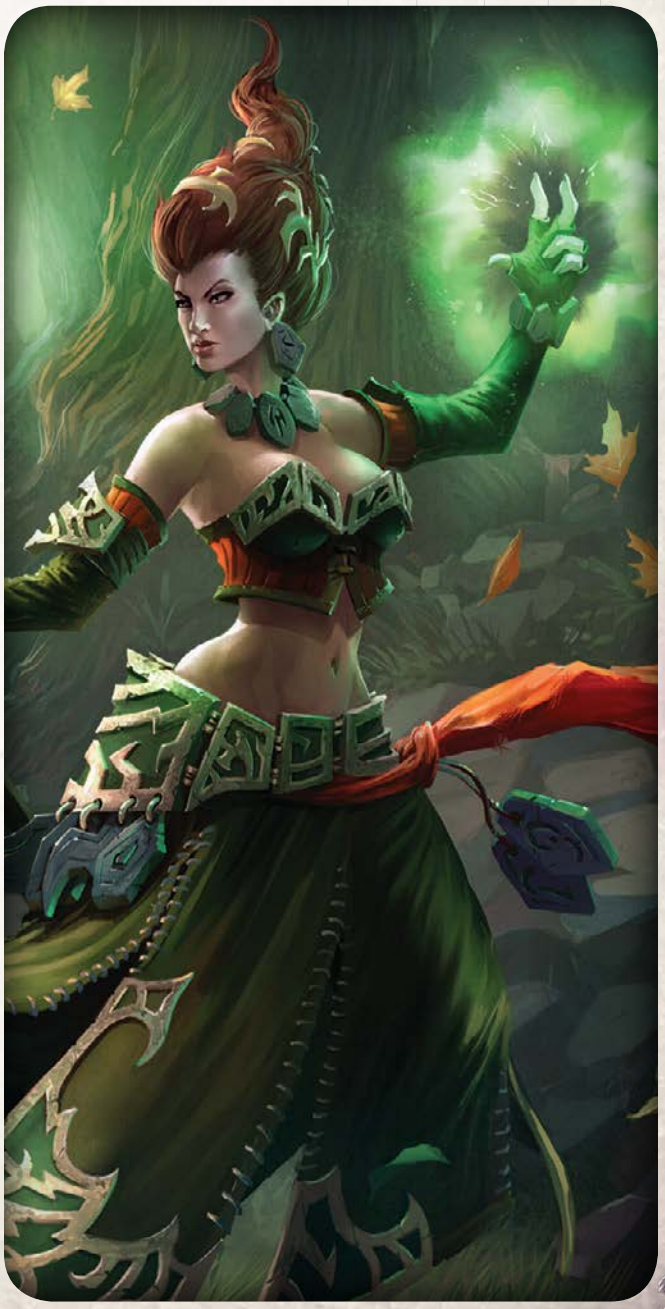
A warbeast damaged by Muzzle cannot advance toward the spellcaster for one round.

	COST	RNG	AOE	POW	UP	OFF
MYSTIC WARDS	3	SELF	CTRL	—	NO	NO

Enemy animi and enemy upkeep spells on characters in the spellcaster's battlegroup that are in his control area immediately expire. While within 5″ of a character in the spellcaster's battlegroup that is in his control area, enemies cannot cast, channel, or upkeep spells. Mystic Ward lasts for one round.

	COST	RNG	AOE	POW	UP	OFF
OBLITERATION	4	10	4	15	NO	YES

The force of this attack blasts apart the earth itself.



	COST	RNG	AOE	POW	UP	OFF
OCCULTATION	3	6	—	—	YES	NO

Target character gains stealth and +3 on his Sneak skill rolls.

	COST	RNG	AOE	POW	UP	OFF
PARASITE	3	8	—	—	YES	YES

Target character suffers –3 ARM, and the spellcaster gains +1 ARM.

	COST	RNG	AOE	POW	UP	OFF
PERDITION	2	10	—	10	NO	YES

When Perdition damages an enemy, immediately after the attack is resolved one warbeast in the spellcaster's battlegroup that is currently in his control area can make a full advance toward the nearest enemy. A warbeast can advance as a result of Perdition only once per turn.

	COST	RNG	AOE	POW	UP	OFF
PHANTASM	2	6	—	—	YES	NO

When friendly target character is targeted by a ranged attack, the effective range of the attack is reduced by 5″.

	COST	RNG	AOE	POW	UP	OFF
PIG PEN	2	SELF	—	—	YES	NO

While within 3″ of the spellcaster, enemies treat open terrain as rough terrain.

	COST	RNG	AOE	POW	UP	OFF
PRAYER OF GUIDANCE	3	6	—	—	NO	NO

Target character gains two additional dice on his next skill roll. Discard the lowest two dice in the roll. Prayer of Guidance can be cast only once per day.

	COST	RNG	AOE	POW	UP	OFF
PRIMAL SHOCK	2	CTRL	—	*	NO	YES

Choose a warbeast in the spellcaster's battlegroup that is in his control area. Target an enemy within 8″ of the chosen warbeast, and make a magic attack against it. The chosen warbeast is the attack's point of origin. If the enemy is hit, he suffers a magic damage roll with a POW equal to the warbeast's base STR.

	COST	RNG	AOE	POW	UP	OFF
PROTECTION FROM COLD	1	6	—	—	YES	NO

Target character gains Immunity: Cold.

	COST	RNG	AOE	POW	UP	OFF
PROTECTION FROM CORROSION	1	6	—	—	YES	NO

Target character gains Immunity: Corrosion.

	COST	RNG	AOE	POW	UP	OFF
PROTECTION FROM ELECTRICITY	1	6	—	—	YES	NO

Target character gains Immunity: Electricity and cannot be disrupted.

	COST	RNG	AOE	POW	UP	OFF
PROTECTION FROM FIRE	1	6	—	—	YES	NO

Target character gains Immunity: Fire.

	COST	RNG	AOE	POW	UP	OFF
PURIFICATION	3	SELF	CTRL	—	NO	NO

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

	COST	RNG	AOE	POW	UP	OFF
QUAGMIRE	2	6	—	—	YES	NO

While B2B with target friendly character, enemies suffer –2 DEF and cannot advance except to change facing.

	COST	RNG	AOE	POW	UP	OFF
QUICKENED	4	SELF	—	—	YES	NO

The spellcaster can make one attack or quick action at the start of any other character's turn, then Quickened expires.

	COST	RNG	AOE	POW	UP	OFF
RAGING WINDS	4	SELF	CTRL	—	NO	NO

While in the spellcaster's control area, enemies suffer –2 DEF. Enemies beginning their turn in the spellcaster's control area cannot run or charge. Raging Winds lasts for one round.

	COST	RNG	AOE	POW	UP	OFF
RAISE DEAD	4	SELF	CTRL	—	YES	NO

When a living character is destroyed in the spellcaster's control area, the spellcaster can immediately make a full advance with the destroyed character followed by a normal melee attack, then remove the destroyed character from the table. During these attacks, the destroyed character is considered to be undead.

	COST	RNG	AOE	POW	UP	OFF
RAMPAGER	3	10	—	—	NO	YES

The spellcaster takes control of target enemy warbeast. He can make one full advance with the warbeast and then make one normal attack with it, then Rampager expires. While the warbeast is affected by Rampager, it cannot be forced and cannot use its animus. Rampager can be cast only once per turn.

	COST	RNG	AOE	POW	UP	OFF
RAPID GROWTH	2	CTRL	4	—	YES	NO

Place the AOE completely in this character's control area. The AOE is a forest that remains in play as long as the upkeep is paid.

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

Target warbeast in the spellcaster's battlegroup gains Berserk for one turn. While affected by Ravager, a warbeast cannot make chain attacks. (When a warbeast with Berserk incapacitates or destroys one or more characters with a melee attack during its turn, immediately after the attack is resolved it must make one additional melee attack against another character in its melee range.)

	COST	RNG	AOE	POW	UP	OFF
RAWHIDE	2	6	—	—	YES	NO

Target warbeast gains +2 ARM. The affected warbeast and friendly characters B2B with it cannot be knocked down, pushed, or slammed.

	COST	RNG	AOE	POW	UP	OFF
RAZOR WIND	2	10	—	12	NO	YES

A blade of wind slices through the target.

	COST	RNG	AOE	POW	UP	OFF
REFUGE	2	6	—	—	YES	NO

When target character directly hits another character with an attack during his turn, immediately after his turn ends the character affected by this spell can make a full advance. The character cannot be targeted by free strikes during this movement.

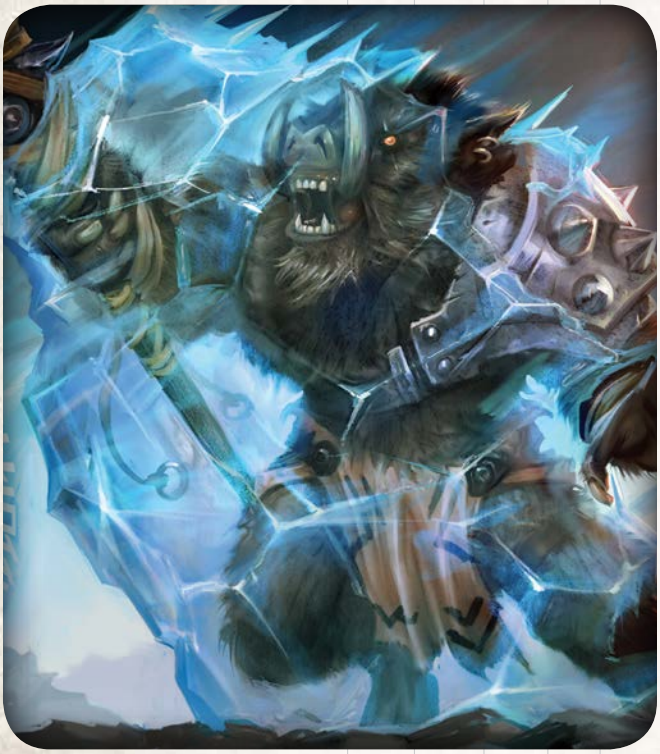
	COST	RNG	AOE	POW	UP	OFF

RESTORATION 2 6 — — YES NO
Target friendly living character gains +2 ARM. When this spell's upkeep is paid, the spellcaster regains d3 vitality if he is within 3″ of another character affected by this spell.

RETURN FIRE 1 6 — — NO NO
When target character is targeted by an enemy ranged attack, after the attack is resolved the affected character can make one normal melee or ranged attack, then Return Fire expires. Return Fire lasts for one round.

RIFT 3 8 4 13 NO YES
The AOE is rough terrain and remains in play for one round.

RIME 2 6 — — NO NO
Target character gains Immunity: Cold. When a character without Immunity: Cold ends his turn within 2″ of the affected character, the character without Immunity: Cold becomes stationary until the end of his next turn. Rime lasts for one round.



RISE IN DEATH 3 8 — — YES YES
When target living warbeast is incapacitated, it immediately regains its vitality points and becomes an undead character under the spellcaster's control. If Rise in Death expires or the warbeast is incapacitated again, it is destroyed.

RISING TIDE 4 SELF CTRL — NO NO
Characters currently in the spellcaster's control area treat the area as shallow water (p. 221) with a depth of three feet. Rising Tide lasts for one round.

	COST	RNG	AOE	POW	UP	OFF

ROCK HAMMER 3 10 3 14 NO YES
On a critical hit, characters hit are knocked down.

ROCK WALL 2 CTRL * — YES NO
Place a wall template (p. 470) anywhere completely in the spellcaster's control area where it does not touch a character's base, an obstruction, or an obstacle. The wall is a linear obstacle that provides cover.

ROOTS OF THE EARTH 2 6 — — NO NO
Target friendly character gains +3 ARM, cannot be knocked down, and cannot move or be placed. Roots of the Earth lasts for one round.

SEA OF FIRE 4 SELF * — NO NO
Enemies without Immunity: Fire currently within 5″ of the spellcaster suffer the Fire continuous effect.

SHADOW PACK 3 SELF CTRL — YES NO
Characters in the spellcaster's battlegroup gain stealth while in his control area.

SHATTER STORM 2 6 — — YES NO
When target character directly hits and destroys an enemy with a ranged or melee attack, center a 3″ AOE on the destroyed character, then remove that character from the table. Characters in the AOE suffer an unboostable POW 8 blast damage roll.

SHOCK WAVE 4 SELF * 13 NO NO
Characters within 5″ of the spellcaster suffer a POW 13 damage roll. Each enemy damaged by Shock Wave is pushed d6″ directly away from the spellcaster in the order you choose.

SNIPE 2 6 — — YES NO
Target character's ranged weapons gain +4 RNG.

SOLID GROUND 2 SELF CTRL — YES NO
While in the spellcaster's control area, friendly characters cannot be knocked down and do not suffer blast damage.

SOOTHING SONG 1 SELF CTRL — YES NO
Remove up to 1 fury point from each friendly living warbeast in the spellcaster's battlegroup that is in his control area. Soothing Song can be cast only once per turn.

SOUL SLAVE 2 6 — — YES NO
Target warbeast in the spellcaster's battlegroup automatically passes threshold checks. The spellcaster can channel spells through the affected warbeast.

SPIRIT FANG 2 10 — 12 NO YES
A character damaged by Spirit Fang suffers –2 SPD and DEF for one round.

	COST	RNG	AOE	POW	UP	OFF
SPIRIT LASH	2	10	—	10	NO	YES

A character damaged by Spirit Lash cannot run, charge, or be placed for one round.

	COST	RNG	AOE	POW	UP	OFF
STAR-CROSSED	3	SELF	CTRL	—	NO	NO

While in the spellcaster's control area, enemies gain an additional die on attack rolls. Discard the highest die of each roll. Star-Crossed lasts for one round.

	COST	RNG	AOE	POW	UP	OFF
STAYING WINTER'S HAND	2	SELF	CTRL	—	YES	NO

While in the spellcaster's control area, friendly characters gain +2 ARM against cold damage. Additionally, while affected by this spell, characters never suffer the effects of exposure to cold weather and are kept warm.

	COST	RNG	AOE	POW	UP	OFF
STONE FORM	2	SELF	—	—	NO	NO

The spellcaster gains +4 ARM but immediately becomes stationary. Stone Form lasts for one round or until the spellcaster is no longer stationary.

	COST	RNG	AOE	POW	UP	OFF
STONE HOLD	4	SELF	CTRL	—	YES	NO

While in the spellcaster's control area, friendly characters cannot be knocked down and gain +2 ARM while engaged.

	COST	RNG	AOE	POW	UP	OFF
STONE SKIN	2	6	—	—	YES	NO

Target friendly character gains +2 STR and ARM but suffers –1 SPD and DEF.

	COST	RNG	AOE	POW	UP	OFF
STONE SPRAY	3	SP 8	—	12	NO	YES

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

	COST	RNG	AOE	POW	UP	OFF
STONE STANCE	1	6	—	—	NO	NO

Target character cannot be knocked down, pushed, or slammed for one round.

	COST	RNG	AOE	POW	UP	OFF
STONE STRENGTH	2	6	—	—	YES	NO

Target character gains +1 STR and ARM.

	COST	RNG	AOE	POW	UP	OFF
STORM TOSSED	1	8	—	—	NO	YES

When a character is hit by Storm Tossed, he can be pushed 3″ directly away from the spell's point of origin.

	COST	RNG	AOE	POW	UP	OFF
STORM WALL	3	SELF	CTRL	—	NO	NO

While in the spellcaster's control area, enemies suffer –5 RNG on their ranged attacks. When an enemy AOE ranged attack deviates from a point in the spellcaster's control area, the spellcaster's player chooses the deviation direction after the deviation distance is rolled. Storm Wall lasts for one round.

	COST	RNG	AOE	POW	UP	OFF
STRANGLEHOLD	2	10	—	11	NO	YES

A character damaged by Stranglehold forfeits either his movement or his action during his next turn.

	COST	RNG	AOE	POW	UP	OFF
SUMMON VORTEX	2	SELF	—	—	NO	NO

Center a 3″ AOE cloud effect on the spellcaster. Enemies suffer –2 to attack rolls while in the AOE. Summon Vortex lasts for one round.

	COST	RNG	AOE	POW	UP	OFF
SUNDER SPIRIT	2	10	—	12	NO	YES

A warbeast damaged by Sunder Spirit loses its animus for one round.

	COST	RNG	AOE	POW	UP	OFF
SUNHAMMER	3	SELF	CTRL	—	YES	NO

Enemy warbeasts and warjacks that advance more than 1″ and end their normal movement in the spellcaster's control area suffer d3 damage points.

	COST	RNG	AOE	POW	UP	OFF
SURE FOOT	3	6	—	—	YES	NO

Target character gains +2 DEF and cannot be knocked down. While within 3″ of the affected character, friendly characters also gain +2 DEF and cannot be knocked down.

	COST	RNG	AOE	POW	UP	OFF
TELEKINESIS	2	8	—	—	NO	*

Place target character completely within 2″ of its 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.

	COST	RNG	AOE	POW	UP	OFF
TEMPEST	4	8	4	12	NO	YES

Characters hit by Tempest are knocked down and suffer a POW 12 damage roll.

	COST	RNG	AOE	POW	UP	OFF
TORNADO	4	10	—	13	NO	YES

Instead of suffering a normal damage roll, a non-incorporeal character hit by Tornado is thrown d6″ directly away from the spell's point of origin regardless of its base size and suffers a POW 13 damage roll. Collateral damage from this throw is POW 13.

	COST	RNG	AOE	POW	UP	OFF
TRIAGE	2	B2B	—	—	NO	NO

The spellcaster must be B2B with an incapacitated character who needs to be stabilized to cast this spell. When this spell is cast the incapacitated character is immediately stabilized.

	COST	RNG	AOE	POW	UP	OFF
TRUE PATH	3	SELF	CTRL	—	NO	NO

Friendly characters beginning their turns in the spellcaster's control area gain +2″ movement and Pathfinder (p. 164) during their turns. True Path lasts for one round.

	COST	RNG	AOE	POW	UP	OFF
TRUE SIGHT	2	SELF	—	—	YES	NO

This character ignores concealment, Camouflage, and stealth. The character can also see in complete darkness.

	COST	RNG	AOE	POW	UP	OFF
TWISTER	2	10	3	10	NO	YES

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

	COST	RNG	AOE	POW	UP	OFF
UNMINDING	3	10	—	—	YES	YES

Target enemy warbeast suffers –2 FURY and THR and loses its animus. The spellcaster can cast an affected warbeast's animus as a spell as if the animus belonged to a warbeast he controls.

UNNATURAL AGGRESSION	2	6	—	—	YES	NO

If target warbeast in the spellcaster's battlegroup suffered damage during an enemy's turn during the last round, the warbeast can make a full advance during the spellcaster's next Maintenance Phase. During this movement, it must move toward the nearest enemy.

UNSTOPPABLE FORCE	2	SELF	CTRL	—	NO	NO

While in the spellcaster's control area, characters in his battlegroup gain Bulldoze. Unstoppable Force lasts for one turn. (When a character with Bulldoze advances into B2B contact with an enemy during its turn, it can push that character up to 2″ directly away from him. A character can be pushed by Bulldoze only once per turn. Bulldoze has no effect if the affected character makes a trample power attack.)

VEIL OF MISTS	3	CTRL	4	—	YES	NO

Place a 4″ AOE cloud effect anywhere completely in the spellcaster's control area. This AOE does not block friendly characters' LOS. While in the AOE, friendly characters ignore movement penalties for rough terrain and can move through obstructions and other characters if they have enough movement to move completely past them.

VENOM	2	SP 8	—	10	NO	YES

Characters hit suffer the Corrosion continuous effect.

VISION	2	6	—	—	YES	NO

The next time target character is directly hit by an attack, he suffers no damage roll from the attack, then Vision expires.

VOODOO DOLL	2	8	—	—	NO	YES

Choose one of target living enemy's aspects on his damage spiral. That aspect suffers the effects of being crippled for one round.

WALL OF FIRE	2	CTRL	WALL	—	YES	NO

Place the wall template anywhere completely in the spellcaster's control area where it does not touch a character's base, an obstruction, or an obstacle. When a character enters or ends his turn in the wall area, he suffers an unboostable POW 12 fire damage roll and the Fire continuous effect. Characters in the wall template gain concealment.

WARPATH	2	SELF	CTRL	—	YES	NO

When a character in the spellcaster's battlegroup that is in his control area destroys one or more enemies with a melee or ranged attack during his activation, one warbeast in the spellcaster's battlegroup that is in his control area can advance up to 3″ immediately after the attack is resolved. A warbeast can advance only once per turn as a result of Warpath.

WATCHER	3	SELF	—	—	YES	NO

When an enemy character advances and ends its movement within 6″ of the spellcaster, choose a warbeast in the spellcaster's battlegroup that is in his control area. That warbeast can immediately make a full advance and then can make one normal melee or ranged attack targeting the enemy character. The attack and damage rolls against that character are boosted. After the attack is resolved, Watcher expires.

WEALD HUNTER	2	6	—	—	YES	NO

Target character gains Treewalker. (A character with Treewalker ignores forests when determining LOS. While in a forest, a character with Treewalker gains +2 DEF against melee attack rolls and can advance through obstructions and other characters if he has enough movement to move completely past them.)

WHITE OUT	4	SELF	CTRL	—	YES	NO

While in the spellcaster's control area, enemies have their LOS reduced to 5″.

WILD AGGRESSION	3	6	—	—	YES	NO

Target living warbeast in the spellcaster's battlegroup can run, charge, or make slam or trample power attacks without being forced and gains boosted melee attack rolls.

WIND BLAST	2	CTRL	5	—	NO	NO

Place a 5″ AOE anywhere completely within the spellcaster's control area. Cloud effects overlapping the AOE expire. Characters suffer –3 RAT while in the AOE. The AOE remains in play for one round.

WIND STRIKE	1	6	—	—	NO	YES

This spell does not inflict damage. An enemy hit by this spell can be pushed 1″ directly away from the spellcaster. After the enemy is pushed, the spellcaster can advance up to 1″ toward the pushed enemy.

WINGS OF AIR	2	SELF	—	—	NO	NO

Place the spellcaster anywhere completely within 5″ of his current location. Wings of Air can be cast only once per turn.

WINTER STORM	3	SELF	CTRL	—	NO	NO

Enemies that begin their turns in the spellcaster's control area lose Eyeless Sight, Flight, and Pathfinder during their turns. Winter Storm lasts for one round.

ZEPHYR	3	6	—	—	NO	NO

Target character can immediately advance up to 5″. A character can be affected by Zephyr only once per round.

WOLDS AND WOLD CRAFTING

Durable as the stone from which they are built, utterly fearless, and implacable in battle, wolds are mystical constructs built by the blackclads of the Circle Orboros. A wold has massive slabs of shaped stone instead of vulnerable flesh and bundles of dense wood bound by heavy cords of woven rope in place of muscle and sinew. The glowing runes across the surface of a wold are imbued with the will of its creator and empowered by natural energy from sites of ley line convergence. They imprint the wold with its fundamental behavior and compel it to heed the commands of the blackclads.

Only Circle warlocks with the Resonance: Wold ability (p. 165) can bond to wolds (see "Warlock Bond," p. 168). Once a wold receives a command from its controller, however, it will follow that command indefinitely, sometimes waiting centuries to carry it out. Ancient wolds stand guard over the glens and places of power sacred to the Circle, vigilant for trespassers who would defile them. Over time they become overgrown and indistinguishable from the land they protect, yet they remain ready to rise the instant they are commanded to do so or the lands they protect are disturbed.

While some warlocks command aged wolds constructed by their forebears in eras past, others continue the traditions of the blackclads by crafting their own mighty constructs. Though neither living nor natural creatures, wolds serve as warbeasts to the warlocks who bond to them. Some druids consider these hulking stone forms more reliable than wild beasts. A wold needs no food or water and never turns on its master, no matter what punishment it is made to endure, and a wold can wait for generations until it is needed without succumbing to age or the elements.

A wold's only true weakness is its lack of intelligence. Wolds do not think or act independently. Rather, a wold simply follows instructions given to it by its master. Some of these instructions are given in battle; others are freestanding commands set to trigger by a simple set of parameters. There exist great masters of the wold craft who can layer more complicated instructions into special wolds, but this requires slow and tedious attention and tremendous skill. Most often those who build them stick to simple but reliable methods. Wolds are often left as sentinels over important sites in the wilderness, instructed to let those they recognize as allies pass while intercepting enemies. Some of the distinctive decorative motifs shared by blackclad and Wolf of Orboros armor, including that employed on warbeasts, serve to aid this recognition. Inactive wolds are often mistaken for piles of lifeless stone, only to erupt into activity when an interloper trespasses on a protected site.

Though the process of shaping a wold is long and arduous, a blackclad who undertakes the task is rewarded with a powerful, reliable tool with which to destroy his enemies.

WOLD CREATION

Wolds are painstakingly assembled from stone, wood, rope, and blood. They draw upon and require the power of Orboros, which flows through Caen. The initial investment of power in the runes that cover a wold's stone surfaces must be substantial, so wolds must be created at nodes of natural power where ley lines meet.

At such a site, wood and stone must be carefully shaped before being lashed together with ropes soaked in the blood of sacrifice. Each stone must be exactingly cut and then carved with complex runes. It is through these runes that the animating energies of Orboros will flow, causing them to glow bright green when the completed wold is active. The stone elements of these constructs are essential to the energy flows animating them, shaped to efficiently draw this power from the earth. The organic wooden and rope elements not only connect the stone pieces and provide the flexibility required for movement but also facilitate the connection between a construct and a warlock. These components are akin to the connective and nerve tissues in a living body.

Materials

Though all wolds are crafted from the same basic materials, there is some flexibility in their fabrication. The stone a wold is crafted from, for example, must be free of fissures and of sufficient quality to be carved, but it could be of any available stone that meets these requirements. If the materials used are not of sufficient quality, the wold will be fundamentally flawed and will collapse soon after its initial animation, leaving its creator to pick up the pieces, salvage what he can, and start again.

The wood used in the construction of a wold could be cut and polished to the artificer's specifications or left rough and natural, provided it is strong enough to lend structure to the creation. Wolds are often constructed from local materials, and the wolds built in a particular region tend to have a similar look and character. Those of the Bloodstone Marches are often made of the reddish sandstones of that region, and veined granite is a common component of those built deep in the Wyrmwalls.

Each wold type has a **material cost** associated with it, which roughly represents what it would cost a character to purchase the materials required for the wold's creation. Instead of purchasing the materials to construct his wold, however, a character with the Artificer ability can scavenge or otherwise appropriate the required materials from the land itself. Provided the character has a means of cutting and hauling the materials he finds, he should be able to scavenge 100 gc in materials each week. The Circle also maintains quarries and sacred groves that can provide a ready supply of materials should a character be allowed to gain access to them. Of course, such sites are seldom in convenient locations and generally require some traveling to reach. Wolds are frequently constructed by groups of blackclads working in concert, with a single senior artificer handling the assembly and carving the runes, but subordinates and even warbeasts can be employed to assist in gathering materials.

Lastly, the ropes binding the wold must be anointed with fresh blood. Creating a small wold requires only a small amount of ordinary blood, such as that extracted from simple animals, but creating a large wold or imbuing any wold with tremendous strength requires the ropes to be steeped in considerable blood, preferably from intelligent creatures. The Circle has periodically taken advantage of recent battles to acquire powerful blood without relying on fresh sacrifices, but in some times and places the old ways must be employed. Though the blood of powerful predatory animals and blood harvested in the aftermath of battle can be used in this process, the blood of a living intelligent creature sacrificed for this purpose, like a human, is much more powerful. Whatever its nature, the blood used in the creation of a wold must be fresh; the anointment of the ropes must occur within hours of the creature's sacrifice.

Complexity

Each type of wold has an associated **complexity rating** that describes the difficulty related to its creation. The higher the complexity, the greater the work that must go into shaping the wold and the more sophisticated the runes that must be carved into its surface. The complexity determines the amount of time needed to craft the wold and the difficulty of the die rolls needed to successfully animate it.

At the most potent sites of ley line conjunction (see p. 35), characters attempting to build wolds gain a +2 bonus to Craft (wold) rolls. These potent sites are often required by ranking druids of the Circle Orboros for their own rituals and require permission to be employed for any extended length of time. Such a site employed during a special celestial conjunction, such as one that occurs only once every year or longer, can grant a greater bonus at the Game Master's discretion. It is even more likely that high-ranking blackclads will demand exclusive access during these conjunctions, requiring special favors or risking incurring enmity.

The Spark of Life

Once a character has gathered the materials necessary for constructing a wold, he must spend time shaping it. A character must have the Craft (wold) skill and the Artificer ability to construct a wold. Constructing a wold requires both woodworking and stoneworking tools.

Constructing a wold takes two weeks for each point of complexity. This time is reduced by one day, to a minimum of one week, for each additional character with one or more of the following skills assisting the builder: Craft (stoneworking), Craft (wold), Craft (woodworking). It is for this reason many artificers work in concert, arranging and shaping stone under the direction of a master artificer. Characters working on the fabrication of the wold are expected to do little else during the construction period except rest and sleep. During extended construction, allies of the Circle Orboros will often be assembled to support these efforts by ensuring fabricators are left undisturbed and have adequate supplies and shelter.



Once the character has spent the allotted time constructing the wold, he makes an INT + Craft (wold) skill roll against a target number of 12 + the wold's complexity rating to determine his success. The character gains +2 to this roll if he used fresh blood from the sacrifice of an intelligent creature to anoint the ropes used in the wold's creation. During this process, the character is involved in an intensive act of focus during which he is summoning the power flowing below Caen and directing it into the wold to empower its runes. If successful, this process leaves a lingering imprint of the druid's will, which creates the fundamental behavior pattern for the wold and its ability to accept instructions.

If the roll succeeds, the character has animated the wold. If the roll fails, the wold is flawed or improperly constructed and as a result does not animate. The player can make another roll after his character spends a week making laborious refinements and repairs to his work. Before this attempt the character must once again anoint the ropes used in the wold's creation with fresh blood.

WOLD RULES

Wolds are **constructs** and are not living creatures. A construct never suffers the effects of fear.

Wolds and Warlocks

Most wolds are warbeasts and can be controlled only by the Circle warlocks with the Resonance: Wold ability they are bonded to (p. 265). Though wolds are not intelligent, they understand simple commands and can be mentally controlled by their warlocks. A wold that is given a simple order will follow it to the best of its ability no matter how long it takes, even if its warlock ceases to be bonded to the wold. This single-mindedness is one reason blackclads can leave wolds to watch over their sacred places for centuries without supervision.

That said, wolds retain some aspects of behavior imprinted into their runes from the animating warlock, and these may vary from one fabricator to another. Particularly skilled blackclads have been able to imbue more sophisticated behavior in certain wolds, but this is unusual. Small differences in behavior and body posture vary from one fabricator to another, and expert fabricators can sometimes identify a wold's creator based on these factors. Most of these distinctions are superficial and do not affect a wold's innate capabilities.

If its warlock is killed or becomes unconscious, a wold will do its best to follow its controller's last orders to it rather than suffering the effects of Backlash (p. 267). If its controller falls in combat, the wold continues fighting his enemies unless it receives instructions that contradict this impulse.

Despite being warbeasts, wolds never make threshold checks or frenzy and automatically pass all related rolls.



Damage and Repairs

Wolds regain lost vitality and suffer the effects of damage in a slightly different way than other warbeasts. A wold does not roll on the Injury Table when it is disabled. Instead, it is destroyed.

Wolds cannot be healed and have no ability to regain vitality points on their own. Instead they can be repaired by a character with the Craft (stoneworking), Craft (wold), or Craft (woodworking) skill. Such repairs cannot be made on the battlefield and require access to rope, wood, stone, and appropriate tools for working with these materials. For every hour an artificer labors over a damaged wold, he can remove a number of damage points equal to his Craft (stoneworking), Craft (wold), or Craft (woodworking) skill level (whichever is highest) from anywhere on its life spiral. If the character with the Artificer ability is working on a ley line nexus to repair a wold, he can remove an additional d3 damage points each hour.

ASSISTED REPAIRS

An artificer assisted in his repairs by additional characters with the Craft (stoneworking), Craft (wold), or Craft (woodworking) skill can remove 1 additional damage point from the wold for each character assisting him.

Wolds

The following attributes define different wold structures in the game.

Material Cost: This is the value of the materials needed to construct the wold.

Complexity Rating: This is an extrapolation of the difficulty involved in constructing the wold.

Description: This is a description of the wold.

Stats: These are the wold's stats.

Life Spiral/Vitality: This is the wold's life spiral.

Natural Weapons: These are the weapons the wold is endowed with.

Special Rules: These are any special abilities the wold is endowed with.

Base Size: This is the wold's base size.

Animus: This is the wold's animus. For more details, see p. 265.

WOLDSTALKER

ABILITIES:

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

Steady – This character cannot be knocked down.

Woldstalker – Woldstalkers are not true warbeasts. They cannot be forced, cannot make power attacks, cannot have damage transferred to them, and do not have an animus. Woldstalkers can be controlled in small groups by those who have developed the ability to do so (see "Stone Warder," p. 167).

SPECIAL RULES:

Initiative is rolled only in the case of an uncontrolled wold. Otherwise, the wold activates on its controller's initiative.

PHYSIQUE	PHY	8
SPEED	SPD	6
STRENGTH	STR	4
AGILITY	AGL	3
PROWESS	PRW	3
POISE	POI	4
INTELLECT	INT	1
ARCANE	ARC	—
PERCEPTION	PER	3



ARCANE STRIKE

RAT	RNG	AOE	POW
6	10	—	12

Abilities: This is a magical weapon.

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

FURY: —

THRESHOLD: —

VITALITY: 6

COMMAND RANGE: 1

BASE SIZE: SMALL



Description: Woldstalkers represent the simplest and most numerous wolds created by the blackclads; each is a small and relatively fragile but deadly floating weapon. Multiple woldstalkers are sent into battle controlled by a single blackclad, coordinated like a hunting pack, either dispersing to pick off multiple foes or concentrating their fire. They appear superficially akin to woldwyrds and function by similar mystical principles.

Woldstalkers are essentially swift-moving, floating conduits of concentrated energy. Their light construction allows them to draw on latent ley line energies below the soil beneath them. This energy powers their floating movement but is also gathered and concentrated into accurate and powerful bursts of light and heat, which emerge from the crystalline orbs at the woldstalkers' center to pierce and destroy enemies of the Circle Orboros.

Unlike other wolds, stalkers are not true warbeasts. Woldstalkers are relatively easy to construct—they do not require a ley line conjunction or blood-soaked ropes for their fabrication, meaning they can be swiftly built anywhere in the wilds.

The crystal orb used to focus a woldstalker's energy is the most difficult aspect of construction. If the orb is recovered intact, a woldstalker can be rebuilt at half the listed price and a Complexity Rating of 1.

When a woldstalker is destroyed, roll a d6. On a roll of 1, 2, or 3, the orb breaks as a result of the destruction of the woldstalker. On a roll of 4, 5, or 6, the crystal does not break and can be salvaged.

Material Cost: 50 gc

Complexity Rating: 2

WOLDWYRD

PHYSIQUE	PHY	9
SPEED	SPD	7
STRENGTH	STR	6
AGILITY	AGL	3
PROWESS	PRW	3
POISE	POI	4
INTELLECT	INT	1
ARCANE	ARC	—
PERCEPTION	PER	3

ARCANE STRIKE

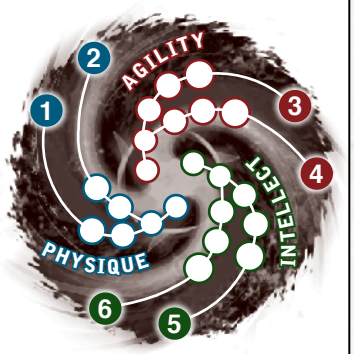
RAT	RNG	AOE	POW
6	10	—	10

Abilities: This is a magical weapon.

A woldwyrd can be forced to fire this weapon up to two additional times per activation.

Purgation – This weapon gains an extra die on attack and damage rolls against characters with an enemy upkeep spell on them.

INITIATIVE	INIT	13
DEFENSE	DEF	13
ARMOR (NATURAL ARMOR +7)	ARM	16
WILLPOWER	WIL	10



FURY: 3

THRESHOLD: —

COMMAND RANGE: 1

BASE SIZE: MEDIUM

ABILITIES:

Close Shot – This character does not suffer the –4 penalty on ranged attack rolls while engaged.

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

Steady – This character cannot be knocked down.

Witch Hunter – After an enemy character casts a spell within 10″ of this character, this character can immediately make a normal ranged attack targeting the spellcaster.

ANIMUS:

SPELL NAME	COST	RNG	AOE	POW	UP	OFF
Arcane Suppression	2	SELF	—	—	No	No

While within 10″ of this character, enemy characters must pay double fury and focus points to cast or upkeep spells. Arcane Suppression lasts for one round.

SPECIAL RULES:

Initiative is rolled only in the case of an uncontrolled woldwyrd. Otherwise, the wold activates on its controller's initiative.

Description: Woldwyrds are unrelenting arcane hunters and sentinels created especially to strike down magic practitioners. In recent years the blackclads have expanded their creation of these wolds, utilizing them against those who would contest their mastery over the wilderness. Woldwyrds are among the lightest and most agile wold constructs, able to draw upon the energies of Orboros flowing through the ground to float above it.

At the center of a woldwyrd's stone face is a polished orb of beryl that focuses its energies. The woldwyrd projects a powerful beam of concentrated light and heat as its sole weapon, one that is particularly destructive to those already augmented by magic. A woldwyrd can also project an aura making enemy magic difficult to cast at all.



The orb used to focus a woldwyrd's energy is the most difficult aspect of its construction. If the orb is recovered intact, a woldwyrd can be rebuilt at half the listed price and a Complexity Rating of 2.

When a woldwyrd is destroyed, roll a d6. On a roll of 1, 2, or 3, the orb breaks as a result of the destruction of the woldwyrd. On a roll of 4, 5, or 6, the crystal does not break and can be salvaged.

Material Cost: 150 gc

Complexity Rating: 3

WOLDWATCHER

ABILITIES:

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

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

Stone Form – During its activation, this character can be forced to use Stone Form. For one round or until it advances, this character gains +4 ARM, its base DEF is reduced to 5, and it is automatically hit by melee attacks.

ANIMUS:

SPELL NAME	COST	RNG	AOE	POW	UP	OFF
Earth's Blessing	1	SELF	—	—	No	No

This character cannot be pushed, knocked down, or made stationary. Earth's Blessing lasts for one round.

SPECIAL RULES:

Initiative is rolled only in the case of an uncontrolled woldwatcher. Otherwise, the wold activates on its controller's initiative.

Description: Woldwatchers are among the most numerous and widely employed of Circle constructs. They have long served as patient guardians at sacred sites. Being few in number, blackclads cannot spare living sentinels at every minor ley line conjunction. Woldwatchers in these places are impossible to distinguish for what they are—in their vigilant form they fold inward into a posture that makes them identical to simpler rune-covered stones.

When intruded upon, woldwatchers rise to reveal themselves, ready to obliterate enemies with their stone fists or with natural energy they summon to crackle into foes like lightning. The raw energy of Orboros they wield is so filled with generative power that the bodies of their slain foes erupt into abundant, if temporary, plant life. In addition to using woldwatchers as sentinels, blackclads marching to war will gather one or several from the nearest sacred site to serve as bodyguards and shock troops.

Material Cost: 250 gc

Complexity Rating: 4



PHYSIQUE	**PHY**	**11**
SPEED	**SPD**	**5**
STRENGTH	**STR**	**8**
AGILITY	**AGL**	**2**
PROWESS	**PRW**	**3**
POISE	**POI**	**3**
INTELLECT	**INT**	**1**
ARCANE	**ARC**	**—**
PERCEPTION	**PER**	**3**

ELEMENTAL STRIKE

RAT	RNG	AOE	POW
5	10	—	12

Abilities: This is a magical weapon.

This weapon can be fired only once per round.

Fertilizer – When a living or undead character is destroyed by an attack made with this weapon, center a 3″ AOE on the destroyed character. The AOE is a forest that remains in play for one round.

RUNE FIST

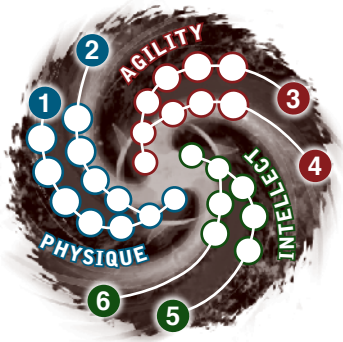
MAT	POW	P+S
5	4	12

Abilities: Open Fist

This is a magical weapon.

Fertilizer – See Elemental Strike.

INITIATIVE	**INIT**	**11**
DEFENSE	**DEF**	**10**
ARMOR (NATURAL ARMOR +6)	**ARM**	**17**
WILLPOWER	**WIL**	**12**



FURY: 2

THRESHOLD: —

COMMAND RANGE: 1

BASE SIZE: MEDIUM

WOLDWARDEN

PHYSIQUE	**PHY**	**17**
SPEED	**SPD**	**5**
STRENGTH	**STR**	**11**
AGILITY	**AGL**	**2**
PROWESS	**PRW**	**4**
POISE	**POI**	**2**
INTELLECT	**INT**	**1**
ARCANE	**ARC**	**—**
PERCEPTION	**PER**	**3**

RUNE FIST x2

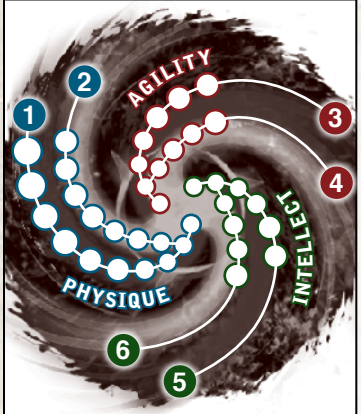
MAT	POW	P+S
6	4	15

Abilities: Open Fist

This is a magical weapon.

Chain Attack: Smite – If this character hits the same target with both its initial attacks with this weapon, after resolving the attacks it can immediately make one additional melee attack against that target. If the additional attack hits, the target is slammed d6″ directly away from this character. The POW of the slam damage roll is equal to the STR of this character + the POW of this weapon. The POW of collateral damage is equal to the STR of this character.

INITIATIVE	**INIT**	**12**
DEFENSE	**DEF**	**10**
ARMOR (NATURAL ARMOR +1)	**ARM**	**18**
WILLPOWER	**WIL**	**18**



FURY: 3

THRESHOLD: —

COMMAND RANGE: 1

BASE SIZE: LARGE

ABILITIES:

Geomancy – Once per activation while within its controller's control area, this character can be forced to cast one of its controller's spells with a COST of 3 or less. This character's controller is considered to have cast the spell, but this character is its point of origin. When making a magic attack roll, this character uses its controller's ARC. This character cannot cast spells with a RNG of SELF or CTRL.

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

ANIMUS:

SPELL NAME	COST	RNG	AOE	POW	UP	OFF
Wild Growth	**2**	**SELF**	**—**	**—**	**No**	**No**

Center a 4″ AOE on this character. The AOE is a forest that remains in play for one round.

SPECIAL RULES:

Initiative is rolled only in the case of an uncontrolled woldwarden. Otherwise, the wold activates on its controller's initiative.

Description: Woldwardens are towering constructs, crafted from huge blocks of stone and inscribed with a lattice of sigils, that not only strike with the force of nature's wrath but also serve as vessels for their controller's arcane might. Drawing on ambient power from its environment rather than siphoning energy from a blackclad, a woldwarden can unleash potent magic, effectively allowing its controller to approximate being in two places at once. More than any other wold, these constructs embody the absolute power of the blackclads in their inviolable territories.



The creation of a woldwarden is a slow and demanding process, but the construct is among the most powerful and versatile weapons in the Circle arsenal. During fabrication, a woldwarden requires a large quantity of fresh blood. This vital fluid not only deepens the arcane connection necessary to channel a druid's spells but also reinforces the mystical process which strengthens a woldwarden's organic components. The wood and rope of a completed woldwarden retain their flexibility but become nearly as tough and impervious as metal.

Material Cost: 600 gc

Complexity Rating: 6

WOLD GUARDIAN

ABILITIES:

Empathic Transference – A friendly warlock can transfer damage to this character even if this character has a number of fury points equal to its FURY stat.

Girded – This character does not suffer blast damage. Friendly characters B2B with it do not suffer blast damage.

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

Steady – This character cannot be knocked down.

ANIMUS:

SPELL NAME	COST	RNG	AOE	POW	UP	OFF
Flesh of Clay	2	SELF	—	—	No	No

When this character is hit by a ranged attack, the attacker rolls one less damage die. Flesh of Clay lasts for one round.

SPECIAL RULES:

Initiative is rolled only in the case of an uncontrolled wold. Otherwise, the wold activates on its controller's initiative.

PHYSIQUE	PHY	17
SPEED	SPD	4
STRENGTH	STR	12
AGILITY	AGL	2
PROWESS	PRW	4
POISE	POI	1
INTELLECT	INT	1
ARCANE	ARC	—
PERCEPTION	PER	3

RAM FIST

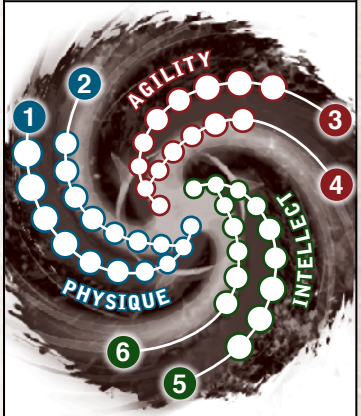
MAT	POW	P+S
6	5	17

Abilities: Open Fist

This is a magical weapon.

Ram – When a character is hit by this weapon, it is knocked down and can be pushed 1″ directly away from this character. If it is pushed, this character can immediately advance directly toward the pushed character up to the distance the hit character was moved.

INITIATIVE	INIT	11
DEFENSE	DEF	9
ARMOR (NATURAL ARMOR +3)	ARM	20
WILLPOWER	WIL	18



FURY: 3

THRESHOLD: —

COMMAND RANGE: 1

BASE SIZE: LARGE

Description: Each of the constructs of the Circle Orboros is built to meet a specific need. The wold guardian is among the Circle's heaviest constructs, a walking siege engine of stone and wood able to crush virtually all opposition under its thunderous stone fists. As powerful as the wold guardians are in an offensive capacity, they also serve as a resolute inner line of defense to protect the greatest asset of the Circle Orboros: the blackclads themselves. In large engagements, the blackclads send the faster woldwatchers forward as an extension of their will, while the wold guardians, which move at a more ponderous pace, are kept closer at hand.



A wold guardian is composed much more extensively of raw stone than other constructs, with only limited wood and rope elements. Considering how few of these organic parts it includes, a guardian requires a prodigious amount of fresh blood to soak each of these elements, strengthening them against the rigors of sustaining its pillar-like arms. While it may take some time for these lumbering guardians to reach the enemy, death is inevitable. They can effortlessly dash apart any foe or obstacle foolish enough to stand in their path.

Material Cost: 900 gc

Complexity Rating: 6



WARBEASTS

Long before there was steel in Immoren, before power was expressed in the control of great, thundering machines of industry and war, there existed ancient mystical arts drawing on blood and life's very essence. Some of the most powerful practitioners of this primal magic are those who can harness the rage and vitality of wild creatures. These individuals, known as warlocks, can draw power from pain and fury, using it to fuel their own magic and arcane capabilities.

Those born with this talent share a unique affinity to the beasts of the wild that allows them to forge deep connections with these creatures. Once a warlock finds a wild beast with which he shares a resonance, that primal connection enables him to touch the mind of the beast and form a lasting bond with it.

Warbeasts are wellsprings of power for the warlocks who control them. Their bodies are living engines of war, made fiercer through the invocation of their warlock's will. Their primal natures provide the raw power the warlock weaves into potent spells. Through his mystical link to his warbeasts, a warlock directs them at his foes with mental commands as easily as if they were his own flesh. An injured warlock can even evade death through this link, trading his beasts' vitality for his own.

Some warlocks treat their warbeasts like trusted allies and members of their packs. Others hold little esteem for their savage servants, inciting them to rage with torment and pain and willingly sacrificing them in battle.

Goading warbeasts in battle is not without its dangers. When a warbeast is pushed too far, even the bond it shares with its warlock can be overwhelmed, causing his otherwise perfect control of the beast to slip. Blinded by fury, uncontrolled beasts will lash out to rip apart anything within reach—even the warlock himself.

BEASTS OF THE WILD

A warlock can spend considerable time and effort just locating creatures with which he can form a bond. These creatures, most of which dwell in vast tracks of wilderness, are wild and uncontrollable, and approaching them can be dangerous. Warlocks seeking to master them must hunt them, barter with other tribes for them, or use connections with powerful organizations to secure them.

Despite their close connection to their warlocks—or perhaps even because of it—warbeasts are widely regarded as terrifying creatures and are seldom tolerated outside of their warlocks' communities. Bringing warbeasts into the heart of a village can be seen as an act of hostility unless the warlock and the village leaders have made specific provisions for handling the creatures. Among both the villages and the cities of the Iron Kingdoms, the presence of warbeasts is cause for alarm and can invite immediate retaliation. For this reason, warlocks often leave their warbeasts behind when entering a new settlement rather than face attack by the community's defenders.

THE TIES THAT BIND

The relationship between a warlock and his warbeasts is unique among those who use magic on Caen. The bond allows a warlock to exert an incredible degree of influence over each warbeast and to override its natural instincts when necessary. By exerting his will through this bond, the warlock can make his beasts do as he commands. Forming a bond requires a warlock to make physical contact with a creature he shares a resonance with, thereby enabling him to join his spirit with that of the beast. Once he is touching the beast, he must concentrate to bring their spirits into alignment. When the spirit of the warlock and the beast are synced, a bond is formed.

When a creature is bonded for the first time, it goes through a series of immediate and profound changes as its mind opens to the warlock's influence, forever changing it into a warbeast. This connection mystically awakens the savage creature to the mind of its new master. Even if the warbeast's bond to the warlock is later severed, this transformation is irreversible. After the bond stirs the mind and spirit of the warbeast, it will never again be a normal animal.

A warlock can use this bond to call forth the dormant arcane power of the warbeast. This power, called an animus, is a refined, arcane expression of the creature's innate strength and can be summoned by the warlock or cast as if it were one of his own spells. Although the animus originates in the warbeast, its nature is shaped by the warlock and the beast's training.

The exact effects of the changes to a warbeast depend on the type of creature it is. Some beasts waken to their full potential immediately when the bond forms, while others must undergo significant training to develop their capabilities. Even though this training process is partially facilitated by the telepathic link between the warlock and the warbeast, it can take many weeks or months. Teaching these savage animals to wear armor, wield weapons, and fight alongside the warlock's allies requires a great deal of patient instruction.

By contrast, releasing a bond with a warbeast is relatively simple for a warlock, as is forging a bond with a warbeast that is already trained and conditioned. Warlocks usually hold fast to their warbeasts and reserve them for personal use, but these creatures are sometimes exchanged. Such transactions are more common among groups like the Circle Orboros, which treats warbeasts first and foremost as military assets. Even outside such groups, the death of a warlock may leave his beasts



available for another warlock among his allies to inherit. Certain groups may foster individuals whose only role is to find and train warbeasts to make them available to others, allowing warlocks to swiftly re-enter battle after replacing their fallen beasts.

CARE AND FEEDING

Warbeasts are generally assumed to be living creatures that require food, water, and periodic rest. Most are natural predators and will hunt for their food if left to their own devices in the wilderness. The bonding process does not remove a beast's instincts, memories, or urges. The bond can rein in these instincts or overwhelm them, but they will return if the warlock relaxes his mental grip. How quickly and to what extent this reversion occurs is somewhat tempered by the beast's training, the experiences it has gained while bonded to the warlock, and any mental awakening it has experienced, but eventually it will succumb to natural urges, especially the need to feed.

Some larger warbeasts and most trolls consume dozens if not hundreds of pounds of food—usually fresh meat—in a single meal. The availability of local sources plays a great part in a beast's hunting success. On average, a warbeast will require a few hours of hunting time each day to provide itself with sufficient food. Otherwise, the warlock and his companions must provide the warbeast with sustenance. Most warlocks prefer to hunt with their beasts, both to coordinate their efforts efficiently and to keep them from straying too far or wreaking havoc across the countryside, which can draw unwanted attention or jeopardize the beasts' lives. For example, herd animals, being docile and confined in large numbers, are among the easiest prey for a prowling warbeast. An unsupervised warbeast raiding a rancher's herd is liable to leave a bloody and obvious trail—if it leaves at all. This can quickly lead to an inconvenient and violent encounter with the herd's owner and his well-armed allies.

When there is no food to be found, a warbeast suffers the effects of deprivation like all other living creatures do. This condition is extremely dangerous. A warbeast driven to the brink of starvation is quick-tempered and prone to violent outbursts. Barring few exceptions, a warbeast deprived of food long enough will attack and devour any target it can lay its claws on. Some warbeasts are more prone to these outbursts than others, but these eruptions are always both sudden and violent. A warlock must keep tight control over beasts suffering from deprivation—in sufficiently dire circumstances, his warbeasts may fall to infighting and attempt to eat each other.

HUNGER PANGS

The amount and frequency of warbeast dietary needs vary widely, and the Game Master should determine how much the players' warbeasts require at any given time. A single day's deprivation will make for an unhappy warbeast but usually not an immediate disaster; on the other hand, several in a row will be a major problem.

For each day a warbeast goes without sufficient food, in addition to all other effects, reduce its THR by 1. If a warbeast's THR is reduced to 0, it automatically frenzies in an attempt to sate its hunger. When the warbeast frenzies, it wildly attacks any living creature nearby and chokes down as much flesh as possible. Attempts to remove its kill or pull the starving beast away from its meal will be met with rank hostility as the warbeast protects its food, and the warbeast may even flee into the wilderness to finish its meal uninterrupted. A warbeast regains THR lost as a result of hunger immediately after feeding, but repeated deprivation should result in additional consequences. A warbeast will remember how it was treated, and this could affect its behavior in a number of ways. For example, a troll might begin hoarding extra food or become irritable much more quickly than it did before.

The Game Master can decide whether to include these concerns in his games. Survival is a chief concern for those living in the wild, but it might not be the chief concern of your story. Feel free to use as much or as little of these guidelines as you need for your current adventure.

WARBEAST RULES

Warbeasts are wild creatures that have been permanently altered by their connection to a warlock. Only creatures with the Resonance ability can become warbeasts, and a warbeast or potential warbeast can bond only to warlocks with whom they share a resonance. A creature's Resonance ability appears in the abilities section of its creature entry (see the "Creatures" chapter, p. 352).

Each creature capable of becoming a warbeast has a special set of rules called a warbeast profile (p. 272). This profile determines a warbeast's starting FURY and Threshold (THR), which it gains upon bonding. It also describes a warbeast's animus, indicates when it gains its animus, and explains any rules for further training the warbeast.

Warbeasts are classified according to their tabletop base size: a lesser warbeast has a small base (30 mm), a light warbeast has a medium base (40 mm), and a heavy warbeast has a large base (50 mm).

Warbeasts automatically pass Willpower rolls to resist the effects of fear.

WARBEAST STATS: FURY AND THRESHOLD

Upon becoming a warbeast, a creature gains the FURY and Threshold stats, which are unique to warbeasts. A warbeast's profile determines its starting FURY and Threshold values.

FURY: This is a measure of the warbeast's primal power. A warlock can call upon his bond with a warbeast to force the beast to perform beyond its normal limitations or to use supernatural powers unlocked through the power of the bond. This in turn generates fury points each time the beast is forced (p. 268). A warbeast can never have a fury point total higher than its current FURY. If a warbeast's current FURY is reduced for any reason, immediately remove excess fury points.

Threshold (THR): This is a measure of a warbeast's self-control and its ability to resist frenzying, which is brought on by the accumulation of fury points (p. 268).

ANIMUS

Every warbeast has an animus, a mystical manifestation of the creature's primal power. A warbeast's animus is determined by its profile. Some warbeasts gain their animus as soon as they are bonded, but others require additional training and conditioning before their animus will manifest.

A warbeast can be forced to use its animus, or the warlock who controls the warbeast can treat the animus as if it were one of his own spells while the warbeast is in his control area (p. 236).

WARBEAST BONDS

Not all creatures can be bonded. A warlock can form a bond only with either a wild creature or a warbeast that he shares a resonance with and that is not bonded with another warlock. The process of bonding permanently alters a wild creature, forever changing it into a warbeast. If a warbeast's bond is broken (see below), the creature can bond to another warlock.

To form a bond, a warlock with an available bond slot (see the Warlock Bond ability, p. 168) must physically touch a wild creature or an unbonded warbeast that he shares a resonance with. He must then spend a full action bonding to the beast. When a warlock bonds to a wild creature that has not been bonded to a warlock before, the creature immediately becomes a warbeast and gains the FURY and THR stats outlined in the Bonding section of its warbeast profile (p. 272).

While bonded to a warlock, a warbeast is considered to be part of the warlock's battlegroup (p. 234).

BREAKING A BOND

A warlock can break his bond with a warbeast at will. The creature remains a warbeast and retains any training it has received, but it is no longer part of any warlock's battlegroup. Until it is bonded to another warlock, the beast acts according to its wits, training, and instincts and is under the Game Master's control.

UNBONDED WARBEASTS

When a warlock severs its bond with a warbeast, the beast is no longer directly controlled but remains marked by its time with the warlock. Such a creature is noticeably more clever, more perceptive, and more deliberate in its actions than wild beasts of the same species. A warbeast's behavior after its bond with a warlock has been broken depends on the nature of the beast and its circumstances, as determined by the Game Master.

When a warbeast loses its connection to its warlock, it remembers the last mental command the warlock gave it. A warbeast is not compelled to obey such a command after the bond has been broken, but it might try to heed this last directive if it is favorably disposed toward the warlock. Most warbeasts have limited intelligence, however, and without a warlock's direct supervision their memory of lingering commands is both imperfect and fleeting. A simple imperative, such as "return to the village," might be followed, but more complex instructions will soon be forgotten.

In some cases, warbeasts serve as actively cooperative members of a community, willingly assisting with defense and labor. This is especially true with full-blood trolls among large trollkin kriels. Often, such trolls are genuinely loyal to members of the kriel and will continue to be helpful on their own initiative, even after a bond is broken. Trolls know Molgur-Trul, albeit with a limited vocabulary, and can understand simple directives. Trollkin shamans often take charge of unattended troll warbeasts, communicating with them and directing them to help with simple tasks.

In contrast, farrow warbeasts are opportunistic and disloyal—not unlike the farrow themselves. An unbonded farrow warbeast will immediately set about finding the nearest food source and seizing it if allowed to do so. Such unbonded warbeasts are usually kept chained or penned to prevent vandalism and violence. An unsupervised tusker, for example, is likely to see the nearest farrow as a tasty snack.

Unbonded warbeasts that have been ill-treated or are generally foul-tempered can be extremely dangerous. Gatorman warlocks, whose cold-blooded warbeasts have little inherent loyalty, must be especially careful about breaking bonds. Warbeasts that cannot be trusted when unbonded are usually caged, shackled, or otherwise restrained until needed by another warlock. Indeed, many are kept shackled even while bonded so that their warlocks need not constantly govern their actions.

The breaking of a bond due to the sudden death or incapacitation of a warlock is another matter (see "Backlash," p. 267). Beyond the immediate consequences described on the Backlash Table, a warbeast in such a situation will react as the Game Master deems most appropriate for its surroundings, training, and temperament. Some warbeasts view surviving members of a group as pack mates and will continue to follow them and fight their foes. A warbeast will be more positively inclined toward anyone who has helped it acquire food.

Cantankerous beasts might decide to exploit their newfound freedom to deliver reprisals against characters they dislike. Taunting or otherwise antagonizing a warbeast traveling with a group is a bad idea for just this reason. Hunger has a tremendous effect on the immediate behavior of an unbonded warbeast. A warbeast that has been starved before the bond is broken will rectify that problem immediately, often by consuming the nearest food source. If that happens to be someone it dislikes, so much the better. One of the best ways to distract or calm an unbonded warbeast is to fill its belly.

Characters with the Animal Handling skill can be crucial in dealing with unbonded warbeasts by applying this skill to encourage good behavior. The target number will vary depending on the warbeast's current mood and how it views its circumstances, although being trained can make the creature easier to handle.

SEEING THROUGH THE EYES OF A BEAST

A warlock can utilize the bonds he shares with the warbeasts in his battlegroup to literally see through their eyes while still maintaining his own vision. This can be invaluable for warlocks in potentially hostile circumstances, but trying to take in the world through multiple points of view can be confusing and takes practice to master fully.

While a bonded warbeast is in its warlock's control area, the warlock can use a quick action to see through the beast's eyes. This vision can be maintained indefinitely. A warlock can perceive anything his bonded warbeast sees, although any spell augmenting the warlock's own vision does not augment vision through a beast unless the spell specifically states otherwise. While a warlock is seeing through the eyes of one or more warbeasts, his skill rolls suffer a –2 penalty due to his divided attention.

Some limited communication is possible across the bond even if the warlock and warbeast are farther apart. A warlock is always aware of the emotional state of a bonded warbeast and any damage it has suffered even if he cannot see it, and the same is true in reverse—a warbeast knows when its warlock is hurt. Furthermore, the warbeast and the warlock can sense each other's general direction and distance and can use this information to close the gap. At the Game Master's discretion, the warlock might be able to convey extremely simple directives such as "Get back here!" across this bond, even at a tremendous distance.

BACKLASH

When a warlock dies or is knocked unconscious, the resulting psychic backlash severs his bonds with his warbeasts, which temporarily go wild, acting irrationally and unpredictably. A warbeast whose bond has been severed in such a fashion may wander off, fight to the death, defend its master's remains, tear at its own flesh in panic, or engage in any of a number of other behaviors.

Once the initial pain and shock of backlash subside, the beast acts according to its wits and instincts and is under the Game Master's control, like any warbeast without a bond.

CONSTRUCTS AND BACKLASH

Construct warbeasts do not suffer these backlash effects; instead, they follow whatever instructions they have been given. Players using constructs should consider giving specific instructions in the event of their incapacitation. Constructs are not intelligent, and the Game Master should interpret these instructions as literally as possible. For example, a warlock might instruct a construct to follow a specific character, protect him, and help him if he gets in a fight, or a construct might be told to recover the body of a fallen warlock, protect it, and then return to a specific location. The second set of instructions could cause problems if the construct interprets protecting the warlock's body to include preventing other characters from administering medicine. Learning the best way to phrase commands involves trial and error, but the Game Master should make sure the constructs follow reasonable commands. They are useful warbeasts capable of complex actions.

Lacking other instructions, a construct will follow its warlock's last directives, such as fighting its current enemies, and then await direction. A construct in this state will defend itself and fight back if attacked, but it will not initiate attacks against new adversaries (that is, enemies the warlock never identified) and will not move from its location.

BACKLASH TABLE

WHEN A WARBEAST SUFFERS BACKLASH, ROLL 2D6 AND CONSULT THE TABLE BELOW TO DETERMINE ITS REACTION.

2d6	RESULT
2	**Feeding Frenzy** – Panicked and confused when its warlock falls, the warbeast tries to consume the warlock's flesh. The warbeast advances into B2B contact with its warlock's body and begins to feed on it. The warbeast makes a STR roll against a target number equal to the warlock's PHY + 7 during each of its turns. If the roll succeeds, the warlock suffers the Critical Injuries result on the Injury Table (p. 217) in addition to his other injuries. If the roll fails, nothing happens and the warbeast reverts to its instinctive animal behavior.
3	**Mortification** – Wracked with painful feedback and incapable of understanding the source, the warbeast bites, rips, and tears at its own flesh. The warbeast makes a single melee attack against itself with its most powerful natural weapon. The attack and damage rolls are boosted. After the attack, the warbeast reverts to its instinctive animal behavior.
4–5	**Panic** – Its spirit broken by the loss of its warlock, the warbeast tries to flee from battle and hide itself, trembling in uncontrollable fear. It continues to do so for d3 + 1 hours unless a friendly character calms it by making an Animal Handling skill roll against a target number of 12 or the warlock renews his bond (p. 265). If not calmed or bonded, the warbeast reverts to its instinctive animal behavior after the number of hours rolled.
6	**Vindictive** – The warbeast is enraged by the enemy that struck down its warlock and blindly throws itself into combat with him. The warbeast automatically frenzies during its next Activation Phase, selecting only the character who disabled the warlock as its frenzy target. It continues to frenzy until the enemy is dead or has fled the battle, and then it reverts to its instinctive animal behavior.
7	**Indiscriminate Rage** – Incensed by the harm that has befallen its warlock, the enraged warbeast blunders about, attacking indiscriminately with broad, arbitrary swings. During its next Activation Phase, the warbeast makes a full advance toward the nearest character other than its warlock and makes a single melee attack with its most powerful melee weapon against any targets in range. This attack gains Thresher. (A character with Thresher makes one attack against each character in its LOS and its weapon's range.) The warbeast continues to activate in this way for d3 + 1 rounds, and then it reverts to its instinctive animal behavior.
8	**Stunned** – The warbeast suffers a sudden, stunning feedback of mental agony when its warlock falls. The reeling warbeast immediately discards all its fury and becomes stationary for one round. It then reverts to its instinctive animal behavior.
9–10	**Panic** – Its spirit broken by the loss of its warlock, the warbeast tries to flee from battle and hide itself, trembling in uncontrollable fear. It continues to do so for d3 + 1 hours unless a friendly character calms it by making an Animal Handling skill roll against a target number of 12 or the warlock renews his bond (p. 265). If not calmed or bonded, the warbeast reverts to its instinctive animal behavior after the number of hours rolled.
11	**Protective** – The warbeast moves to protect its warlock and attacks anyone who approaches. The warbeast advances into B2B contact with the warlock's body. When a character advances into and ends his movement in the warbeast's melee range, the warbeast immediately makes one melee attack targeting him. It continues to do so until the warlock recovers or dies. A friendly character attempting to approach the fallen warlock must make an Animal Handling skill roll against a target number of 14 to avoid being attacked.
12	**Psychic Wounds** – The warbeast is scarred by feedback from its warlock's injuries. The wounds to its mind are so deep that it is reduced to a rampaging monster that can only lash out until it is put down. The creature is no longer bonded, ceases being a warbeast, can never be a warbeast again, and automatically frenzies during each Activation Phase.

FORCING WARBEASTS

A warbeast is a primal creature that reaches its full potential only when under the control of a warlock. The act of forcing a warbeast usually consists of the warlock's mentally pushing it in battle and encouraging it to lash out with savage aggression regardless of fatigue, injury, or bodily strain. In some cases, the warlock immerses himself in the mind of the beast, seeing through its eyes and guiding its attacks with his will. This blending of minds is a regular aspect of taking a warbeast past its limits, but the tone of forcing can vary depending on the type of warlock. Some blackclad warlocks treat warbeasts like puppets, clamping down on their will to direct them precisely, but many Tharn warlocks prefer to dive into the minds of their beasts and lose themselves in a wash of raw, unleashed fury.

A warbeast can be forced only during its controller's turn while it is in its warlock's control area, but it does not need to be in its warlock's line of sight. When a warbeast is forced, declare the desired effect and then place 1 fury point on it. This fury point does not come from the warlock; the warbeast itself generates it. A warbeast can be forced several times during its turn, but it can never be forced if the fury point gained would cause it to exceed its current FURY.

A warbeast cannot be forced while its Intellect aspect is crippled.

Fury points remain on a warbeast until it frenzies or its warlock removes them through leaching (p. 234), reaving (p. 234), or some other means.

A warbeast can be forced to do the following:

- **Boost Attack and Damage Rolls –** A warbeast can be forced to boost attack and damage rolls. Each time a warbeast boosts an attack or damage roll, it gains 1 fury point. Boosting must be declared before rolling any dice for the roll.
- **Make an Additional Attack –** A warbeast can be forced to make additional melee or ranged attacks. The warbeast gains 1 fury point for each additional attack it makes.
- **Make a Power Attack –** A warbeast can be forced to make a power attack (p. 270). Warbeasts can be forced to make slam, head-butt, knockout strike, grapple, and push power attacks. Large-based warbeasts can make trample power attacks. Warbeasts with at least one natural weapon that has the Open Fist weapon quality can make headlock/weapon lock and throw power attacks. Warbeasts with two natural weapons that have the Open Fist weapon quality can make double-hand throw power attacks. A warbeast cannot make power attacks while its Agility aspect is crippled.
- **Rile –** A warbeast can be forced for the sole purpose of gaining fury points. When a warbeast is riled, it can gain any number of fury points but cannot exceed its current FURY. A warbeast can be riled even if it runs.
- **Shake –** A warbeast can be forced to shake knockdown or stationary status. During its warlock's Control Phase after resolving threshold checks and frenzies, a warbeast that is knocked down can be forced to stand up. During its warlock's Control Phase after resolving threshold checks and frenzies, a stationary warbeast can be forced to cause the stationary status to expire.
- **Use Animus –** Once per turn, at any time, a warbeast can be forced to use its animus. Instead of gaining only 1 fury point, the warbeast gains a number of fury points equal to the COST of the animus. A warbeast cannot use its animus during a turn it runs.

Unless otherwise noted, a warbeast can be forced only during its controller's turn.

FRENZYING WARBEASTS

The relationship between a warlock and his warbeasts is not without its perils. A warlock's capacity for drawing fury from his warbeasts is limited. If the chaos boiling at the core of his warbeasts is allowed to swell too high, the beasts will fly into rages that the warlock cannot control.

During a warlock's Control Phase, after the warlock has leached fury from his warbeasts and spent fury to upkeep his spells, each of his warbeasts with 1 or more fury points remaining on them must make a threshold check. To pass a threshold check, a warbeast must roll equal to or less than its THR on 2d6, adding 1 to the roll for each fury point it has.

If the roll succeeds, nothing happens. If it fails, the warbeast **frenzies**.

A frenzying warbeast immediately activates and attempts to attack another character. First determine the frenzy target—the character the warbeast will try to attack. Then the warbeast can move and attack depending on the circumstances and location of the warbeast and its frenzy target.

Check the following conditions in order. The first valid condition determines the warbeast's frenzy target and how the warbeast will act during its activation. If multiple characters match a condition, choose among them randomly.

1. Enemy in the warbeast's melee range: The warbeast forfeits its movement and performs a combat action as described below.

2. Friendly character in the warbeast's melee range: The warbeast forfeits its movement and performs a combat action as described below.

3. Closest enemy engaging the warbeast: The warbeast advances toward the character to get him into melee range and line of sight (LOS), directly faces him, and then performs its combat action as described below.

4. Closest character in LOS of the warbeast: The warbeast charges the character. If it is unable to charge, the warbeast advances toward the character to get it into melee range and LOS and then directly faces him. The warbeast performs its combat action as described below.

5. Closest character: The warbeast advances toward the character to get him into melee range and LOS, directly faces him, and then performs its combat action as described below.

YOU WOULDN'T LIKE ME WHEN I'M ANGRY: FURY AND FRENZIES OUTSIDE OF COMBAT

A warlock will occasionally need to force a warbeast outside of combat, whether riling it for fury, forcing it to regenerate, or casting an animus with a non-combat application. This will force a threshold check only if the warlock does not immediately leach all the fury generated. If the warlock cannot do that for any reason, the warbeast must make a threshold check to determine whether it frenzies.

At the Game Master's discretion, a warbeast can also gain fury points outside of combat any time the warbeast is mistreated, harmed, or otherwise subjected to conditions that anger or frustrate it. A warbeast typically gains only 1 fury point in response to being angered outside of combat, but it must make a threshold check immediately after gaining the fury point to determine whether it frenzies. If it does not frenzy and the source of its agitation persists, the warbeast may gain additional fury points and be forced to make subsequent threshold checks. A warbeast with 1 or more fury points outside of combat will be visibly agitated.

A warlock who is not at his maximum fury can prevent or mitigate future checks by leaching fury from a warbeast. Remove 1 fury point from a warbeast every ten minutes outside of combat if the warlock can keep the warbeast calm.

Because of the potential for warbeasts to frenzy outside of combat, many warlocks use beast restraints (p. 301) when they expect to face circumstances that could agitate their warbeasts. Such restraints are also helpful when handling unbonded warbeasts.

Wolds never gain fury points as a result of agitation outside of combat.

If a frenzied warbeast is required to forfeit its movement or action for any reason, such as being knocked down, and a friendly or enemy character would be in its melee range, the frenzied warbeast will forfeit its movement to stand up and attack.

Otherwise, the warbeast will forfeit its action to stand up and advance toward the closest character to get him in its melee range and LOS.

A frenzied warbeast performs its combat action in a particular way. It makes one attack with its highest POW melee weapon and then forfeits the rest of its initial attacks. All attacks it makes during that activation have boosted attack and damage rolls. The warbeast cannot make any additional attacks.

At the end of the warbeast's frenzy, its frenzied status expires and its controller can remove any number of fury points from it.

Because a frenzied warbeast activates during its warlock's Control Phase, it cannot also activate during the Activation Phase that turn.



Gorax

COMBAT

Although warbeasts are under the control of a warlock, they are independent characters. The following rules determine how they function in combat.

TURN ORDER

A warbeast activates during its warlock's turn. Unless it frenzies (p. 268), it performs actions during its controller's Activation Phase. The warbeast can move and perform actions before or after its controller moves and performs his actions.

If a warbeast's warlock is incapacitated or destroyed, the warbeast continues activating during what would be its warlock's turn in initiative order. For example, if a warbeast's controlling warlock had rolled an 18 for initiative, the warbeast would continue activating for the remainder of the encounter if its warlock is incapacitated or destroyed as if it had rolled an 18.

BEYOND CONTROL RANGE

The mental connection between a warlock and a warbeast persists even if the warbeast is not in the warlock's control area. Most aspects of the interaction between the two, such as forcing, reaving, and transferring damage, rely on the warbeast's being in the warlock's control area. A warlock cannot directly guide a warbeast's attacks, see through its eyes, or deliver complex instructions when it is outside his control area, but limited communication is still possible.

Even if a bonded warbeast is outside its warlock's control area, he can urge it to go where he wishes and to attack targets he specifies provided that another condition, such as frenzying, does not override the bond.

WARBEASTS AND WEAPONS

Most warbeasts are savage creatures with little understanding of weapons and tools. As a result, a warbeast can use a weapon only if it has been specifically trained to do so and is physically capable of using it. (For example, a warbeast without hands cannot wield a sword.) A warbeast's profile indicates whether it can use weapons and, if so, which weapons it can use. For more on warbeasts and weapons, see "Weapon Training," p. 274.

POWER ATTACKS

Power attacks are special attacks that can be made by warbeasts. A warbeast must be forced in order to make a power attack.

Power attacks include knockout strikes, grapples, head and weapon locks, head-butts, pushes, slams, throws, and tramples. Knockout strikes and grapples are described on pp. 209-210.

A lesser warbeast cannot make power attacks unless otherwise noted in its profile.

HEADLOCK/WEAPON LOCK

A warbeast making a headlock/weapon lock power attack can lock a steamjack or warbeast's weapon or head and prevent its use. A warbeast must have at least one Open Fist to make a headlock/weapon lock power attack. When a warbeast attempts a headlock/weapon lock power attack, its controller must declare what the warbeast is attempting to lock before making the attack roll.

When a warbeast makes a headlock/weapon lock, its controller declares which weapon with Open Fist the warbeast is using to make the attack before making a melee attack roll. A knocked down character cannot be locked. If the attack hits, the specified head/weapon is locked. Headlock/weapon lock attacks do not cause damage.

A target cannot make attacks with a locked weapon or any other weapons in the same location. A target cannot make attacks with a two-handed weapon if one of its limbs is locked. Locking a weapon with a location of "—" has no effect on other weapons. A steamjack or warbeast held in a headlock cannot make attacks with any weapons located in its head (H). A steamjack or warbeast held in a headlock/weapon lock cannot make power attacks.

While involved in a lock, the attacker cannot make power attacks or attack with the weapon with which it made the lock attempt, and it cannot use any other weapon in the same location as the locked weapon. The attacker and the defender are free to attack with any of their other melee weapons.

During its turn, a steamjack or warbeast held in a headlock/weapon lock must attempt to break the lock. For each weapon lock and headlock, both characters involved in the lock roll a d6 and add their STR. If the locked character's total exceeds that of the warbeast holding the lock, the lock is broken. The locked character can make its initial attacks with any melee weapons not located in a locked system as normal. After resolving these attacks and attempts to break free, a warbeast can be forced to make more attempts to break a lock or to make additional attacks with usable weapons. Once a lock is broken, the warbeast can use the weapon that was locked. A warbeast can voluntarily release a lock it is maintaining at any time during its activation.

Neither character can advance or be pushed while involved in a lock. A lock is broken automatically if:

- An effect causes either character to move or be placed;
- An effect knocks down either character;
- An effect causes either character to become incorporeal;
- An effect causes the attacker to become stationary;
- The weapon system maintaining the lock is crippled; or
- Either character is incapacitated.

HEAD-BUTT

A warbeast making a head-butt power attack smashes its head into a character to drive him to the ground. The warbeast makes a melee attack roll against its target. If the attack hits, the target is knocked down and suffers a damage roll with a POW equal to the warbeast's current STR.

A warbeast cannot head-butt while held in a headlock. A warbeast cannot head-butt a character with a larger base.

PUSH

A warbeast making a push power attack uses its bulk and strength to shove another character. A push power attack automatically hits and deals no damage. Each character rolls a

d6 and add his STR. If the defender's total is greater, it resists being pushed. If the warbeast's total equals or exceeds the defender's total, the defending character is pushed 1″ directly away from the warbeast.

After a character is pushed by a push power attack, the warbeast can immediately advance directly toward the pushed character up to the distance the pushed character was moved.

SLAM

A warbeast making a slam power attack rams a model with the full force of its body to send the target model flying backward and knock it to the ground. Any effects that prevent a character from charging, such as a penalty to its SPD or movement for any reason other than for being in rough terrain, also prevent the warbeast from making a slam power attack. A warbeast must have both its movement and its action available during its turn in order to make a slam power attack.

During its activation, a warbeast can attempt to slam any character who is in its line of sight at the beginning of its normal movement. A knocked down character cannot be moved by a slam.

Declare the slam attempt and its target before moving the warbeast.

To make a slam attack, declare the slam attempt and its target, then turn the slamming warbeast to face the slam target directly. The slamming warbeast then advances its full SPD plus 3″ directly toward its target. The slamming warbeast cannot voluntarily stop its movement unless its target is in its melee range, but it can end this movement at any point with its slam target in its 0.5″ melee range. It must stop if it contacts a character, an obstacle, or an obstruction. The slamming warbeast cannot change its facing during or after this movement.

A slamming warbeast that ends its slam movement with its slam target in its 0.5″ melee range has made a successful slam. If it advanced at least 3″, it makes a melee attack roll against its target. A warbeast that slams a character with a larger base suffers –2 on its attack roll. If the attack hits, the target is slammed directly away from the warbeast (see "Slammed," p. 205).

If a slamming warbeast makes a successful slam but moved less than 3″, it has not moved fast enough to get its full weight and power into the blow. The warbeast makes an attack roll against its target. If the target is hit, it suffers a damage roll with a POW equal to the warbeast's current STR but is not slammed. These are still considered slam attack rolls and slam damage rolls.

A warbeast that does not end its slam movement within 0.5″ of the target has failed its slam power attack. If a warbeast fails its slam power attack during its activation, its activation ends.

The POW of the slam damage roll and any resulting collateral damage rolls is equal to the STR of the warbeast.

THROW

A warbeast making a throw power attack picks up and throws another character. A warbeast cannot throw a character with a larger base. A warbeast must have at least one Open Fist to make a throw power attack.

The attacking warbeast makes a melee attack roll against its target. If the attack hits, both characters roll a d6 and add their current STR. If the target's total is greater, it breaks free without taking any damage and avoids being thrown. If the attacking warbeast's total equals or exceeds the target's, the target character is thrown.

When a warbeast throws another character, it chooses a direction for the thrown character to be moved. This direction must be away from the warbeast. Measure a distance from the character thrown equal to half the warbeast's current STR in inches along the chosen direction to a point on the table. This point is the thrown character's intended point of impact. A heavy warbeast throwing a small-based character adds 1″ to this distance.

Determine the thrown character's actual point of impact by rolling deviation from the center of the target's base. Referencing the deviation rules (p. 212), roll a d6 for direction and a d3 for distance in inches. If the target is beyond the throw distance, determine deviation from a point on the line to it equal to the throw distance. The thrown character moves directly from its current location in a straight line to the determined point of impact.

The POW of the throw damage roll and any resulting collateral damage rolls is equal to the STR of the warbeast.

DOUBLE-HAND THROW

A warbeast making a double-hand throw power attack uses both its arms to pick up and throw another character. A warbeast cannot throw a character with a larger base. A warbeast must have two Open Fists to make a double-hand throw power attack.

The attacking warbeast makes a melee attack roll against its target. If the attack hits, the target rolls a d6 and adds its current STR. The attacking warbeast rolls 2d6 and adds its current STR. If the target's total is greater, it breaks free without taking any damage and avoids being thrown. If the warbeast's total equals or exceeds the target's, the target model gets thrown.

To determine the direction of the double-hand throw, the warbeast can either follow the steps for determining the direction of a regular throw (see above) or simply throw the character at another target within the warbeast's line of sight. Ignore the character being thrown when determining line of sight to the other target. The throw distance is equal to half the warbeast's current STR in inches. A heavy warbeast throwing a small-based character adds 1″ to this distance. If the target is within range, the warbeast makes a melee attack roll against it. If it is outside this range, resolve the throw using the rules in "Throw," above, as if the thrown character were thrown directly toward the target. On a hit, move the thrown character from its current location directly toward the target's base until it contacts the target. This throw does not deviate. A double-hand throw at another character is not an attack against that character.

If the attack roll misses, determine the thrown character's point of impact by rolling deviation as described above.

The POW of the slam damage roll and any resulting collateral damage rolls is equal to the STR of the warbeast.

TRAMPLE

A warbeast making a trample power attack crashes its way through small-based characters in its path. Any effects that prevent a character from charging, such as a penalty to its SPD or movement for any reason other than for being in rough terrain, also prevent the warbeast from making a trample power attack. A warbeast must have both its normal movement and its action available in order to make a trample power attack. Light warbeasts cannot make trample power attacks.

Declare a trample power attack at the beginning of the warbeast's turn. The warbeast then turns to face any direction. The warbeast advances up to its current SPD plus 3″ in a straight line in that direction. It moves through any small-based characters in its path, but there must be room for the trampling warbeast's base at the end of the movement. It stops if it contacts a character with a medium or larger base, an obstacle, or an obstruction. The trampling warbeast cannot change its facing during or after this movement. Do not resolve free strikes against the trampling warbeast during this movement.

After the warbeast has finished its trample movement, it makes a melee attack roll against each small-based character it contacted. Characters hit by a trample attack roll suffer a damage roll with a POW equal to the warbeast's current STR. Trample damage can be boosted.

Resolve free strikes against the trampling warbeast after resolving all trample attacks. Characters contacted cannot make free strikes against the trampling warbeast. Ignore the distance between characters when resolving free strikes against the trampling warbeast; if a character was eligible to make a free strike against the trampling warbeast during the trampling warbeast's movement, it can do so whether or not the trampling warbeast ended its movement in the eligible character's melee range.

DAMAGE AND HEALING

Warbeasts can weather an impressive amount of damage before they fall in combat, but few can emerge from battle entirely unharmed. They suffer damage exactly like player characters, marking off damage on their life spirals and suffering the effects of crippled aspects.

INCAPACITATION

Living warbeasts suffer incapacitation like player characters, with the following exception.

As a warbeast suffers severe damage, it lashes out wildly, potentially harming others as it nears death.

When a warbeast is incapacitated, first resolve the incapacitation, then roll on the Injury Table (p. 217). If the Injury Table result is anything other than Critical Injuries or Dead, the warbeast will lash out at a nearby target unless a character friendly to the warbeast within twelve feet (2″) calms it by making an Animal Handling skill roll against a target number of 15. If the roll succeeds, the warbeast does not attack as it falls incapacitated. If the roll fails, the warbeast makes a single attack with its most powerful melee weapon against a random target in its melee range.

At the Game Master's discretion, a warbeast can react in this manner due to circumstances other than incapacitation. Typical causes include a source of constant pain or injury, such as when the warbeast is suffering the Fire or Corrosion continuous effects or the effect of a drug or poison.

WARBEASTS, SLOW RECOVERY, AND REGAINING VITALITY

Warbeasts are incredibly resilient, a quality amplified by a warlock's ability to supernaturally knit its damaged flesh. Warlocks often do this in the midst of battle to keep their wounded warbeasts standing, but this talent is also useful when the skirmish is over, as it greatly reduces a warbeast's downtime for recovery between conflicts.

Provided that a warlock carefully attends to his warbeast during its recovery and nurses it back to health, a warbeast suffering from slow recovery (p. 217) regains an additional number of vitality points each week equal to its warlock's ARC.

FORCED REGENERATION

Some warbeasts have the Forced Regeneration ability. If a warbeast with this ability suffers the effects of slow recovery, it recovers d3 vitality points each week rather than 1.

If a warbeast with Forced Regeneration breaks or loses a limb or suffers damage to the eyes as a result of the Injury Table roll, the warbeast regains the lost body part d6 + 6 days after it has fully regained its lost vitality points. To regenerate lost body parts, a warbeast must be provided with ample provisions and be allowed to rest.

WARBEAST PROFILES

Warbeast profiles are special rules that dictate the process of bonding with and training a warbeast. A warbeast profile modifies one of the creatures in the "Creatures" chapter (p. 352). The creatures in that chapter are wild specimens. When a warlock bonds with a creature and trains it, the warbeast profile provides it with stats and rules in addition to the creature's normal rules, much like creature templates (p. 458) modify a creature's profile. A warbeast may have other templates applied to it as well. If a creature that has the Large Specimen template is bonded with a warlock, for instance, it gains both the special abilities provided by the template and those provided by its warbeast profile.

Each warbeast has a unique profile that determines how it functions in the game. This profile includes the warbeast's starting and final FURY and THR stats, its animus, and any abilities, weapon skills, and common equipment it uses.

Upon bonding with a warlock, a warbeast gains any stats and rules in the Bonding section of its profile, including FURY and THR (p. 265). Some beasts require additional training to unlock their full potential and to harness the power of their animus. To accomplish these goals, the warlock must possess all the warbeast's training requirements and must successfully train it as outlined in the profile's training section.

Warbeast profiles are presented in this chapter by resonance: Devourer, Farrow, Swamp, and Trollblood.

The following attributes define how warbeast profiles function in the game:

Description: This is a description of the warbeast.

Bonding: This details the immediate effects of first bonding on the warbeast. It also describes the warbeast's starting FURY and THR at the time it is first bonded.

Training Requirements: This lists any requirements for additional training.

Training: These are the rules for training a bonded warbeast once the character has all the requirements. It also describes the effects and benefits of training the warbeast.

Animus: This is the warbeast's animus. Some warbeasts develop an animus when first bonded; others gain it only after additional training.

Gear: This lists gear typically associated with a warbeast of this type, including weapons, armor, adornments, and other equipment with which these warbeasts are typically outfitted.

TRAINING

Most warbeasts must be trained in order to turn them into the weapons that warlocks require them to be. This training generally involves teaching a warbeast to recognize friend from foe, teaching it how to fight with weapons, and acclimating it to wearing armor. Any additional training requirements are listed in the warbeast's profile. Some warbeasts can be trained to take on one of several specific combat roles. After bonding with one of these creatures, a warlock can attempt to shape it into one of several potential warbeast types, described in the warbeast's profile. A warbeast that has been trained in one of these roles remains a warbeast of that type for the rest of its life. A warbeast can be trained only once.

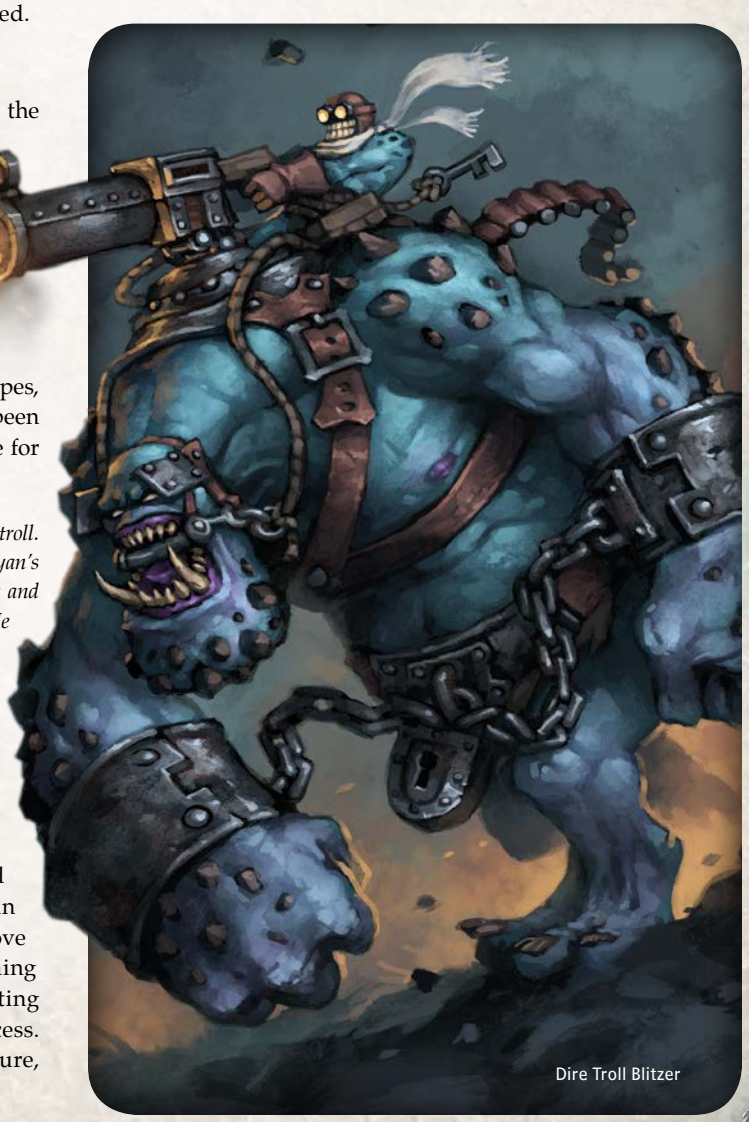
Example: *Bryan's trollkin warlock has just bonded to a common dire troll. He can choose to train the warbeast as a mauler, blitzer, or bomber. Bryan's character has the necessary equipment to train the creature as a blitzer and performs the initial training to determine whether it can become one. He spends two weeks breaking the beast and makes an Animal Handling skill roll against a target number of 14. He rolls a 15 and can begin training his blitzer in earnest. Bryan's character cannot later decide to retrain his blitzer as a bomber or mauler—once a blitzer, always a blitzer.*

A character must be bonded to a warbeast to train it. The influence granted by a bond is required to condition a wild creature into a warbeast. It gives the warlock a means to keep the creature calm and attentive during training and provides him with a way to immediately stop the creature in mid-motion should it turn aggressive. Such control can prove invaluable for warbeasts that require a great deal of training to break their instinctual behavior or to learn complex fighting styles. Training a beast is often a long and involved process. Although the bond forms an immediate link with the creature, training it to fight is another matter.

TIPPING THE SCALES

The Game Master should consider a party's balance when allowing a warlock to acquire new warbeasts. A warlock allowed to amass a horde of heavy warbeasts can quickly throw off the balance of the game. Spreading out the acquisitions over the course of a longer campaign can help ensure balance between a warlock and the other characters in the group.

As a warlock trains a beast, the spark of the creature's primal power begins to awaken in the form of an animus (p. 265). Because the animus is shaped by the warbeast's training, two creatures of the same species trained in different ways can manifest markedly different animi.



Dire Troll Blitzer


Troll Bouncer

One of the most important aspects of training a warbeast is teaching it how to act when it is outside its warlock's control area. A warlock cannot afford to have his warbeasts revert to mindless animal behavior when he is not directly supervising them, so such instincts are carefully conditioned out of them. An unbonded warbeast retains the conditioning instilled in it, and its reaction differs from that of a wild animal. Even when not under a warlock's control, a warbeast is obviously something more than some crude, simple creature. (See "Unbonded Warbeasts," p. 266.)

CONSTRUCT WARBEASTS

Warbeasts that are constructs, like wolds, do not need to be trained, never make threshold checks, and cannot be healed by a warlock (see p. 235). They are not living characters and do not roll on the Injury Table when they are incapacitated—instead, they are simply destroyed.

TRAINING REQUIREMENTS

To train a warbeast, a warlock must meet certain requirements. Training any warbeast requires the warlock to have the Animal Handling skill. Additional requirements, such as specific military skills and gear that must be used in training the beast, are listed in its profile.

Training a living warbeast also requires providing it with an adequate amount of food. Without sufficient provisions, a warbeast's hunger will overwhelm it and prevent it from being trained. Part of a warbeast's training includes hunting exercises alongside its warlock, sometimes with other warbeasts in his battlegroup. The warbeast is taught to hunt for itself in order to avoid taxing the supplies of the warlock's tribe or group, and it learns to share its kills with other warbeasts under the warlock's control. This training teaches the warbeasts in the battlegroup to act as a cohesive group and builds on their mutual strengths. Warbeasts who hunt together are much likelier to work well together in combat.

During the training period, a warlock and his warbeast must spend at least four hours a day in intensive training.

WEAPON TRAINING

Not every warbeast has the capacity to use weapons. Some are limited by their anatomy, others by their mind. Only a warbeast with the Weapon Trained ability can use weapons, and it can use only those weapons outlined in its profile. A warbeast's MAT or RAT with weapons is equal to its PRW or POI + 1.

ARMOR TRAINING

Not all warbeasts can wear armor, and even those that can must be trained to do so comfortably. A warbeast's base size limits the kinds of armor it can wear. A small-based lesser warbeast is incapable of bearing the weight of medium warbeast armor, and a medium-based light warbeast cannot wear heavy warbeast armor. If a warbeast can be trained to wear armor, its profile will include the Armor Trained ability.

A warbeast that has not been trained to wear armor suffers –2 SPD and DEF while doing so in addition to any modifiers for the armor itself. A warbeast that has been trained to wear armor can do so without this added penalty but is still subject to any modifiers listed in the armor's description.

DEVOURER WARBEASTS

The druids of the Circle Orboros and their allies have the greatest diversity of creatures to call upon as warbeasts. Blackclads, Devourer cultists, and Tharn warlocks all share a resonance with the wild beasts of western Immoren thanks to their connection to the power of the Devourer Wurm. The Wurm grants them the ability to commune with some of the most savage creatures of the western wilds—powerful beasts that dwell deep within forests and high in craggy peaks. Augmenting the wild creatures at their disposal, blackclads possess secret knowledge granting them the ability to create their own warbeasts. These include the deadly warpwolves—

men who transform into savage monsters—as well as wolds, which are constructs of wood, rope, and stone animated by blood sacrifice.

Griffons, satyrs, and argus are some of the most common beasts used by the Circle Orboros. For hundreds of years, the blackclads have assumed the role of custodians in developing these creatures. The druids have subtly directed their breeding, protected their natural domains, and prepared them for battle. This process of stewardship is not domestication by any means; the druids seek to preserve the natural ferocity of the breeds in their care. Instead, they focus on developing these creatures into useful weapons and acclimating them to the presence of druids and their allies.

As a result, many packs of the wild beasts that could be used as warbeasts are already well along the path toward their full development. Others who use these beasts also benefit from the activities of the blackclads. When they choose warbeasts from among these cultivated packs, the Tharn and Devourer cultists of the wilds find conditioning and training their creatures far simpler than it would be otherwise. Not every breed is equally responsive to this conditioning, however: the winter argus and the gorax are belligerent and intractable creatures whose temperaments make them more difficult to condition and train.

ARGUS

Argus are enormous, two-headed canines. Packs of these vicious beasts roam the wildernesses of western Immoren, from the frozen north to the temperate south.

ARGUS, COMMON (P. 354)

Description: The blackclads of the Circle Orboros have spent centuries breeding and training the common argus for battle and protection. The breed of argus used by the druids is far larger and more vicious than the breed sometimes caught and tamed in northern Khador. These argus are quite strong and able to withstand considerable punishment.

Bonding: Only a warlock with the Resonance: Devourer Warbeast ability can bond to a common argus. Once bonded for the first time, a common argus gains FURY 1 and THR 7. A newly bonded common argus requires additional training to reach its full potential.

Training Requirements: To train a common argus, the warbeast's warlock must have Animal Handling 1.

Training: Training a common argus requires the beast's warlock to spend five weeks breaking it. At the end of this time, the warlock makes an INT + Animal Handling skill roll against a target number of 13. If the roll fails, the warlock can spend another two weeks training the beast and then roll again. If the roll succeeds, the creature's warbeast training is complete. Its FURY is increased to 3, its THR is increased to 9, and it gains the Armor Trained ability.

Armor Trained – This warbeast can wear armor without suffering additional penalties for wearing armor untrained (see "Armor Training," p. 274).

Animus: Upon completing its training, a common argus gains the following animus:

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

Target friendly character gains Circular Vision and Pathfinder. Tracker lasts for one round. (The front arc of a character with Circular Vision extends to 360°.)

Gear: Circle warlocks typically equip their common argus with light armor for battle.

ARGUS MOONHOUND (P. 356)

Description: Thanks to its superlative tracking capabilities and fierce loyalty, the argus moonhound is a remarkably useful companion. Normally nocturnal, moonhound warbeasts are trained to fight both day and night.

Bonding: Only a warlock with the Resonance: Devourer Warbeast ability can bond to an argus moonhound. Once bonded for the first time, an argus moonhound gains FURY 1 and THR 7. A newly bonded argus moonhound requires additional training to reach its full potential.

Training Requirements: To train an argus moonhound, the warbeast's warlock must have Animal Handling 1.



Training: Training an argus moonhound requires the beast's warlock to spend four weeks breaking it. At the end of this time, the warlock makes an INT + Animal Handling skill roll against a target number of 13. If the roll fails, the character can spend another two weeks training the beast and then roll again. If the roll succeeds, the creature's warbeast training is complete. Its FURY is increased to 3, its THR is increased to 9, and it gains the Armor Trained ability.

Armor Trained – This warbeast can wear armor without suffering additional penalties for wearing armor untrained (see "Armor Training," p. 274).

Animus: Upon completing its training, an argus moonhound gains the following animus:

	COST	RNG	AOE	POW	UP	OFF
HOUND	1	8	—	—	NO	YES

If target enemy advances during its activation, immediately after ending this movement this character can advance up to 3". A character can move only once per turn as a result of Hound. Hound lasts for one round.

Gear: Circle warlocks typically equip their argus moonhounds with light armor for battle.

ARGUS, WINTER (P. 358)

Description: The blackclads of the far north prize the large, savage winter argus for its ferocity and the power of its wintry breath. To preserve the breed's natural ferocity, the druids keep a close eye on each pack, carefully selecting one of the most promising pack members to capture and bond with as a warbeast after it has had a chance to breed.

Bonding: Only a warlock with the Resonance: Devourer Warbeast ability can bond to a winter argus. Once bonded for the first time, a winter argus gains FURY 1 and THR 7. A newly bonded winter argus requires additional training to reach its full potential.

Training Requirements: To train a winter argus, the warbeast's warlock must have Animal Handling 2.

Training: Training a winter argus requires the beast's warlock to spend six weeks breaking it. At the end of this time, the warlock makes an INT + Animal Handling skill roll against a target number of 14. If the roll fails, the character can spend another three weeks training the beast and then roll again. If the roll succeeds, the creature's warbeast training is complete. Its FURY is increased to 3, its THR is increased to 9, and it gains the Armor Trained ability.

Armor Trained – This warbeast can wear armor without suffering additional penalties for wearing armor untrained (see "Armor Training," p. 274).

Animus: Upon completing its training, a winter argus gains the following animus:

	COST	RNG	AOE	POW	UP	OFF
WINTER COAT	2	SELF	—	—	NO	NO

This character gains +2 ARM and Immunity: Cold for one round.

Gear: Circle warlocks typically equip their winter argus with light armor for battle.

GORAX (P. 380)

Description: The gorax is a physical embodiment of uncontrollable rage. It is often used as a warbeast by the druids of the Circle Orboros, who draw upon the primal chaos seething deep within the creature's maddened mind to spread its raw strength like a fever among other warbeasts, transforming untapped aggression into bestial destruction.

Bonding: Only a warlock with the Resonance: Devourer Warbeast ability can bond to a gorax. Once bonded for the first time, a gorax gains FURY 1 and THR 5. A newly bonded gorax requires additional training to reach its full potential.

Training Requirements: To train a gorax, the warbeast's warlock must have Animal Handling 2.

Training: Training a gorax requires the beast's warlock to spend eight weeks breaking it. At the end of this time, the warlock makes an INT + Animal Handling skill roll against a target number of 14. If the roll fails, the character can spend another four weeks training the beast and then roll again. If the roll succeeds, the creature's warbeast training is complete. Its FURY is increased to 4, its THR is increased to 8, and it gains the Pain Response ability.

Pain Response – While damaged, this creature can make power attacks without being forced.

Animus: Upon completing its training, a gorax gains the following animus:

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

Target friendly living warbeast gains +2 STR and MAT for one round and automatically frenzies during your next Control Phase.

Gear: Gorax typically use limited gear on the battlefield. Known for being temperamental, they are often equipped with beast restraints (p. 301) to keep them under control outside combat.

GRIFFONS

The blackclads prize the griffons of western Immoren not only for their speed and ferocity, but also for their ability to control the sky. Aerial strikes from these mighty raptors have won numerous battles for the Circle.

GRIFFON, ROTTERHORN (P. 382)

Description: Warlocks of the Eastern Dominion have established many carefully tended roosts for these great mountain griffons, known for the deadly power of their shrieking cries. Rotterhorn griffons are more aggressive and stubborn than their northern cousins and often require more time to train.

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

Training Requirements: To train a Rotterhorn griffon, the warbeast's warlock must have Animal Handling 2.

Training: Training a Rotterhorn griffon requires the beast's warlock to spend six weeks breaking it. At the end of this time, the warlock makes an INT + Animal Handling skill roll against a target number of 14. If the roll fails, the character can spend another three weeks training the beast and then roll again. If the roll succeeds, the creature's warbeast training is complete. Its FURY is increased to 3, and its THR is increased to 8.

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

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

At the end of target friendly character's activation, it can immediately advance up to 3". Acceleration lasts for one turn.

Gear: Rotterhorn griffons do not typically use gear.

GRIFFON, SCARSFELL (P. 384)

Description: Unlike other griffon breeds, the Scarsfell griffon requires little conditioning for use as a warbeast. The druids simply encourage its ingrained predatory instincts, teaching it to better use the environment to conceal itself while it hunts and fights. The blackclads foster the breed's swift, diving attacks, allowing it to strike at valuable targets by hitting an opponent's forces from unexpected angles. Scarsfell griffons are valued for their swiftness, stealth, and relative autonomy.

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

Training Requirements: To train a Scarsfell griffon, the warbeast's warlock must have Animal Handling 1.

Training: Training a Scarsfell griffon requires the beast's warlock to spend five weeks breaking it. At the end of this time, the warlock makes an INT + Animal Handling skill roll against a target number of 14. If the roll fails, the character can spend another two weeks training the beast and then roll again. If the roll succeeds, the creature's warbeast training is complete. Its FURY is increased to 3, its THR is increased to 8, and it gains the Long Leash and Prowl abilities.

Long Leash – When checking to see if this creature is in its controller's control area, double the area.

Prowl – This creature is virtually invisible while in the shadows or in terrain that grants a degree of concealment. The creature gains stealth while within terrain that provides concealment, the AOE of a spell that provides concealment, or the AOE of a cloud effect.

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

	COST	RNG	AOE	POW	UP	OFF
SHADOW SHIFT	2	SELF	—	—	NO	NO

This character gains Parry. Shadow Shift lasts for one turn. (A character with Parry cannot be targeted by free strikes.)

Gear: Scarsfell griffons are typically outfitted with a hood intended to keep them focused on their designated prey.

SATYRS

The Circle employs each of the three main breeds of satyr as warbeasts, and each possesses unique qualities that make it suitable for certain tasks. The durable gnarlhorns are stalwart protectors, the agile shadowhorns are peerless among satyrs at outmaneuvering foes, and the aggressive rip horns are clever and skilled warriors.

SATYR, GNARLHORN (P. 390)

Description: The Circle uses the strongest members of gnarlhorn herds as formidable warbeasts, but not before it allows them to mate to keep the bloodlines strong. Gnarlhorn satyrs are trained to accompany warlocks as powerful protectors and fighters.

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

Training Requirements: To train a gnarlhorn satyr, the warbeast's warlock must have Animal Handling 1.

Training: Training a gnarlhorn satyr requires the beast's warlock to spend eight weeks breaking it. At the end of this time, the warlock makes an INT + Animal Handling skill roll against a target number of 15. If the roll fails, the character can spend another four weeks training the beast and then roll again. If the roll succeeds, the creature's warbeast training is complete. Its FURY is increased to 4, its THR is increased to 9, and it gains the Armor Trained ability.

Armor Trained – This warbeast can wear armor without suffering additional penalties for wearing armor untrained (see "Armor Training," p. 274).

Animus: Upon completing its training, a gnarlhorn satyr gains the following animus:

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

Target friendly warbeast gains +2" movement if it charges or makes a slam or trample power attack. The affected character also gains +2 on charge, slam, and trample attack rolls. Bounding lasts for one turn.

Gear: In battle, gnarlhorn satyrs typically wear medium warbeast armor.

SATYR, RIP HORN (P. 392)

Description: Blackclads train rip horn satyrs to channel their considerable aggression through the use of custom bladed gauntlets rather than simple brute force. The satyrs are still

quite ferocious despite this training and often either grab and fling or head-butt enemies that withstand their brutal initial attack.

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

Training Requirements: To train a rip horn satyr, the warbeast's warlock must have Animal Handling 2, Hand Weapon 1, and bladed gauntlets.

Training: Training a rip horn satyr requires the beast's warlock to spend twelve weeks breaking it. At the end of this time, the warlock makes an INT + Animal Handling skill roll against a target number of 16. If the roll fails, the character can spend another six weeks training the beast and then roll again. If the roll succeeds, the creature's warbeast training is complete. Its FURY is increased to 4, its THR is increased to 9, and it gains the Armor Trained, Chain Attack: Grab & Smash, and Weapon Trained (melee) abilities.

Armor Trained – This warbeast can wear armor without suffering additional penalties for wearing armor untrained (see "Armor Training," p. 274).

Chain Attack: Grab & Smash – If this character hits the same target with both its initial attacks, after resolving the attacks it can immediately make a double-hand throw, head-butt, headlock/weapon lock, push, or throw power attack against that target.

Weapon Trained (melee) – This warbeast is trained to use melee weapons (see "Weapon Training," p. 274).

Animus: Upon completing its training, a rip horn satyr gains the following animus:

	COST	RNG	AOE	POW	UP	OFF
IRRESISTIBLE FORCE	2	SELF	—	—	NO	NO

This character gains Bulldoze for one turn. (When a character with Bulldoze advances into B2B contact with an enemy during its activation, it can push that character up to 2″ directly away from it. A character can be pushed by Bulldoze only once per activation. Bulldoze has no effect when this character makes a trample power attack.)

Gear: Rip horn satyrs are typically armed with bladed gauntlets (p. 300) and equipped with medium warbeast armor.

SATYR, SHADOWHORN (P. 394)

Description: From the herds of the shadowhorn satyr, the blackclads select members whose capacity and enthusiasm for battle exceed those of their fellows. The druids must train these creatures carefully so that they can compensate for the armor they are given. Without such training, shadowhorns are unable to maintain their natural agility and speed. These satyrs are often selected in pairs and trained against one another, which teaches them how to counter attacks from other large creatures.

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

Training Requirements: To train a shadowhorn satyr, the warbeast's warlock must have Animal Handling 1.

Training: Training a shadowhorn satyr requires the beast's warlock to spend eight weeks breaking it. At the end of this time, the warlock makes an INT + Animal Handling skill roll against a target number of 15. If the roll fails, the character can spend another four weeks training the beast and then roll again. If the roll succeeds, the creature's warbeast training is complete. Its FURY is increased to 4, its THR is increased to 9, and it gains the Armor Trained and Reversal abilities.

Armor Trained – This warbeast can wear armor without suffering additional penalties for wearing armor untrained (see "Armor Training," p. 274).

Reversal – When a character misses this character with a charge or a power attack, the attacking character is knocked down.

Animus: Upon completing its training, a shadowhorn satyr gains the following animus:

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

Target friendly warbeast can make power attacks during its activation without being forced. A character that is slammed or thrown by the affected warbeast is moved an additional +2″. Virility lasts for one turn.

Gear: Shadowhorn satyrs typically wear medium warbeast armor in battle.

WARPWOLVES

The Circle Orboros has access to numerous wild beasts, but it also knows methods for creating the unnatural warbeasts known as warpwolves. These creatures are men transformed into savage monsters by means known only to the Circle. The transformation twists the mind of the man forced to endure it, bending his thoughts toward overwhelming bouts of rage and hunger. The two most common types of warpwolf are the bloodthirsty feral warpwolf, created by giving a human the transformative elixir, and the warpwolf stalker, a trained warpwolf that retains a portion of its human intellect.

These creatures are generally only available to blackclads through their connections to the Circle Orboros.

WARPWOLF, FERAL (P. 432)

Description: Feral warpwolves are created through Devourer rituals and the consumption of a potent mystical formula. A man who is made into a warpwolf pays for the power of his mercurial transformations with his sanity. When these creatures are in their bestial forms, their minds are filled only with a desire to slaughter and feast. Only when bonded to a warlock is the unbridled savagery of feral warpwolves held in check, and even then, control is tenuous at best.

Bonding: Only a warlock with the Resonance: Devourer Warbeast ability can bond to a feral warpwolf. Once bonded for the first time, a feral warpwolf gains FURY 4 and THR 7. A newly bonded feral warpwolf requires additional training to reach its full potential. Once a feral warpwolf is first bonded, its warlock can attempt to train it as a warpwolf stalker.

Training Requirements: To train a feral warpwolf, the warbeast's warlock must have Animal Handling 2.

Training: Training a feral warpwolf requires the beast's warlock to spend eight weeks breaking it. This training can take place only while the warpwolf is in its bestial form. Lessons learned while in human form are lost in a fog of primal rage and do not transfer to the mind of the beast. At the end of this time, the warlock makes an INT + Animal Handling skill roll against a target number of 15. If the roll fails, the character can spend another four weeks training the beast and then roll again. If the roll succeeds, the creature's warbeast training is complete. Its THR is increased to 9, and it gains the Armor Trained and Forced Regeneration abilities.

Armor Trained – This warbeast can wear armor without suffering additional penalties for wearing armor untrained (see "Armor Training," p. 274).

Forced Regeneration – This character can be forced to heal d3 damage points once per activation. This character cannot use Regeneration during an activation it runs.

Animus: Upon completing its training, a feral warpwolf gains the following animus:

	COST	RNG	AOE	POW	UP	OFF
BAYING OF CHAOS	2	SELF	*	—	NO	NO

Remove 1 fury point from each enemy warbeast in this character's command range. A warbeast can be affected by Baying of Chaos only once per turn. For one round after using this animus, this warbeast gains Terror [Willpower + 4].

Gear: Feral warpwolves typically wear light warbeast armor in battle. This armor generally consists of thick leather pieces and straps with a few pieces of bronze protecting the back of the hands and the lower legs. Such armor becomes a weighty burden when the warpwolf changes back to human form, and most warpwolves armed for battle do not alternate between forms until they are ready to shed this gear.

WARPWOLF STALKER (P. 432)

Description: Rigorously conditioned to suppress a portion of their unnatural fury, warpwolf stalkers are shaped as much by their training as they are by their bestial transformations. These stealthy killers, trained to fight with the great sword, are suited to prowl in the shadows of the wilderness, only to emerge in a bloodbath of unleashed savagery. Only warpwolves whose minds remain mostly intact through the process of their transformation can undergo such training; as a result, their numbers are few.



Warpwolf Stalker

Bonding: Only a warlock with the Resonance: Devourer Warbeast ability can bond to a feral warpwolf. Once bonded for the first time, a feral warpwolf gains FURY 4 and THR 7, and its warlock can attempt to train it as a warpwolf stalker instead of a feral warpwolf (see above).

Training Requirements: To train a warpwolf stalker, the warbeast's warlock must have Animal Handling 2, Great Weapon 1, Sneak 1, and a battle blade (p. 300).

Training: The initial training to determine whether a feral warpwolf is capable of becoming a warpwolf stalker requires the beast's warlock to spend four weeks breaking it. At the end of this time, the warlock makes an INT + Animal Handling skill roll against a target number of 15. If the roll fails, the warbeast lacks what it takes to become a stalker but can be trained as a feral warpwolf. If the roll succeeds, the beast's training as a stalker can begin in earnest.

After an additional eight weeks of training, the warlock makes an INT + Animal Handling skill roll against a target number of 15. If the roll fails, the character can spend another four weeks training the beast and then roll again. If the roll succeeds, the creature's warbeast training is complete. Its THR is increased to 9, and it gains the Armor Trained, Forced Regeneration, Pathfinder, and Weapon Trained (melee) abilities.

Armor Trained – This warbeast can wear armor without suffering additional penalties for wearing armor untrained (see "Armor Training," p. 274).

Forced Regeneration – This creature can be forced to heal d3 damage points once per activation. This creature cannot use Regeneration during an activation it runs.

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

Weapon Trained (melee) – This warbeast is trained to use melee weapons (see "Weapon Training," p. 274).

In addition, replace the feral warpwolf's Controlled Warping ability options with the following:

- **Berserk** – When this character incapacitates or destroys one or more enemies with a melee attack during its turn, immediately after the attack is resolved it must make one additional melee attack against another character in its melee range.
- **Prowl** – This character gains stealth while within terrain that provides concealment, the AOE of a spell that provides concealment, or the AOE of a cloud effect.
- **Warp Strength** – This character gains +2 STR.

Animus: Upon completing its training, a feral warpwolf gains the following animus:

	COST	RNG	AOE	POW	UP	OFF
LIGHTNING STRIKE	2	6	—	—	NO	NO

Target friendly character gains Sprint. Lighting Strike lasts for one turn. (At the end of its activation, if a character with Sprint destroyed one or more enemy characters with melee attacks this activation it can make a full advance.)

Gear: Warpwolf stalkers are typically armed with battle blades (p. 300) and equipped with light warbeast armor. To ensure the stalker remains silent and to foster its reliance on its weapon, a warpwolf stalker typically wears a metal muzzle that both protects the beast's face and prevents it from attacking with its jaws. This device must be removed for the creature to be able to feed.

WOLDS (P. 254)

Unique to the Circle Orboros, wolds are mystical constructs built expressly for the purpose of the warlock bond. Only a warlock with the Resonance: Wold ability (p. 165) can bond with and control wolds. These towering stone constructions are vessels without will, perfectly designed for a warlock to use as an extension of himself and his power. A bonded wold immediately reaches its full potential without the need for additional training.

Wolds have no instincts and are unlike beasts in every way. They are inhumanly patient, do not require feeding, and never lose control or frenzy. Wolds are as impassive as the stones from which they are carved.

FARROW WARBEASTS

The farrow share a strong affinity with their porcine warbeasts. Vicious razor boars are bred among farrow society to keep a ready supply of the creatures at hand, and massive hogs rise from the farrow population itself. Unlike the relationship between the trollkin and their warbeasts, who share a similar physiological link, the relationship between a farrow and his warbeasts is adversarial, one of pure dominance. Farrow warlocks often reinforce this to the beasts enslaved to their will.

Among the farrow, powerful individuals are expected to display their dominance over their inferiors, and these demonstrations often result in cruelty and physical abuse. So it is among the farrow warlocks and their beasts. A warlock subjects his beasts to pain, beatings, and subdual, abusing and harassing the creatures to instill in them a healthy measure of respect for—or fear of—the warlock. The warbeasts of the farrow are themselves both brutish and brutal, and such rough treatment is one of the most effective ways of goading them into action. If they ever sense weakness, distraction, or a chance for freedom, they will not hesitate to retaliate against the warlock or his allies, or at least to break free and find food.

These creatures are bred by farrow warlords and beast handlers and can be bartered for, although they command a high price. Farrow rarely part with choice beasts, which they typically use as breeders to produce marketable stock, but some farrow warlocks make their livelihood training such beasts and care only about their worth in trade. To acquire a warbeast, warlocks from tribes without a ready supply must be willing to trade with those who have a surplus, and they will often launch a series of raids to acquire sufficient plunder to make the purchase. Potential warbeasts come bound, at least temporarily cowed, and ready to be enslaved, but every farrow beast retains a stubborn, defiant streak that can never be entirely conditioned away.

In addition to the simple beasts controlled by many tribal farrow, warlocks of the Thornfall Alliance have access to the handiwork of the human Dr. Arkadius, whose warbeasts are both mechanically and alchemically augmented. The obsessive—and, some would argue, insane—doctor uses the large porcine warbeasts of the farrow as his canvas, combining flesh, metal, and alchemy to create larger, more powerful beasts of war. His methods are cruel and cunning, but his mastery of their flesh is absolute.

Arkadius' steam-powered creations have earned the doctor renown among the farrow of the Alliance. Those who wish to command the warbeasts he shapes must gain both his attention and his approval. He is always on the lookout for new specimens and materials, and he is ever eager to ply his unique craft. With his scalpels and serums, Arkadius molds flesh into his unusual vision of perfection. These hybrids of metal and flesh are unique to the forces of the Thornfall Alliance and are coveted by farrow throughout western Immoren.

BRUTE BOARS

Brute boars have been used as warbeasts by farrow warlocks for generations. Most brute boars are trained to simply smash things with their fists, but a select few of the most capable are trained to carry and fire cannons.

BATTLE BOAR (P. 366)

Description: Battle boars are trained in simple, straightforward, skull-cracking combat. Farrow tribes prize these boars for their fighting prowess, physical strength, and stamina.

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

Training Requirements: To train a battle boar, the warbeast's warlock must have Animal Handling 1.

Training: Training a battle boar requires the beast's warlock to spend four weeks breaking it. At the end of this time, the warlock makes an INT + Animal Handling skill roll against a target number of 14. If the roll fails, the character can spend another two weeks training the beast and then roll again. If the roll succeeds, the creature's warbeast training is complete. Its FURY is increased to 3, its THR is increased to 7, and it gains the Armor Trained, Rabid, and Weapon Trained (melee) abilities.

Armor Trained – This warbeast can wear armor without suffering additional penalties for wearing armor untrained (see "Armor Training," p. 274).

Rabid – This warbeast can be forced during its activation to gain +2 SPD, Pathfinder, and boosted attack and damage rolls for one turn.

Weapon Trained (melee) – The warbeast is trained to use melee weapons.

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

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

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

Gear: Battle boars are typically equipped with light warbeast armor for battle. Some warlocks equip battle boars with gear straps (p. 301) and use them as pack animals between battles.

GUN BOAR (P. 366)

Description: Gun boars are trained from among the smartest brute boars. In addition to being able to haul hundreds of pounds of artillery and ammunition without fatigue, a gun boar must also be capable of effectively using its weapon. Gun boars are taught the basic operation of the cannons harnessed to their backs before they are sent into the field to refine their skills in battles and raids. Farrow warlocks consider these warbeasts to be incredibly valuable because of their intelligence and rarely commit them to frontline fighting. In a desperate situation, a retreating farrow force will instruct its gun boars to drop their big guns to facilitate their escape, as replacing cannons is easier than replacing beasts that can use them.

BIG GUN

Cost: 200 gc
Ammo: 6
Effective Range: 60 feet (10″)
Extreme Range: 300 feet
Attack Modifier: 0
POW: 13
AOE: 3

Description: The big gun is a light artillery piece cobbled together by tribal weaponsmiths and designed to be mounted to a harness. A pull cord advances the ammo feed and fires rounds.

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

This weapon can be carried by any character with STR 6 or greater, but it can be fired from a standing position only by a character with STR 8 or greater. A character with a lower STR must fire it from a seated or prone position.

At the rear of the big gun is a small ammunition hopper into which a short belt is fed. Advancing the feed requires a quick action. A gun boar cannot reload the big gun with a new belt while wearing a harness; reloading requires the harness to be removed in order to allow access to the mechanism and cannot be done in combat.

The big gun fires standard artillery rounds in metal casings. Standard artillery rounds cost 15 gc each.

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

Training Requirements: To train a gun boar, the warbeast's warlock must have Animal Handling 1, Light Artillery 1, a gun boar harness (see callout), and a big gun (p. 281).

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

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

Armor Trained – This warbeast can wear armor without suffering additional penalties for wearing armor untrained (see "Armor Training," p. 274).

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

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

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

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

Gear: Gun boars are typically armed with big guns (see p. 281) and equipped with a gun boar harness and light warbeast armor.

GIANT HOG

Farrow warlocks lucky enough to possess giant hogs rely on them as the lynchpins of attacks against fortified enemies and in raids against heavily armed opponents. Renowned for their ferocity and strength, these massive hogs eagerly smash opponents with their overgrown fists and stuff the broken bodies of their enemies into their gaping maws.

Warlocks of the Thornfall Alliance have access not only to typical giant hogs such as the tusker but also to the monstrous creations supplied by Dr. Arkadius. Facing down natural giant hogs can prove too much for even the bravest warriors, but the creatures become truly terrifying after the doctor has augmented their power with steam and steel (see "Science Gone Mad: The Works of Dr. Arkadius").

GUN BOAR HARNESS

Cost: 20 gc

Description: Composed of a heavy metal yoke and leather strapping, this harness is worn on the back of a gun boar.

Special Rules: A big gun harness is tailored to the gun boar's unique anatomy and cannot be worn by any other creature.

A gun boar must wear a gun boar harness to use light artillery weapons such as the big gun.

Similar devices have been designed to allow other warbeasts to transport artillery, but such harnesses commonly do not allow the warbeast to fire the weapon while it is being carried.

GIANT HOG TUSKER (P. 378)

Description: Giant hog tuskers are the greatest warbeasts available to many farrow tribes. Far larger than the battle boar, the tusker crushes its warlock's enemies with its massive fists or rips them to shreds with its overgrown tusks.



Bonding: Only a warlock with the Resonance: Farrow Warbeast ability can bond to a giant hog tusker. Once bonded for the first time, a tusker gains FURY 1 and THR 5. A newly bonded tusker requires additional training to reach its full potential.

Training Requirements: To train a giant hog tusker, the warbeast's warlock must have Animal Handling 1.

Training: Training a giant hog tusker requires the beast's warlock to spend eight weeks breaking it. At the end of this time, the warlock makes an INT + Animal Handling skill roll against a target number of 15. If the roll fails, the character can spend another four weeks training the beast and then roll again. If the roll succeeds, the creature's warbeast training is complete. Its FURY is increased to 4, its THR is increased to 8, and it gains the Armor Trained and Weapon Trained (melee) abilities.

Armor Trained – This warbeast can wear armor without suffering additional penalties for wearing armor untrained (see "Armor Training," p. 274).

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

Animus: Upon completing its training, a giant hog tusker gains the following animus:

	COST	RNG	AOE	POW	UP	OFF
PIG FARM	2	SELF	–	–	NO	NO

This character gains an additional die on melee damage rolls against living characters and gains Snacking. Pig Farm lasts for one round. (A character with Snacking can spend a quick action to devour any destroyed character within its melee range to immediately regain d3 vitality points.)

Gear: Giant hog tuskers typically wear light warbeast armor in battle. Warlocks often use beast restraints (p. 301) to keep these stubborn creatures in line between fights.

RAZOR BOAR (P. 388)

Description: Farrow selectively breed razor boars to produce larger, more aggressive specimens, often culling a litter to eight or nine shoats to ensure the boars they want are the ones that grow and thrive. Razor boars are taught to relish the screams of intelligent creatures and the taste of their flesh.

Bonding: Only a warlock with the Resonance: Farrow Warbeast ability can bond to a razor boar. A warlock can bond with up to two razor boars per bond slot. Once bonded for the first time, a razor boar gains FURY 1 and THR 5. A newly bonded razor boar requires additional training to reach its full potential.

Training Requirements: To train a razor boar, the warbeast's warlock must have Animal Handling 1.

Training: Training a razor boar requires the beast's warlock to spend three weeks breaking it. At the end of this time, the warlock makes an INT + Animal Handling skill roll against a target number of 12. If the roll fails, the character can spend another week training the beast and then roll again. If the roll succeeds, the creature's warbeast training is complete. Its FURY is increased to 2, and its THR is increased to 6.

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

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

Target friendly warbeast gains Hyper Aggressive for one round. (When a character with Hyper Aggressive suffers damage from an enemy attack anytime except while it is advancing, after the attack is resolved it can immediately make a full advance directly toward the attacking character.)

Gear: In battle, razor boars are typically equipped with a tusked helmet. The helmet does not impede the razor boar's motion, and the beast does not require training to wear it without penalty.

TUSKED HELMET

Cost: 15 gc

Description: This metal helmet protects a razor boar's head and adds sharp spikes to the creature's tusks.

Special Rules: This creature gains +2 ARM against attacks originating in its front arc.

A razor boar gains +2 to melee damage rolls while wearing a tusked helmet.

SCIENCE GONE MAD: THE WORKS OF DR. ARKADIUS

Bizarre creations of Dr. Arkadius, road hogs and war hogs are unnatural combinations of natural savagery and experimental augmentation. These beasts provide the Thornfall Alliance with powerhouses capable of reducing warjacks to scrap and tearing enemy warbeasts limb from limb. Whenever a farrow warband raids an area for supplies, a war hog or two is always at the front lines carving a bloody path for its smaller companions to follow.

Road hogs and war hogs are giant hogs surgically augmented to maximize their combat effectiveness. These creations of Dr. Arkadius are selected from among the ranks of the largest giant hogs and subjected to brutal modification, including the integration of steamjack armament and heavy prosthetic components. Because creating a road hog or war hog requires a massive investment of time and resources, they are reserved for use by warlocks with Connections (Thornfall Alliance) who have proved themselves useful to the Thornfall Alliance.

To create one of these special warbeasts, organic limbs are amputated and replaced with mechanikal ones capable of enduring incredible stress. The remaining muscles are grafted with tissue harvested from other specimens to allow the hog's

body to endure the strain of bearing the incredible weight of the prosthetics. Any bones incapable of supporting mechanikal limbs are replaced with steel structures. Scavenged warjack boilers painstakingly integrated into flesh power the inorganic components of these warbeasts, whose organs and tissue are carefully insulated to prevent cooking the beasts alive.

Once the creation's body is modified to the doctor's design, weaponry is integrated into its flesh. Working under Arkadius' direction, teams of farrow warlocks break in and train the beasts for later distribution among the warlocks of the Alliance. This process is greatly facilitated by brain surgery and alchemical drugs, which make the hogs more receptive to training. Even if they are not destroyed in battle, these artificially augmented creatures do not tend to live particularly long. After a few years, they typically suffer failure of the heart or other vital organs caused by extensive alchemical and physical punishment.

RULES

Road hogs and war hogs are special warbeasts available only to warlocks with connections within the Thornfall Alliance, and even then only if the warlocks have proven themselves to be useful to the group. Unlike other warbeasts, these hogs are powered by coal-fed boilers integrated into their flesh. Without the power provided by the boilers, war hogs and road hogs are incapable of moving, much less fighting.

Road hogs and war hogs do not require training. By the time they are given to a warlock for bonding, they are already fully trained.

Both road hogs and war hogs have specialized equipment and weapons integrated into their bodies. These items are outlined in "Some Assembly Required," p. 286.

ROAD HOG (P. 378)

Description: Road hogs are surgically altered warbeasts Dr. Arkadius designed for sudden assault maneuvers. A combination of mechanikal prostheses and alchemical adrenaline dispensers integrated into the tissue of their hearts—colloquially called "speed dials"—gives them the ability to cross wide expanses of terrain at alarming speeds. Upon reaching the enemy, road hogs lay waste with gouts of sticking flame produced by a flamethrower grafted in place of an arm.

Bonding: Only a warlock with the Resonance: Farrow Warbeast ability can bond to a road hog. A road hog has FURY 4 and THR 8. Road hogs are already fully trained.

Road hogs have the Assault and Weapon Trained (prosthetic weapons) abilities.

Assault – As part of a charge, after moving but before making its charge attack, this creature can make one ranged attack targeting the character charged unless they were in melee with each other at the start of this creature activation. When resolving an Assault ranged attack, this creature does not suffer the target in melee penalty. If the target is not in melee range after moving, this creature can make the Assault ranged attack before its activation ends.

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



War Hog

Animus: Road hogs have the following animus:

	COST	RNG	AOE	POW	UP	OFF
LIGHTNING STRIKE	2	6	—	—	NO	NO

Target friendly character gains Sprint. Lightning Strike lasts for one turn. (At the end of its activation, if a character with Sprint destroyed one or more enemy characters with melee attacks this activation, it can make a full advance.)

Gear: A road hog's arms are replaced with a mechano-claw (p. 286) and a road hog flamethrower (p. 286). Each road hog has a speed dial (p. 286) grafted to its flesh and is powered by a boiler mounted on its back.

These modifications increase the creature's Natural Armor modifier to +6. The layers of ablative armor bolted onto its flesh prevent it from wearing any other armor.

WAR HOG (P. 378)

Description: Fitted with prosthetic limbs and pumped full of alchemical stimulants, war hogs are armed with the weapons of heavy warjacks scavenged from battlefields both old and new. Dr. Arkadius designed them as a bizarre patchwork of flesh and steel, their components drawn from factories across western Immoren.

Bonding: Only a warlock with the Resonance: Farrow ability can bond to a war hog. A war hog has FURY 4 and THR 8. War hogs are already fully trained.

War hogs have the Weapon Trained (prosthetic weapons) ability:

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

Animus: War hogs have the following animus:

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

When target friendly character destroys an enemy with a charge attack, after the attack is resolved it can advance up to 1″ and make an additional melee attack. Massacre lasts for one turn.

Gear: A war hog's arms are typically replaced with mechano-fists (p. 286), and the beast is armed with a pair of war cleavers (p. 301). Each war hog has an aggression dial (p. 286) grafted to its flesh and is powered by a boiler mounted on its back.

These modifications increase the creature's Natural Armor modifier to +6. The layers of patchwork armor bolted onto its flesh prevent it from wearing any other armor.

POWERING YOUR PIG

The logistics of finding coal to keep mechanikal warbeasts running can be daunting, as it is not as commonly used in the wilds as in and around cities. The cost of purchasing fuel from an urban vendor is not unreasonably high, but few farrow characters have access to those markets. Even the rare rural merchant able and willing to sell coal to a farrow will often gouge him, raising the price significantly.

The farrow of the Thornfall Alliance have very little access to coal mining facilities. They have reopened abandoned mines and overrun a few small mines in remote locations, but the demand for this limited resource in manufacturing weapons for the Alliance's forces is high. As a result, a large portion of their need for coal is satisfied by raiding.

A farrow warlock working with the Alliance and close to its territories has reasonable access to resources to keep his warbeasts operating. The farther from home a warlock travels, the harder finding fuel will become.

Ready access to water can also be a limiting factor when using these enhanced beasts. In areas such as the Bloodstone Marches and the deserts of southern Immoren, water is scarce. Meeting the needs of normal warbeasts for drinking water can be hard enough; needing additional water for boilers can cause major problems.

Although Dr. Arkadius' creations can carry enough fuel for many hours of exploration, they burn it much faster when engaged in combat. A mechanikal warbeast can operate for ten hours under normal conditions or two hours of combat on a single fuel load. In contrast to the full-scale combat of the battlefield, most skirmishes last only a handful of minutes, so a fully fueled warbeast can be counted on to perform in several brief engagements each day.

A typical fuel load ratio is 5 pounds of water for every pound of coal. A war hog has a 200-pound fuel load comprising 35 pounds of coal and 165 pounds of water. A road hog has a 250-pound fuel load comprising 42 pounds of coal and 208 pounds of water.

A hog that runs out of fuel can no longer power its prosthetics, and an unpowered hog becomes stationary until its boiler is fueled and lit. During this time, the hog may still be conscious and aware of its surroundings, but the significant weight of its metal limbs prevents it from being able to move or act. Refilling and relighting the boiler takes fifteen minutes.

The following prices for coal are standard throughout the Iron Kingdoms and can be used by Game Masters when setting the barter value of coal.

20-pound bag: 3 gc
50-pound bag: 5 gc
1,000 pounds: 60 gc
2,000 pounds: 100 gc

SOME ASSEMBLY REQUIRED

The mad scientist Dr. Arkadius has found ways of integrating mechanikal components into the bodies of large farrow warbeasts. Many of the parts are modified steamjack components, but several were designed by Arkadius himself.

AGGRESSION DIAL

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

Description: This device is grafted onto the chest of a warbeast and connected to its heart. A farrow warlock can trigger the dial to release a flood of alchemical substances into the warbeast's bloodstream, making the creature stronger at a cost.

Special Rules: During its activation, a warbeast with this dial can be forced to gain +2 STR for one turn but suffers d3 damage points.

A warbeast can have only one dial grafted to it.

MECHANO-CLAW

Cost: This weapon is manufactured exclusively by farrow weaponsmiths under the watchful gaze of Dr. Arkadius, and only he knows the secrets of successfully grafting it to a warbeast. Road hogs are generally armed with mechano-claws.

Type: Melee (prosthetic)
Attack Modifier: 0
POW: 4

Description: A mechano-claw is a crude, steam-powered appendage attached to a road hog's body. If a warbeast gets a good grip with a mechano-claw, the appendage can produce enough force to crush an opponent.

Special Rules: On a critical hit with this weapon during the warbeast's activation, further attacks made with it against the critically hit character automatically hit. This effect lasts until the warbeast attacks another character with this weapon during this activation.

A warbeast cannot use a weapon held in its mechano-claw in combat. A mechano-claw has Open Fist.

MECHANO-FIST

Cost: This weapon is manufactured exclusively by farrow weaponsmiths under the watchful gaze of Dr. Arkadius, and only he knows the secrets of successfully grafting it to a warbeast. War hogs are generally armed with mechano-fists.

Type: Melee (prosthetic)
Attack Modifier: 0
POW: 3

Description: A mechano-fist is a hand salvaged from a warjack, modified, and attached to a war hog's body.

Special Rules: A warbeast equipped with a pair of mechano-fists gains +1 STR. A mechano-fist has Open Fist.

ROAD HOG FLAMETHROWER

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

Type: Ranged (prosthetic)
Ammo: 10
Effective Range: SP 10
Extreme Range: —
Attack Modifier: 0
POW: 12
AOE: —

Description: The road hog flamethrower is a devastating weapon that spews gouts of liquid fire.

Special Rules: This weapon causes fire damage. Characters hit suffer the Fire continuous effect.

A warbeast armed with a road hog flamethrower can spray heavier gouts of fire, effectively increasing the POW of the flamethrower to 14. Increasing the POW expends an additional point of ammo, and the flamethrower cannot be used during the next round as fuel pressure rebuilds in the chamber.

Reloading the flamethrower outside combat takes thirty minutes and can be accomplished by any character with the Mechanikal Engineering skill without a die roll. Each gout of flamethrower fuel costs 10 gc.

SPEED DIAL

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

Description: This device is grafted onto the chest of a giant hog and connected to its heart. A farrow warlock can trigger the dial to release a flood of alchemical substances into the warbeast's bloodstream, making the creature faster at a cost.

Special Rules: A warbeast with a speed dial can be forced during its activation to gain +2 SPD and Pathfinder for one turn but suffers d3 damage points.

A warbeast can have only one dial grafted to it.

SWAMP WARBEASTS

The cold-blooded warlocks of the swamps do not train—they subjugate. A gatorman or bog trog warlock crushes the will of his beasts and breaks them into his service. Compared to the methods of warlocks among other races, the process is a short and brutal struggle with its own danger.

The creatures lash back at this mental intrusion, and the loser often ends up filling the victor's gut. Warlocks who try to overpower the lethal creatures of the swamp but cannot subjugate them are quickly ripped to bloody shreds; creatures that cannot be enslaved are slaughtered when they try to fight back with teeth and talons.



Once a creature's free will has been quashed, it becomes a pawn under the warlock's control, at least while the warlock maintains that control. The warbeast obediently follows its warlock, and he can send it into a murderous rampage with the slightest mental prodding. Swamp warlocks must take care not to become complacent, however, as these beasts are patient and will exploit any perceived weakness or inattention. The warlock will periodically need to clamp down ruthlessly on his beasts and remind them whom they serve.

A warlock must have the Resonance: Swamp Warbeast ability to bond to a swamp warbeast. Because a swamp warbeast cannot be trained and its controlling warlock must break the creature's will, the rules for bonding to one are different from those for bonding to other warbeasts. In addition to having an open bond slot, a warlock who wants to bond to a prospective swamp warbeast must make physical contact with it, spend a full action attempting to break its will, and then make a contested Willpower roll against the creature.

If the roll fails, the creature immediately frenzies (p. 268), targeting the warlock with its attack. The warlock can continue making attempts to break the creature's will each turn, during which time it will continue to attack the warlock until one of them is destroyed, the beast is restrained, or the warlock manages to successfully break its will.

If the roll succeeds, the creature's will is broken and it becomes a warbeast bonded to the warlock. If the warlock who broke the creature's will passes the warbeast to a new warlock, it remains a warbeast but must be subjugated by the will of its new master, requiring a new contested Willpower roll, as described above.

THE WILL OF THE BEAST

Creatures with the swamp resonance are naturally irascible and violent predators not prone to fear or subjugation. All such creatures gain boosted Willpower rolls.

BLACKHIDE (P. 360)

Description: Due to their great ferocity and resilience, blackhides are the favored warbeasts of the gatormen. The blackhide's physical power and acute predatory instincts make it perfectly suited as a warbeast.

Bonding: Only a warlock with the Resonance: Swamp Warbeast ability can bond to a blackhide. Once bonded for the first time, a blackhide gains FURY 4 and THR 8. A bonded blackhide can make grapple, headlock, and weapon lock power attacks without being forced.

Training Requirements: None.

Training: None. Training anything this lazy, mean, and ornery is virtually impossible.

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

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

Target friendly knocked down character immediately stands up.

Gear: Blackhides do not typically use gear.

BONESWARM (P. 364)

Description: Gatorman warlocks have long used the terrifying boneswarm as a warbeast. Besides valuing the creature's inherent resilience and power, the bokors have learned how to lure the swamp spirits that power it into the remains of sacrifices, making them readily available when the tribe needs them.

Bonding: Only a warlock with the Resonance: Swamp Warbeast ability can bond to a boneswarm. A warlock cannot bond to a boneswarm that has the Graveswarm template (p. 461). Once bonded for the first time, a boneswarm gains FURY 3 and THR 9.

Training Requirements: None.

Training: None. (Are you kidding? That would be like trying to train angry roadkill!)

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

	COST	RNG	AOE	POW	UP	OF
SWARM	2	SELF	—	—	NO	NO

This character gains concealment. Living enemies suffer –2 to attack rolls while within 2″ of this character. Swarm lasts for one round.

Gear: Boneswarms cannot use gear.

BULL SNAPPER (P. 461)

Description: Bull snappers are among the most common warbeasts used by the warlocks of the gatorman and bog trog tribes. They are plentiful throughout the swamps inhabited by the gatormen and are easily bent to a warlock's will.

Bonding: Only a warlock with the Resonance: Swamp Warbeast ability can bond to a bull snapper. Once bonded for the first time, a bull snapper gains FURY 3 and THR 7.

Add the following to a bonded bull snapper's Torpid ability: If it destroys a living character with a melee attack, the creature may immediately discard 1 fury.

Training Requirements: None.

Training: None. Snappers lack the attention span and disposition for effective training.

Animus: Once bonded for the first time, a bull snapper gains the following animus:

	COST	RNG	AOE	POW	UP	OFF
SPINY GROWTH	2	6	—	—	NO	NO

Target friendly character gains +2 ARM. If a warjack or warbeast hits the affected character with a melee attack, the attacking character suffers d3 damage points immediately after the attack has been resolved unless the affected character was destroyed or removed from play by the attack. Spiny Growth lasts for one round.

Gear: Bull snappers do not typically use gear.

IRONBACK SPITTER (P. 386)

Description: Gatormen and bog trogs value ironback spitters for their incredible resilience and the corrosive fluid they spew with unsettling accuracy. Although slow, they are extremely powerful creatures who can shield their warlocks behind their massive shells.

Bonding: Only a warlock with the Resonance: Swamp Warbeast ability can bond to an ironback spitter. Once bonded for the first time, an ironback spitter gains FURY 4 and THR 9.

Training Requirements: None.

Training: None.

Animus: Once bonded for the first time, an ironback spitter gains the following animus:

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

This character gains Retaliatory Strike. Ornery expires after the affected character makes a Retaliatory Strike attack. Ornery lasts for one round. (When a character with Retaliatory Strike is hit by a melee attack made by an enemy character during its turn, after the attack is resolved this character can immediately make one normal melee attack against that enemy character.)

Gear: Ironback spitters do not typically use gear.

SWAMP HORROR (P. 400)

Description: The swamp horror is one of the most sought-after creatures among swamp warlocks. Its relative scarcity makes it a rare commodity, but its power far outweighs the difficulty of acquiring it.

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

Training Requirements: None.

Training: None.

Animus: Once bonded for the first time, a swamp horror gains the following animus:

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

Target friendly character's melee weapons gain Reach. Elasticity lasts for one turn. (A weapon with Reach has a melee range of 2″.)

Gear: Swamp horrors do not typically use gear.

TROLLBLOOD WARBEASTS

Trolls have a natural and instinctive connection with trollkin. This kinship, a link forged by the strength of their common blood, is one of the strongest among the wild peoples of Immoren, and the mental divide between a warlock and his trolls is not as great as the gap between some other warlocks and their beasts. Although undeniably savage, trolls are among the most intelligent creatures used as warbeasts. Many trolls can even speak in limited Molgur-Trul. Both common trolls and dire trolls are more likely to resort to occasional speech than the

adaptive sub-breeds. For trolls, the only subjects worth talking about are hunger, food, and violence—preferably violence that results in food.

Common trolls are the simplest creatures for a trollkin warlock to bond with and the easiest to integrate into the life of a kriel. Of all the full-blood trolls, they are the easiest to condition and train. These trolls adapt best to learning to use armor and weapons, which requires considerable practice. Unlike some other beasts, common trolls take to this process enthusiastically, but the time must be invested nonetheless.

More difficult are the different sub-breeds of troll found in Immoren's most hostile climates. Having a lower, more feral intellect than the common troll, these adaptive breeds are harder to train, require much more training and conditioning before they can be used as warbeasts, and are generally incapable of learning to use weapons. Warlocks approach these breeds cautiously to avoid startling or angering them, and they almost always bring a substantial offering of food or drink to keep the troll's attention while they attempt the mental bond.

FOOD OFFERINGS

To help the process of bonding with and training full-blood trolls, trollkin warlocks keep extensive offerings of food. Beyond what the troll normally needs to sustain itself, these food offerings help keep it alert and focused on its training. Larger and more irritable troll breeds require more extensive offerings than even-tempered breeds do.

If a troll does not receive an offering the Game Master deems adequate for its breed and temperament, the Game Master can increase the target number for Animal Handling skill rolls made to train the troll by 2 or more.

The most dangerous and obstinate of all breeds is the dire troll. This breed was considered impossible to bond with until the shaman Hoarluk Doomshaper proved otherwise. Placating a dire troll with an offering is an absolute requirement for bonding with it, and a warlock without such a gift risks being torn apart on his approach. Even a large quantity of food does not guarantee that a dire troll in a foul mood will not simply attack, but even these brutish creatures are dimly aware of their blood bond with trollkin.

COMMON TROLL

The common troll is the warbeast of choice for many trollkin warlocks. Common trolls have been closely associated with trollkin kriels for thousands of years, and the blood ties between these species run deep. Their versatility and intelligence make them useful in many ways, not all of which are related to combat. Common trolls can be trained to wield a wide selection of weapons and can manifest a variety of animi.

In addition to the gear described below, common trolls keep and carry extra meat and other food, allowing them to satisfy their appetites for a time without needing to hunt. Because regeneration makes a troll hungry, it will quickly consume these supplies after it sustains injury in battle. Trolls might be accompanied by whelps (p. 428) generated from previous injuries, and these creatures can also serve as nourishment in a pinch.

TROLL AXER (P. 412)

Description: Axers are chosen from the most aggressive full-blood trolls. They are taught a martial technique that capitalizes on their incredible physical strength and allows them to use massive axes and weighty armor. An axer's equipment requires a great deal of valuable steel that could otherwise be made into weapons and armor for a kriel, so axers are watched closely to ensure they do not revert to more primitive combat techniques.

Bonding: Only a warlock with the Resonance: Trollblood Warbeast ability can bond to a common troll. Once bonded for the first time, a common troll gains FURY 1 and THR 7. Along with impalers, axers are among the most common types of common troll warbeasts. Common trolls with the potential can be trained as bouncers instead (see below).

Training Requirements: To train a troll axer, the warbeast's warlock must have Animal Handling 1, Great Weapon 1, and a battle axe (p. 299).

Training: Training a troll axer requires the beast's warlock to spend eight weeks breaking it. At the end of this time, the warlock makes an INT + Animal Handling skill roll against a target number of 15. If the roll fails, the character can spend another four weeks training the beast and then roll again. If the roll succeeds, the creature's warbeast training is complete. Its FURY is increased to 3, its THR is increased to 8, and it gains the Armor Trained, Forced Regeneration, Thresher, and Weapon Trained (melee) abilities.

Armor Trained – This warbeast can wear armor without suffering additional penalties for wearing armor untrained (see "Armor Training," p. 274).

Forced Regeneration – This creature can be forced to heal d3 damage points once per activation. This creature cannot use Regeneration during an activation it runs.

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

Weapon Trained (melee) – This creature is trained to use melee weapons.

Animus: Upon completing its training, a troll axer gains the following animus:

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

Target friendly warbeast gains +2". movement and Pathfinder. Rush lasts for one turn.

Gear: Axers are typically armed with battle axes (p. 299) and equipped with medium warbeast armor.

TROLL BOUNCER (P. 412)

Description: Trolls with naturally protective instincts are destined to become bouncers. When the trollkin find a troll willing to put itself in harm's way to protect a member of its family, they take the creature and train it to act as a protector, particularly if it has shown an above-average ability to form attachments to trollkin. Bouncers are taught to carry an enormous ball and chain and a shield and to fight while wearing thick-plated armor. The armor and weapon training for a bouncer is extensive, as is the required investment to outfit it.

Bonding: Only a warlock with the Resonance: Trollblood Warbeast ability can bond to a common troll. Once bonded for the first time, a common troll gains FURY 1 and THR 7, and its warlock can attempt to train it as a bouncer instead of an axer (see above).

Training Requirements: To train a troll bouncer, the warbeast's warlock must have Animal Handling 1, Great Weapon 1, Shield 1, a ball and chain (p. 299), and a heavy shield (p. 300).

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

After an additional eight weeks of training, the warlock makes an INT + Animal Handling skill roll against a target number of 16. If the roll fails, the character can spend another four weeks training the beast and then roll again. If the roll succeeds, the creature's warbeast training is complete. Its FURY is increased to 3, its THR is increased to 9, and it gains the Armor Trained, Brace for Impact, Forced Regeneration, Shield Guard, and Weapon Trained (melee) abilities.

Armor Trained – This creature can wear armor without suffering additional penalties for wearing armor untrained (see "Armor Training," p. 274).

Brace for Impact – When this creature is slammed, reduce the slam distance rolled by 3. If the total slam distance is 0 or less, this creature is not knocked down. This creature is not knocked down when it suffers collateral damage.

Forced Regeneration – This creature can be forced to heal d3 damage points once per activation. This creature cannot use Forced Regeneration during an activation it runs.

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

Weapon Trained (melee) – This creature is trained to use melee weapons (see "Weapon Training," p. 274).

Animus: Upon completing its training, a troll bouncer gains the following animus:

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

When target friendly character is damaged by an enemy melee attack, after the attack is resolved the enemy character is pushed 3″. directly away from the affected character, then Bump expires. Bump lasts for one round.

Gear: Bouncers are typically armed with a ball and chain and a massive spiked shield and equipped with medium warbeast armor. Once they become accustomed to it, bouncers are quite proud of their armor, and they sometimes adorn it with a combination of trophies, shiny stones, or patterns in dried blood.

TROLL IMPALER (P. 412)

Description: Trolls selected to become impalers generally have greater coordination and perception than others. They are taught how to throw enormous spears with a high degree of accuracy until striking targets at a distance becomes second nature to them. Although impalers require extensive training, equipping them is considerably cheaper and uses more readily available gear than equipping axers and bouncers, making impalers a more common sight among warlike kriels.

Bonding: Only a warlock with the Resonance: Trollblood Warbeast ability can bond to a common troll. Once bonded for the first time, a common troll gains FURY 1 and THR 7, and its warlock can attempt to train it as an impaler instead of an axer (see above).

Training Requirements: To train a troll impaler, the warbeast's warlock must have Animal Handling 1, Great Weapon 1, Thrown Weapon 1, and battle spears (p. 299).

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

After an additional six weeks of training, the warlock makes an INT + Animal Handling skill roll against a target number of 15. If the roll fails, the character can spend another four weeks training the beast and then roll again. If the roll succeeds, the creature's warbeast training is complete. Its FURY is increased to 3, its THR is increased to 9, and it gains the Armor Trained, Forced Regeneration, Impaler, and Weapon Trained (melee) abilities.

Armor Trained – This creature can wear armor without suffering additional penalties for wearing armor untrained (see "Armor Training," p. 274).

Forced Regeneration – This creature can be forced to heal d3 damage points once per activation. This creature cannot use Regeneration during an activation it runs.

Impaler – This creature can throw spears. The RAT of these spears is POI + 2. When this creature critically hits with a thrown weapon, it can slam the target hit instead of rolling

damage normally. The target hit is slammed d6″ directly away from this creature and suffers a damage roll with POW equal to this creature's STR plus the POW of this weapon. The POW of collateral damage is equal to this creature's STR.

Weapon Trained (melee) – This creature is trained to use melee weapons (see "Weapon Training," p. 274).

Animus: Upon completing its training, a troll impaler gains the following animus:

	COST	RNG	AOE	POW	UP	OFF
FAR STRIKE	2	6	—	—	NO	NO

Target friendly character's ranged weapons gain Snipe. Far Strike lasts for one turn. (An attack with a Snipe weapon gains +4 effective RNG.)

Gear: Impalers are typically armed with battle spears (p. 299) and a spear quiver and are equipped with light warbeast armor.

SPEAR QUIVER

Cost: 40 gc

Description: These oversized leather quivers are large enough to carry massive battle spears and are typically worn on the back or hip.

A character with a spear quiver gains an additional quick action that can be used only to draw a spear. Only a medium-based character with the proportions of a troll can comfortably wear a spear quiver.

A spear quiver can hold up to six spears.

DIRE TROLL, COMMON

Until a few years ago, no trollkin warlock had ever successfully bonded with a dire troll. The elder shaman of the Gnarls, Hoarluk Doomshaper, first brought these mighty creatures down from their mountain lairs to help defend the trollkin kriels. Doomshaper has since passed on to other warlocks the techniques for bonding with these mighty creatures. The ingenuity of the trollkin kriels has resulted in adding pygmy troll riders and complex weaponry to the common dire troll, turning it into more than just a rampaging beast. The number of dire trolls used as warbeasts is still limited, and most are found within the United Kriels. Common trolls are used far more often.

Bonding with one of these ferocious creatures is not easy. A dire troll's mind is overflowing with rage, making it difficult for a warlock to focus on creating a bond. Gaining the creature's respect is the only way to open its mind enough to form a bond. The Game Master determines what is required to gain the beast's respect. Young dire trolls are impressed by large gifts of food, but an older individual may require the warlock to survive a strike from one of its mighty fists. The most stubborn of these beasts will submit only if a warlock defeats them in one-on-one combat. Individual dire trolls may request a body part from the warlock, such as a hand, a foot, or several fingers or toes, which will be consumed immediately. Such consumption happens after respect has been earned, and it makes the bond to the warlock real for the troll. Refusal can compromise the bond and result in a particularly rebellious and irritable warbeast.

DIRE TROLL MAULER (P. 414)

Description: The common dire troll is a creature of savage simplicity renowned for its capacity for direct physical violence. The mauler taps into that savagery, ripping apart opponents with its bare claws and fangs. Large, vicious, and filled with an incredible rage, a common dire troll needs little training to become a mauler and no equipment other than restraints to keep it in check between battles.

Bonding: Only a warlock with the Resonance: Trollblood Warbeast ability can bond to a common dire troll. Once bonded for the first time, a common dire troll gains FURY 3 and THR 7. A newly bonded common dire troll requires additional training to become a dire troll mauler. Common dire trolls are typically trained to be maulers, but some have the potential to be trained as blitzers or bombers instead (see below).

Training Requirements: To train a dire troll mauler, the warbeast's warlock must have Animal Handling 2.

Training: Training a dire troll mauler requires the beast's warlock to spend twelve weeks breaking it. At the end of this time, the warlock makes an INT + Animal Handling skill roll against a target number of 17. If the roll fails, the character can spend another six weeks training the beast and then roll again. If the roll succeeds, the creature's warbeast training is complete. Its FURY is increased to 5, its THR is increased to 9, and it gains the Forced Regeneration ability.

Forced Regeneration – This creature can be forced to heal d3 damage points once per activation. This creature cannot use Forced Regeneration during an activation it runs.

Animus: Upon completing its training, a dire troll mauler gains the following animus:

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

Target friendly character gains +3 STR. Rage lasts for one round.

Gear: Dire troll maulers do not typically use gear in combat, but warlocks often restrain these notoriously savage creatures with beast restraints (p. 301) outside combat. Some warlocks equip dire troll maulers with gear straps and use them as pack animals between battles.

DIRE TROLL BLITZER (P. 414)

Description: The dire troll blitzer is a living siege weapon—a common dire troll with a rapid-fire weapon strapped to its back. Ridden by a pygmy troll gunner operating a slugger, the blitzer combines the sheer strength and durability of a common dire troll with a withering hail of gunfire.

Bonding: Only a warlock with the Resonance: Trollblood Warbeast ability can bond to a common dire troll. Once bonded for the first time, a common dire troll gains FURY 1 and THR 7, and its warlock can attempt to train it as a blitzer.

Training Requirements: To train a dire troll blitzer, the warbeast's warlock must have Animal Handling 3, a dire troll harness (see below), a slugger (p. 324), and a willing pyg rider.

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

After an additional twenty weeks of training, the warlock makes an INT + Animal Handling skill roll against a target number of 17. If the roll fails, the character can spend another five weeks training the beast and then roll again. If the roll succeeds, the creature's warbeast training is complete. Its FURY is increased to 4, its THR is increased to 9, and it gains the Forced Regeneration ability.

Forced Regeneration – This creature can be forced to heal d3 damage points once per activation. This creature cannot use Forced Regeneration during an activation it runs.

Animus: Upon completing its training, a dire troll blitzer gains the following animus:

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

Enemy characters currently within 2″ of this character are immediately pushed 3″ directly away from it in the order you choose.

Gear: Blitzers are equipped with a dire troll harness and a slugger (p. 324). Warlocks often restrain them with beast restraints outside combat. Some warlocks equip dire troll blitzers with gear straps and use them as pack animals between battles.

A pyg rider fires the slugger on the blitzer's back. The warbeast is incapable of operating the slugger itself.

DIRE TROLL BOMBER (P. 414)

Description: Some common dire trolls exhibit an instinct for throwing projectiles, such as heavy rocks, in battle. Such creatures are sometimes selected for training as bombers, which throw massive powder bombs like humans throw grenades. A dire troll bomber's natural ballistic inclination is encouraged and refined through constant practice that lasts weeks, if not longer. When the time is right, the creature is taught to take a pyg rider that lights the fuses of the bombs, screams encouragement to the troll, and identifies bombing targets.

Bonding: Only a warlock with the Resonance: Trollblood Warbeast ability can bond to a common dire troll. Once bonded for the first time, a common dire troll gains FURY 1 and THR 7, and its warlock can attempt to train it as a bomber.

RIDING A DIRE TROLL

A dire troll blitzer or bomber needs a pygmy rider to make full use of its weapons. A common dire troll lacks the capacity to understand anything as complex as a slugger and would gleefully hurl unlit powder bombs at the enemy. The pyg rider handles tasks the larger troll is incapable of understanding.

The rider is generally an NPC under the control of the Game Master, who should give it a name and a personality. It has the base stats of a pygmy troll, ARM 12, 7 vitality points, Light Artillery 1, and the Saddle Shot ability.

While on the back of a common dire troll, a pygmy troll follows all the rules for mounted characters, with the following exceptions. When determining the DEF of a pyg rider, increase the character's DEF by 2. When the warbeast is hit by an attack, roll a d6 to determine whether either the dire troll or the rider is actually hit. On a roll of 1–5, the warbeast is hit. On a roll of 6, the rider is hit.

A special bond has long existed between pygmy trolls and common dire trolls, allowing them to coexist as long as the latter are well fed. Once a common dire troll has become accustomed to the constant companionship of a pyg, it will be distressed if its rider is taken away. If the pyg rider is killed, the warbeast automatically frenzies at the start of its next turn.

If a common dire troll with a pyg rider frenzies, there is a chance it will attack (and likely devour) the rider. Roll a d6. On a roll of 1–5, the warbeast frenzies normally. On a roll of 6, it targets its rider with the frenzy attack.

If a blitzer or bomber's rider is killed, the warbeast requires a week of training with a new rider to become accustomed to it.

Training Requirements: To train a dire troll bomber, the warbeast's warlock must have Animal Handling 2, Thrown Weapon 1, powder bombs (see below), and a willing pyg rider.

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

After an additional sixteen weeks of training, the warlock makes an INT + Animal Handling skill roll against a target number of 17. If the roll fails, the character can spend another five weeks training the beast and then roll again. If the roll succeeds, the creature's warbeast training is complete. Its FURY is increased to 4, its THR is increased to 9, and it gains the Bomber and Forced Regeneration abilities.

DIRE TROLL HARNESS

Cost: 35 gc

Description: These heavy harnesses are made of leather and metal. Worn by common dire trolls, they provide a mount to which the trollkin can attach heavy weapons as well as enough room for a pyg gunner to operate the weapon.

Special Rules: A dire troll harness is tailored to the common dire troll's unique anatomy and cannot be worn by any other creature.

The harness allows a slugger to be mounted to the back of a common dire troll.

POWDER BOMB

Cost: 75 gc
Type: Ranged
Ammo: 1
Effective Range: 48 feet (8″)
Extreme Range: —
Attack Modifier: 0
POW: 16
AOE: 4

Description: Powder bombs are wooden barrels filled with a volatile alchemical explosive compound commonly used in mining. Lit by a simple fuse, they can be used as crude but powerful explosives. Dire troll bombers are taught to hurl this devastating ammunition like massive grenades.

Special Rules: This weapon requires STR 12 to throw.

Once this weapon is in hand, using it requires both a quick action and an attack. The quick action is spent lighting the fuse, and the attack is used to throw the weapon.

Bomber – This creature can throw powder bombs or large rocks. The RAT of these projectiles is equal to the creature's POI + 2.

Forced Regeneration – This creature can be forced to heal d3 damage points once per activation. This creature cannot use Forced Regeneration during an activation it runs.

Animus: Upon completing its training, a dire troll bomber gains the following animus:

	COST	RNG	AOE	POW	UP	OFF
BOMB SHELTER	1	6	—	—	NO	NO

Target friendly character gains Girded. Bomb Shelter lasts for one round. (A character with Girded does not suffer blast damage. Friendly characters B2B with it do not suffer blast damage.)

Gear: Dire troll bombers throw powder bombs in combat. The warbeast's pyg rider lights the fuses of the bombs; the dire troll is incapable of lighting them itself. A bomber can carry a barrel in each hand and can have an extra two barrels strapped to its back. Additional ammunition must be carried by other means, such as a wagon or additional beasts of burden.

Warlocks often restrain these creatures with beast restraints outside combat. Some warlocks equip dire troll bombers with gear straps and use them as pack animals between battles.

If a bomber is out of powder bombs or its rider wants to conserve them, it can instead throw any large rocks it finds at hand. Rocks are POW 2 thrown weapons with a RNG of 48 feet (8″) and a –2 attack modifier. Add the creature's STR to the POW of the damage roll.

DIRE TROLL, EARTHBORN (P. 416)

Description: One of the rarest of all troll breeds, the earthborn dire troll is a prized warbeast for those warlocks capable of bonding with it. Earthborn dire trolls are extremely challenging to bond with. An earthborn dire troll will often require several bouts of dominance display, which means the warlock must be able to withstand multiple direct attacks from the creature. In addition, a warlock must offer an earthborn incredible amounts of food before the troll will consider him worthy of its attention.

Bonding: Only a warlock with the Resonance: Trollblood Warbeast ability can bond to an earthborn dire troll. Once bonded for the first time, an earthborn dire troll gains FURY 3 and THR 8. A newly bonded earthborn dire troll requires additional training to reach its full potential.

The Game Master should treat every earthborn dire troll as a unique specimen with its own requirements for bonding and ensure those requirements are significant. A display that would easily gain the respect of a common dire troll will not impress an earthborn dire troll. Examples of dominance displays include surviving prolonged combat with the earthborn dire troll, incapacitating it with an attack, and overpowering it with a feat of strength.

Training Requirements: To train an earthborn dire troll, the warbeast's warlock must have Animal Handling 3.

Training: Training an earthborn dire troll requires the beast's warlock to spend twenty weeks breaking it. At the end of this time, the warlock makes an INT + Animal Handling skill roll against a target number of 18. If the roll fails, the character can spend another five weeks training the beast and then roll again. If the roll succeeds, the creature's warbeast training is complete. Its FURY is increased to 5, its THR is increased to 10, and it gains the Forced Regeneration ability.

Forced Regeneration – This creature can be forced to heal d3 damage points once per activation. This creature cannot use Forced Regeneration during an activation it runs.

Animus: Upon completing its training, an earthborn dire troll gains the following animus:

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

Target friendly character gains Elemental Communion (p. 415). Transmute lasts for one round.

Gear: Earthborn dire trolls do not typically use gear in combat. Some warlocks equip earthborn dire trolls with gear straps and use them as pack animals between battles.

NIGHT TROLL (P. 418)

Description: Some mountain kriels capture night trolls to use as warbeasts. These creatures are not naturally inclined to wander far from their cavern homes, so trollkin must either draw them out with the promise of prey or delve into their deep caves to capture them. The nocturnal night troll is difficult to train and spur to action during the daylight hours, but those who make the effort discover that the irritable creatures can also be clever.

Bonding: Only a warlock with the Resonance: Trollblood Warbeast ability can bond to a night troll. Once bonded for the first time, a night troll gains FURY 1 and THR 7. A newly bonded night troll requires additional training to reach its full potential.

Training Requirements: To train a night troll, the warbeast's warlock must have Animal Handling 2.

Training: Training a night troll requires the beast's warlock to spend eight weeks breaking it. At the end of this time, the warlock makes an INT + Animal Handling skill roll against a target number of 15. If the roll fails, the character can spend another four weeks training the beast and then roll again. If the roll succeeds, the creature's warbeast training is complete. Its FURY is increased to 3, its THR is increased to 9, and it gains the Forced Regeneration ability.

Forced Regeneration – This creature can be forced to heal d3 damage points once per activation. This creature cannot use Forced Regeneration during an activation it runs.

Animus: Upon completing its training, a night troll gains the following animus:

	COST	RNG	AOE	POW	UP	OFF
BEGUILE	1	SELF	—	—	NO	NO

This character gains Allure. Beguile lasts for one round. (Living enemy characters that begin their activation within 5″ of a character with Allure can advance only toward the nearest enemy character with Allure.)

Gear: Night trolls do not typically use gear.

PYRE TROLL (P. 420)

Description: Trollkin war bands put up with the foul-tempered and witless pyre trolls largely thanks to the effectiveness of their fiery emanations, but they often chain the beasts between battles to prevent them from unintentionally starting raging infernos within an encampment. Pyre trolls are frequently employed as shock troops, hurled against an enemy formation to set it ablaze and wreak havoc among the flames.

Bonding: Only a warlock with the Resonance: Trollblood Warbeast ability can bond to a pyre troll. Once bonded for the first time, a pyre troll gains FURY 1 and THR 7. A newly bonded pyre troll requires additional training to reach its full potential.

Training Requirements: To train a pyre troll, the warbeast's warlock must have Animal Handling 1.

Training: Training a pyre troll requires the beast's warlock to spend seven weeks breaking it. At the end of this time, the warlock makes an INT + Animal Handling skill roll against a target number of 15. If the roll fails, the character can spend another three weeks training the beast and then roll again. If the roll succeeds, the creature's warbeast training is complete. Its FURY is increased to 3, its THR is increased to 9, and it gains the Forced Regeneration ability.

Forced Regeneration – This creature can be forced to heal d3 damage points once per activation. This creature cannot use Forced Regeneration during an activation it runs.

Animus: Upon completing its training, a pyre troll gains the following animus:

	COST	RNG	AOE	POW	UP	OFF
FLAMING FISTS	2	6	—	—	NO	NO

Target friendly character gains +2 to melee damage rolls and Immunity: Fire, and its melee weapons gain Critical Fire (p. 218). Flaming Fists lasts for one round.

Gear: Pyre trolls do not typically use gear in combat, although they enjoy wearing chains and metal plates, perhaps because they like the clanking sound. Some warlocks restrain these creatures with beast restraints (p. 301) between battles.

SLAG TROLL (P. 422)

Description: Locating slag trolls can be difficult, requiring a march into volcanic territory and enduring the punishing heat and caustic atmosphere there. Slag trolls are acutely protective of their terrain and are likely to attack intruders on sight, so those who want to capture and tame them would be wise to bring along something to placate (or at least distract) the creatures before making the effort. Quantities of bloody meat are rare in the slag troll's domain and work well in this capacity.

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

Training Requirements: To train a slag troll, the warbeast's warlock must have Animal Handling 1.

Training: Training a slag troll requires the beast's warlock to spend six weeks breaking it. At the end of this time, the warlock makes an INT + Animal Handling skill roll against a target number of 15. If the roll fails, the character can spend another three weeks training the beast and then roll again. If the roll succeeds, the creature's warbeast training is complete. Its FURY is increased to 3, its THR is increased to 8, and it gains the Forced Regeneration ability.

Forced Regeneration – This creature can be forced to heal d3 damage points once per activation. This creature cannot use Forced Regeneration during an activation it runs.

Animus: Upon completing its training, a slag troll gains the following animus:

	COST	RNG	AOE	POW	UP	OFF
ACIDIC TOUCH	2	6	—	—	NO	NO

Target friendly character gains +2 to melee damage rolls and Immunity: Corrosion, and its melee weapons gain Critical Corrosion (p. 218). Acidic Touch lasts for one round.

Gear: Slag trolls do not typically use gear, although some wear metal chains and plates as decoration. In a pinch, a slag troll can consume this attire for sustenance.

STORM TROLL (P. 424)

Description: The value of the storm troll has increased as trollkin warlocks have faced more armies with warjacks in their ranks. Some wild storm trolls have been pushed into the safer territories west of the Stormlands and up into the mountains of western Immoren, but the increased need for these mighty beasts has encouraged some warlocks to brave the Stormlands to gather them in greater numbers.

Bonding: Only a warlock with the Resonance: Trollblood Warbeast ability can bond to a storm troll. Once bonded for the first time, a storm troll gains FURY 1 and THR 7. A newly bonded storm troll requires additional training to reach its full potential.

Training Requirements: To train a storm troll, the warbeast's warlock must have Animal Handling 1.

Training: Training a storm troll requires the beast's warlock to spend six weeks breaking it. At the end of this time, the warlock makes an INT + Animal Handling skill roll against a target number of 15. If the roll fails, the character can spend another three weeks training the beast and then roll again. If the roll succeeds, the creature's warbeast training is complete. Its FURY is increased to 3, its THR is increased to 9, and it gains the Forced Regeneration ability.

Forced Regeneration – This creature can be forced to heal d3 damage points once per activation. This creature cannot use Forced Regeneration during an activation it runs.

Animus: Upon completing its training, a storm troll gains the following animus:

	COST	RNG	AOE	POW	UP	OFF
LIGHTNING FISTS	1	6	—	—	NO	NO

Target friendly character gains Immunity: Electricity, and its melee weapons gain Electro Leap. Lightning Fists lasts for one round. (When a character is hit by a weapon with Electro Leap, you can have lightning arc to the nearest character within 4″ of the character hit, ignoring the attacking character. The character the lightning arcs to suffers an unboostable POW 10 electrical damage roll.)

Gear: Storm trolls do not typically use gear.

SWAMP TROLL (P. 426)

Description: The ranine swamp troll has long accompanied the trollkin of the Bloodsmeath and the Fenn Marsh. Although stubborn and slow-witted, a swamp troll under the direction of a warlock can become a terrifying threat on the battlefield.

Bonding: Only a warlock with the Resonance: Trollblood Warbeast ability can bond to a swamp troll. Once bonded for the first time, a swamp troll gains FURY 1 and THR 7. A newly bonded swamp troll requires additional training to reach its full potential.

Training Requirements: To train a swamp troll, the warbeast's warlock must have Animal Handling 1.

Training: Training a swamp troll requires the beast's warlock to spend six weeks breaking it. At the end of this time, the warlock makes an INT + Animal Handling skill roll against a target number of 15. If the roll fails, the character can spend another three weeks training the beast and then roll again. If the roll succeeds, the creature's warbeast training is complete. Its FURY is increased to 3, its THR is increased to 9, and it gains the Forced Regeneration ability.

Forced Regeneration – This creature can be forced to heal d3 damage points once per activation. This creature cannot use Forced Regeneration during an activation it runs.

Animus: Upon completing its training, a swamp troll gains the following animus:

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

This character gains concealment. Living enemies suffer –2 to attack rolls while within 2″ of this character. Swarm lasts for one round.

Gear: Swamp trolls do not typically use gear.

WINTER TROLL (P. 428)

Description: In recent years the trollkin warlocks of the far north have bonded with winter trolls. As the plight of their southern cousins has become more desperate, these warlocks have brought their warbeasts along when heeding the call to war. Southern warlocks have learned the value of the winter trolls firsthand, directing them to freeze their enemies solid and then shatter them with their massive fists.

Bonding: Only a warlock with the Resonance: Trollblood Warbeast ability can bond to a winter troll. Once bonded for the first time, a winter troll gains FURY 1 and THR 7. A newly bonded winter troll requires additional training to reach its full potential.

Training Requirements: To train a winter troll, the warbeast's warlock must have Animal Handling 1.

Training: Training a winter troll requires the beast's warlock to spend six weeks breaking it. At the end of this time, the warlock makes an INT + Animal Handling skill roll against a target number of 15. If the roll fails, the character can spend another three weeks training the beast and then roll again. If the roll succeeds, the creature's warbeast training is complete. Its FURY is increased to 3, its THR is increased to 9, and it gains the Forced Regeneration ability.

Forced Regeneration – This creature can be forced to heal d3 damage points once per activation. This creature cannot use Forced Regeneration during an activation it runs.

Animus: Upon completing its training, a winter troll gains the following animus:

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

Target friendly character gains Immunity: Cold. When an enemy without Immunity: Cold ends its activation within 2″ of the target character, the enemy becomes stationary for one round. Freezer lasts for one round.

Gear: Winter trolls do not typically use gear.

WARBEAST DEVELOPMENT

Living warbeasts are capable of learning and developing over time. Bonding to a warlock greatly enhances a warbeast's ability to learn new skills and refine its abilities. The mental link between the warlock and the warbeast awakens the creature's mind, and its personality often comes to reflect some inner quality of the warlock himself.

PERSONALITY QUIRKS

All warbeasts eventually develop unique quirks and character traits. This is due in part to the mental link shared between a warlock and his warbeast; elements of the warlock's personality gradually shape the warbeast's mind. Other quirks arise unbidden from the creature's own personality. Such idiosyncrasies do not impact the warbeast's rules but can come up in play, particularly during social interactions.

As a campaign progresses, players controlling characters with warbeasts should discuss potential quirks with their Game Master. Every warbeast should have at least one trait that makes it interesting. This may be captured in a single word or phrase, such as "overly protective," "sullen," "clumsy," or "easily angered." Bear in mind that some characteristics will feel redundant with specific beasts. A dire troll is always angry, but one that is also playful will be distinct—and potentially much more terrifying.

Warbeasts can manifest their personality through nonverbal means such as body movements and posture. Less intelligent warbeasts can also express themselves through basic sounds such as grunts, barks, and growls. Some warbeasts, including many trolls, can even speak to a limited degree.

The Game Master can choose to expand on the warbeast's personality, allowing it to develop an interesting quirk or habit. Warbeast personalities should evolve in a number of different ways over time, transforming the beast into a complex and noteworthy individual. Personality traits should be used to add to a scene and to make the warbeast seem individual and distinct, not to sabotage the players or the warlock in an important situation.

WILD CHARACTERS

A warbeast is much more than a piece of heavy equipment that punches things for its warlock. It is a (typically) living, (sometimes) breathing character with its own personality, wants, and needs. A warbeast is as much a part of the group as one of the player characters and should be viewed as such.

Examples of beasts' personality quirks include:

- A warbeast that simmers with anger and takes a threatening posture when strangers approach.
- An overprotective warbeast that is eager to leap to the defense of its warlock or other allies.
- An easily distracted warbeast that pays too much attention to small, shiny things or sudden movements despite more important things happening around it.
- An imitative warbeast that regularly picks up small bodily mannerisms from those around it, even those it just met.
- A twitchy warbeast that eagerly bares its fangs or raises its melee weapon against otherwise innocuous individuals that happen to be nearby.

Note that some personalities and quirks are more appropriate for certain warbeasts than others. For instance, a boneswarm could easily exhibit behavior that could be interpreted as gluttonous as it scavenges the battlefield, but such a horrible undead creature is not likely to be lazy or overly inquisitive.

WARBEAST EXPERIENCE

As a warlock gains XP through the course of his adventures, his warbeasts also gain XP. Each time a warlock gains an experience point, add an experience point to each of his living warbeasts' character sheets. For each 15 XP a warbeast gains, it gains an improvement.

IMPROVEMENTS

When a warbeast gains an improvement, the warlock currently bonded to it can choose one from the following list.

- The warbeast gains a behavior (see below). A warbeast can only ever gain one behavior.
- The warbeast increases its MAT or RAT by 1.
- A warbeast with the Weapon Trained ability can learn to use a new warbeast weapon. For example, a rip horn satyr can learn to fight with a battle blade instead of its bladed gauntlets.

- The warbeast increases one of the following stats by 1: PHY, SPD, STR, AGL, PRW, POI, INT, PER, FURY, or THR. Each stat can be increased in this way only once. Increasing a primary stat (PHY, AGL, or INT) also increases the creature's corresponding life spiral aspect (see p. 215).
- The warbeast gains one of the following occupational skills or increases its level in the chosen skill by 1: Climbing, Detection, Intimidation, Jumping, Sneak, Swimming, Survival, or Tracking. The warbeast's maximum skill level depends on its warlock's level. A warbeast controlled by a Hero-level warlock can increase its skill levels to 1 point higher than its base stats. A warbeast controlled by a Veteran-level or Epic-level warlock can increase its skill levels to 2 points higher than its base stats.

Once a warbeast gains an improvement, it retains the benefit even if its bond to its warlock is severed.

Example: *Oz's warlock has an argus warbeast. At the end of a session, he gains 3 XP and also adds 3 XP to his argus. This takes the argus to 32 XP, so it gains a new improvement. The first time the argus gained an improvement, Oz chose to increase its Sneak skill by 1 point. Oz cannot choose to increase this combat skill again because he is still a Hero-level character, so he chooses to increase his argus' AGL by 1 point.*

BEHAVIORS

A behavior represents the close connection a warbeast has with its warlock, further shaping and developing the way it acts.

When a warbeast gains a behavior, roll 2d6 and add its controlling warlock's ARC, then consult the Behavior Table below. The warbeast's controller can modify the die roll by 1 (either adding or subtracting) if he wishes.

A warbeast can only ever gain one behavior.

BEHAVIOR TABLE

2d6 + ARC	RESULT
7 or less	**Howler** – The warbeast is prone to terrifying howls and snarls. While in combat, the warbeast gains Terror [Willpower + 2]. The warbeast suffers –2 on Sneak skill rolls but gains +2 to Intimidation skill rolls.
8	**Dominator** – The warbeast lives for contests of strength against the greatest available opponents so that it can continually prove its value to its warlock. The warbeast can make power attacks without being forced. Additionally, the warbeast gains +2 on melee damage rolls against warjacks and other warbeasts.
9	**Carnivorous** – The warbeast has an insatiable craving for flesh. Although most warbeasts quickly move on to the next target after killing in combat, this beast pauses to consume some of its kill. When the warbeast destroys a living character with a melee attack, it regains d3 vitality points.
10	**Highly Aggressive** – The warbeast is an aggressive, foul-tempered creature that lives for battle. It stomps and snorts when kept from battle and charges into combat at the slightest provocation. The warbeast gains Counter Charge. (When an enemy advances and ends its movement within 6˝ of this warbeast and in its LOS, the warbeast can immediately charge it. If it does, it cannot make another counter charge that round. The warbeast cannot use Counter Charge while engaged.)
11	**Indomitable** – The warbeast enjoys crashing through obstacles to flatten its foes. Small trees and even enemy warriors do not impede it when it is moving toward a target. The warbeast ignores movement penalties for rough terrain while charging or making a slam or trample power attack. While within its warlock's control area, the warbeast also gains +2 on its trample attack rolls.
12	**Hunter** – The warbeast possesses the spirit of a hunter and comes alive when stalking and destroying prey. Its senses are well tuned and utterly dedicated to the hunt. The warbeast gains +1 to Tracking skill rolls and ignores forests, concealment, and cover when determining LOS or making a ranged attack.
13	**Vengeful** – Quick to anger and slow to forget, the warbeast is prone to fits of rage when those it identifies as friendly, especially its warlock, are harmed. The warbeast is anxious and unsettled when its warlock is not clearly safe in its field of vision. If one or more friendly characters were damaged or destroyed by enemy attacks while in the warbeast's LOS since its warlock's last turn, at the start of the warbeast's activation it can make a full advance followed by one normal melee attack. This advance and attack are in addition to its normal movement and action during its turn.
14	**Frenetic** – The warbeast possesses inexhaustible reserves of energy and is constantly on the move. Seemingly unable to stand still, it follows its warlock everywhere or else moves to investigate any interesting commotion on its own. Each time the warbeast hits an enemy with a melee or ranged attack, it can advance up to 2˝.
15	**Protective** – The warbeast is incredibly protective of its warlock and is willing to put itself in harm's way to preserve its master. The warbeast seldom strays far from its warlock. Once per round, when its warlock is directly hit by a melee or ranged attack while within 2˝ of the warbeast, the warbeast can step in front of the attack to become the target of the attack and be automatically hit instead. The warbeast cannot step in front of an attack while incorporeal, knocked down, or stationary.
16	**Long Leash** – The warbeast possesses an independent spirit and enjoys striking out away from others. When checking to see if this warbeast is in its warlock's control area, double the area.
17	**Arcane Awakening** – The warbeast undergoes a mystical awakening, strengthening its connection to its animus. While in its warlock's control area, the warbeast can use its animus without being forced. A warbeast that uses its animus as a result of Arcane Awakening cannot also be forced to use its animus during the same activation.

WARBEAST GEAR

ARMOR

Warbeast armor takes many different forms. Among the cultures of the wilderness, differences in armorsmithing traditions and the availability of raw materials have resulted in numerous solutions to the problem of providing these mighty creatures with armor. The steel breastplate, pauldrons, and greaves worn by troll warbeasts are inspired by the armor of the trollkin themselves. The overlapping plates of intricately worked bronze armor employed by the Circle Orboros protect key areas without restricting the beast's freedom of movement and are made of a material easily worked without access to an elaborate forge.

Warbeast armor is tailored to a creature's anatomy. A suit of armor designed for a particular creature cannot be worn by any other kind of beast. In some cases, the classification of warbeast armor is based more on the benefit conferred on the beast than purely on the armor's weight or coverage. Each armor category includes a broad array of armor used across different warbeasts.

Warbeasts generally have thick hides and durable bodies, so they derive less overall benefit from armor than more delicate races do. Particularly hardy creatures such as trolls require massive amounts of restrictive armor to confer a substantial benefit.

A warbeast wearing armor it has not been trained to use suffers an additional –2 SPD and DEF.

Reduce the SPD and DEF penalties from armor by 1 for warbeasts with STR 10 or greater.

The following attributes define how warbeast armor functions in the game.

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

SPD Modifier: Some armor affects the SPD of the character wearing it.

DEF Modifier: Some armor affects the DEF of the character wearing it.

ARM Modifier: This is the degree to which the armor improves the character's ARM stat.

Description: This section describes the armor.

Special Rules: This section describes any special rules for the armor.

LIGHT WARBEAST ARMOR

Light warbeast armor consists primarily of leather and limited metal elements. It is designed to protect a beast's most vulnerable parts while maximizing freedom of movement.

LEATHER WARBEAST ARMOR

Cost: 100 gc (light warbeast), 125 gc (heavy warbeast)
SPD Modifier: 0
DEF Modifier: 0
ARM Modifier: +1

Description: This light warbeast armor consists primarily of straps and leather pieces, although it may include a few armored plates attached to a harness.

Special Rules: None

CUSTOM BATTLE WARBEAST ARMOR

Cost: 175 gc (light warbeast), 225 gc (heavy warbeast)
SPD Modifier: 0
DEF Modifier: –1
ARM Modifier: +2

Description: Although on the heavier side for light armor, this light warbeast armor still relies on leather elements but includes limited chain and additional armored plates. It is designed to offer greater protection while impairing the warbeast's movement as little as possible.

Special Rules: Lesser warbeasts cannot wear light warbeast armor.

MEDIUM WARBEAST ARMOR

Medium armor consists of protective layers of chain, metal plate, and leather armor. Heavier than light armor, it provides good protection that is offset by a modest reduction in mobility.

Medium armor is the heaviest and most comprehensive armor a light warbeast can wear and still function.

PARTIAL PLATE WARBEAST ARMOR

Cost: 250 gc (light warbeast), 325 gc (heavy warbeast)
SPD Modifier: 0
DEF Modifier: –2
ARM Modifier: +3

Description: This medium warbeast armor consists of limited plate typically worn over boiled leather or chainmail. It usually covers the torso and shoulders and may include armguards or greaves to shield a creature's limbs.

Special Rules: Lesser warbeasts cannot wear medium warbeast armor.

MEDIUM PLATE WARBEAST ARMOR

Cost: 350 gc (light warbeast), 450 gc (heavy warbeast)
SPD Modifier: 0
DEF Modifier: –2
ARM Modifier: +4

Description: This armor is the heaviest available for medium warbeasts. It provides greater coverage than partial plate warbeast armor by incorporating many more overlapping metal plates and a great deal of extra chain.

Special Rules: Lesser warbeasts cannot wear medium warbeast armor.

HEAVY WARBEAST ARMOR

Heavy armor has come to mean full plate, often worn over layers of chain mail and padded leather. This armor offers peerless protection at the cost of reduced mobility and restricted freedom of motion. Such armor is extremely rare among warbeasts, as it substantially reduces mobility.

FULL PLATE WARBEAST ARMOR

Cost: 600 gc
SPD Modifier: –1
DEF Modifier: –2
ARM Modifier: +5

Description: Built of overlapping plates, thick iron rings, and chainmail, this heavy warbeast armor covers much of a creature's body. Only the strongest creatures can bear its weight for long.

Special Rules: Lesser warbeasts and light warbeasts cannot wear heavy warbeast armor.

WARBEAST WEAPONS

The massive weapons carried by warbeasts represent a tremendous investment of resources. Some are fashioned by tribal weaponsmiths; others are scavenged from the wrecks of warjacks left to rust on the battlefields of mankind. Some warlocks even coordinate lightning raids against caravans or isolated wilderness outposts in order to secure such heavy weapons for their beasts.

Not all warbeasts can wield weapons. Some are limited by their anatomy, and others simply lack the mental facility to use them. Warbeasts capable of using weapons must be carefully instructed in their use, but these weapons are powerful enough to make such labors worth the effort.

A warbeast cannot use weapons it is not trained to use or lacks the anatomy to use.

Warbeast weapons have the following attributes that define how they function in the game.

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

Type: This is the weapon's type, either melee or ranged.

Attack Modifier: Some weapons affect attack rolls made with them.

POW: This is the POW of the weapon. When making a melee attack damage roll, add the POW of the weapon and the STR of the attacker to the damage roll. When making a ranged attack damage roll, add the POW of the weapon to the damage roll.

Description: This section describes the weapon.

Special Rules: This section describes any special rules for the weapon.

BATTLE SPEAR

Cost: 75 gc (light warbeast), 120 gc (heavy warbeast)
Type: Melee
Attack Modifier: 0
POW: 4 (light warbeast), 5 (heavy warbeast)

Description: This weapon is a warbeast-sized spear. Some warbeasts are trained to throw spears.

Special Rules: This weapon has Reach.

A warbeast must have an Open Fist and the Weapon Trained (melee) ability to use this weapon. While armed with this weapon, the warbeast cannot make attacks with the fist that holds the weapon.

This weapon can be thrown. A thrown battle spear has a RNG of 48 feet (8″). Add the thrower's STR to the POW of the damage roll. Throwing a battle spear requires STR 9.

BALL AND CHAIN

Cost: 100 gc
Type: Melee
Attack Modifier: –2
POW: 4

Description: The ball and chain is a brutal, rudimentary weapon comprising a heavy metal weight and a length of stout chain. It is used like a giant flail.

Special Rules: This weapon requires STR 9 to wield.

This weapon has Reach.

Attacks from this weapon ignore ARM bonuses from bucklers and shields.

A warbeast must have an Open Fist and the Weapon Trained (melee) ability to use this weapon. While armed with this weapon, a warbeast cannot make attacks with the fist that holds the weapon.

BATTLE AXE

Cost: 120 gc
Type: Melee
Attack Modifier: –1 (one-handed), 0 (two-handed)
POW: 3 (one-handed), 5 (two-handed)

Description: This enormous axe allows warbeasts to make wide swings that can cut through an entire line of armored men.

Special Rules: This weapon requires STR 9 to wield one-handed.

This weapon has Reach.

A warbeast must have an Open Fist and the Weapon Trained (melee) ability to use this weapon. While armed with this weapon, a warbeast cannot make attacks with the fist that holds the weapon.

HANDHELD WEAPONS

Most weapons designed for normal use are far too delicate to be used by warbeasts. Warbeasts can wield only weapons designed and specially reinforced for their use. Smaller weapons cannot bear the stress of being employed by a warbeast and would be destroyed by even brief handling in combat. Furthermore, the grips of standard-sized weapons are much too small for a warbeast to handle comfortably.

BATTLE BLADE

Cost: 275 gc
Type: Melee
Attack Modifier: 0
POW: 6

Description: Available in a variety of different styles, these swords are large enough for warbeasts to wield.

Special Rules: This weapon has Reach.

A warbeast must have an Open Fist and the Weapon Trained (melee) ability to use this weapon. While armed with this weapon, a warbeast cannot make attacks with the fist that holds the weapon.

This weapon requires STR 9 to wield one-handed.

BATTLE HAMMER

Cost: 120 gc
Type: Melee
Attack Modifier: 0
POW: 4

Description: This is a light warbeast–sized hammer.

Special Rules: A warbeast must have an Open Fist and the Weapon Trained (melee) ability to use this weapon. While armed with this weapon, a warbeast cannot make attacks with the fist that holds the weapon.

BLADED GAUNTLET

Cost: 90 gc
Type: Melee
Attack Modifier: –2
POW: 4

Description: The blades on these weapons take many forms, from shorter crescent shapes for jabbing strikes to longer slashing blades. To keep a creature's hands free, the blades are attached to a vambrace buckled to its wrist.

Special Rules: A warbeast must have an Open Fist to use this weapon.

A warbeast wearing a bladed gauntlet can still claim the benefit of Open Fist. A warbeast cannot fight with any other weapon in a hand equipped with a bladed gauntlet.

HALBERD

Cost: 200 gc (light warbeast), 300 gc (heavy warbeast)
Type: Melee
Attack Modifier: –2 (one-handed), 0 (two-handed)
POW: 4 (one-handed), 6 (two-handed)

Description: Typically scavenged from felled warjacks, these reinforced halberds consist of heavy cleaving blades attached to long metal poles.

Special Rules: This weapon has Reach.

A warbeast gains +2 to its charge attack rolls with this weapon.

A warbeast must have an Open Fist and the Weapon Trained (melee) ability to use this weapon. While armed with this weapon, a warbeast cannot make attacks with the fist that holds the weapon.

HAND WEAPON

Cost: 80 gc (light warbeast), 120 gc (heavy warbeast)
Type: Melee
Attack Modifier: 0
POW: 3 (light warbeast), 5 (heavy warbeast)

Description: This covers a broad category of warbeast-sized axes, maces, and cleaving blades.

Special Rules: A warbeast must have an Open Fist and the Weapon Trained (melee) ability to use this weapon. While armed with this weapon, a warbeast cannot make attacks with the fist that holds the weapon.

HEAVY SHIELD

Cost: 350 gc
Type: Melee
Attack Modifier: 0
POW: 1

Description: Heavy shields are huge slabs of metal that can be used as weapons or for protection.

Special Rules: A warbeast must have an Open Fist and the Weapon Trained (melee) ability to use this weapon. While armed with this weapon, the warbeast cannot make attacks with the fist that holds the weapon.

A warbeast armed with a shield gains +2 ARM against attacks originating in its front arc. This bonus is not cumulative with additional shields.

PUNCHING SPIKE

Cost: 50 gc
Type: Melee
Attack Modifier: –1
POW: +1

Description: This heavy steel spike is attached to a gauntlet or bracer on the warbeast's fist or forearm to increase the damage of its punches.

Special Rules: When a warbeast with a punching spike makes an attack with its fist, the POW of the fist is increased by 1. The warbeast suffers –2 on non-attack AGL rolls made with the arm the spike is grafted to.

WAR CLEAVER

Cost: 130 gc
Type: Melee
Attack Modifier: 0
POW: 5

Description: War cleavers are brutal weapons built from the massive scavenged blades of wrecked warjacks. They are designed to hack opponents to pieces.

Special Rules: A warbeast must have an Open Fist and the Weapon Trained (melee) ability to use this weapon. While armed with this weapon, the warbeast cannot make attacks with the fist that holds the weapon.

GENERAL GEAR

Those who utilize warbeasts have developed numerous methods to keep the creatures under control and make them useful off the battlefield. The equipment fashioned by warlocks and their compatriots are often simple solutions fashioned from tough leather strapping and stout links of iron. In addition to using the gear described here, those who regularly employ warbeasts often use wagons to carry food, ammunition, and any tools related to the upkeep of their warbeasts' armor and weapons (see p. 306).

BEAST RESTRAINTS

Cost: 40 gc (standard), 60 gc (large)

Description: Beast restraints include hobbles, chains, and muzzles designed to restrict a creature's ability to move or attack. They are often implemented in breaking wild animals for use as warbeasts and securing live specimens for university study and private collections.

Special Rules: A creature locked in restraints can attempt to break out with a successful STR roll or slip the manacles with a successful AGL roll against a target number of 15. Failure to break out with a STR roll inflicts 1 damage point on the restrained creature. Slipping out takes ten minutes per attempt.

Larger restraints are used for creatures too big to hold in normal fetters. Large beast restraints can only be used to restrain creatures with a large base. Breaking out of large restraints requires a successful STR roll against a target number of 20.

Animal Handling skill rolls made against a beast in restraints gain a +2 bonus.

GEAR STRAPS

Cost: 10 gc

Description: Gear straps allow a warbeast to act as a beast of burden. Their loops and hooks can be used to attach all types of equipment to a warbeast.

Special Rules: A warbeast wearing gear straps doubles its carry weight (p. 199) when determining the amount of equipment it can carry.



Beast Restraints



GEAR AND BONE GRINDING

Manufactured goods and equipment are usually hard to come by in the wilds of Immoren. Areas that have a high concentration of hunters, trappers, and prospectors may have rugged frontier mercantile establishments where common goods related to those professions can be purchased, but finding a seller of more uncommon goods is seldom an option. Most of these rare merchants are human, so if the buyer is a member of one of the more savage races, such as gatormen, dealing with merchants has added complications.

GOLD CROWNS, PRICING, AND BARTER

Many currencies are used across the Iron Kingdoms. The gold crown, minted in the kingdom of Cygnar, is a common coin accepted by merchants across western Immoren. It is used as a standard for prices in this chapter as a common point of comparison. These prices facilitate character generation using starting assets from careers.

After character generation, prices listed should be considered only a starting point, as actual prices vary considerably from region to region and even from season to season based on scarcity and demand. This is particularly evident in the wilds, where barter is the most common method of trading and there are few set prices. Many of the items in this chapter may not be readily available and would need to be sought out. For many of them, this requires finding a willing merchant or other contact from civilization or other cultures in the wilds. To capture the flavor of *Unleashed*, it is important to make available only items that can be relatively easily or readily manufactured by the peoples at hand and those that they may have recently pillaged from a settled community. This will add value to less common items secured as spoils of war.

Certain powerful or rare items do not have a listed cost in gc. Obtaining one of these items may require a character to complete a specific task or ritual, or it may be available only as a reward for certain actions.

When bartering, an item's perceived value can fluctuate widely based on how useful and desirable each side deems it. A bogrin in the deep wilds who wants an edge over his rivals might offer something of tremendous value to secure a pistol and ammunition, even though its listed cost is only 20 gc. A gatorman warrior whose larger fingers cannot fit the pistol, however, might deem it worthless and be unwilling to trade a single scrap of rotted meat for it. Characters who easily traverse the divide between wilderness and civilization can exploit these distinctions to make a huge profit, becoming weapons dealers and runners for the tribes.

The result is that most gear carried by a wilderness adventurer has been bartered for, looted from the body of an unfortunate traveler, or crafted by the artisans of the hero's tribe. Items made in the wilderness are unmistakably handcrafted, and many have been passed down from generation to generation. Items of more recent construction are sometimes fashioned from found materials originally intended for other purposes.

This chapter presents weapons, armor, and gear that are used by those who live and work in the wilderness. Items commonly produced by the inhabitants of the wilds are much easier to obtain than those that must be acquired from a city. Wilderness peoples have almost no use for money, so most of the legitimate acquisition of these goods comes from bartering, which requires each party to offer something the other needs or desires and may also include promises to render services or labor.

PRICE LISTS

Light Armor

Armored great coat	25 gc
Bog trog armor	25 gc
Custom battle armor	120 gc
Leather armor	30 gc
Nyss leather armor	45 gc
Tharn leathers	25 gc

Medium Armor

Chain mail	75 gc
Infantry armor	85 gc

Heavy Armor

Full plate	160 gc
Ryssovass plate	300+ gc

Melee Weapons

Assassin's blade	10 gc
Axe	8 gc
Axe, great	25 gc
Axe, ice	5 gc
Axe, riding	20 gc
Axe, Tharn	25 gc
Battle hammer	30 gc
Bayonet	5 gc
Blackclad voulge	—
Bloodtracker fighting claw	20 gc
Cleft spear	35 gc
Cleft sword	45 gc

Club	3 gc
Club, banded	6 gc
Dagger	5 gc
Flail	15 gc
Flail, two-handed	40 gc
Halberd	25 gc
Hooked great sword	55 gc
Knuckledusters	5 gc
Mace	15 gc
Maul	20 gc
Nyss claymore	60 gc
Nyss great sword	150+ gc
Pickaxe	15 gc
Sacral blade	—
Shield	20 gc
Spear	15 gc
Staff	5 gc
Staff, battle	12 gc
Sword	20 gc
Sword, great	40 gc
Trollkin rune axe	—
War hammer	15 gc

Ranged Weapons

Axe, throwing	12 gc
Blunderbuss	30 gc
Bola	5 gc
Bow	20 gc
Bow, great	45 gc
Bow, Nyss	35 gc
Bow, Tharn	60 gc
Crossbow	20 gc
Crossbow, dual	45 gc
Crossbow, repeating	30 gc
Farrow pig iron	60 gc
Farrow razorback	—
Hand cannon	300 gc
Hand cannon, dual	400 gc
Harpoon gun	35 gc
Javelin	5 gc
Knife, throwing	8 gc
Pistol	20 gc
Pistol, repeating	45 gc
Rifle	50 gc
Rifle, heavy	140 gc



Trollkin Champion

Rifle, military	50 gc
Rifle, repeating	100 gc
Scattergun	40 gc
Sling	5 gc
Slug gun	80 gc
Slugger	310 gc
Snare gun	40 gc

Ammunition and Ranged Weapon Accessories

Ammo wheel	15 gc
Arrows or bolts, standard: ten shots	1 gc
Arrows or bolts, barbed: one shot	3 gc
Arrows or bolts, concussion: one shot	1 gc
Arrows or bolts, fire: one shot	1 gc
Arrows or bolts, grappling with rope: one shot	1 gc
Arrows or bolts, signal: one shot	3 gc
Arrows, great bow: five shots	1 gc
Arrows, Tharn: one shot	1 gc
Bandolier, ammo	5 gc
Bipod	10 gc
Crossbow, repeating: magazine	10 gc
Farrow razorback: one rocket	10 gc
Firearm ammunition, heavy: blasting powder, bullets, and paper casings for five rounds	3 gc
Firearm ammunition, heavy: blasting powder, bullets, and metal casings for five rounds	4 gc
Firearm ammunition, light: blasting powder, bullets, and paper casings for five rounds	2 gc
Firearm ammunition, light: blasting powder, bullets, and metal casings for five rounds	3 gc
Firearm ammunition, shot: one round	1 gc
Firearm ammunition, shot: blasting powder, slug, and casings for one round	1 gc
Firearm ammunition, metal-cased	+1 gc
Gun brace	15 gc
Gunsmith's kit	20 gc
Harpoon gun ammunition: blasting powder and five charges	1 gc
Harpoon gun: additional grapple	1 gc
Harpoon gun: additional harpoon	1 gc
Holster	5 gc
Quiver	5 gc
Quiver, javelin	5 gc
Scope	40 gc
Sling: twenty sling bullets	1 gc
Slugger ammo belt	4 gc
Snare gun ammunition: blasting powder, net, and casing for one round	5 gc

Clothing

The clothing worn in the wilds of western Immoren is often utilitarian, with fashion seldom a concern. Articles of clothing are usually made from simple weaves, furs, and leathers. Some garments of religious importance or cultural significance are colored with vibrant plant dyes, such as the *quitari* patterns worn by trollkin to distinguish their kriels.

The relative value of shabby goods is half the listed price, and the value of very fine garments starts at double the listed price.

Belt, leather	2 gc
Belt, pouch	5 gc
Boots, leather	10 gc
Cloak, fur	30 gc
Cloak, heavy cloth	5 gc
Cloak, winter	20 gc
Coat, great	25 gc
Eye patch, leather and brass	2 gc
Gloves, leatherwork	10 gc
Hat, leather traveling	10 gc
Hat, winter fur	20 gc
Pants, heavy cloth	10 gc
Robe	8 gc
Suspenders	4 gc
Traveling clothes, cloth	12 gc
Traveling clothes, leather	20 gc
Tunic	5 gc

Equipment

Anvil	40 gc
Apothecary's kit	50 gc
Backpack	15 gc
Bedroll	5 gc
Camouflage netting	5 gc
Canoe, three-person	40 gc
Canteen	3 gc
Chalk or charcoal: pack of five sticks	1 gc
Char cloth	1 gc
Compass	5 gc
Curing supplies (10 lbs of meat)	1 gc
Deck of cards	2 gc
Dry rations: one-day supply	1 gc
Entrenching spade	10 gc
Fell caller torch	—
Fishing gear: hook, 10 feet of line, and lure	3 gc
Flare	5 gc
Flint striker	3 gc
Fountain pen and inkwell	5 gc

Game call whistle	1 gc
Gas mask	20 gc
Gas mask replacement filter	5 gc
Goggles	5 gc
Goggles, snow	2 gc
Lantern	10 gc
Magnifying glass	5 gc
Manacles, standard	10 gc
Manacles, ogrun	15 gc
Map, local terrain	3 gc
Map case	5 gc
Mess kit and cookware	3 gc
Mountain climbing gear	20 gc
Paper: ten sheets	5 gc
Piton and hammer: ten pitons	5 gc
Pocket watch	40+ gc
Pulley hoist	5 gc
Rope and grappling hook: 20 feet	5 gc
Rope, hemp: 20 feet	2 gc
Sack, waterproof, 16-gallon capacity	2 gc
Sewing kit	2 gc
Skinning tools	10 gc
Spyglass	30 gc
Stone scroll	—
Stoneworking kit	45 gc
Surgical kit	30 gc
Symbol of faith	10 gc
Tarp, waterproof, 6′ × 6′	4 gc
Thief's tools	10 gc
Travois	1 gc
Wagon, heavy	85 gc
Wagon, small	50 gc
Water skin	2 gc
Wire saw	2 gc
Woodworking kit	20 gc

Mounts and Riding Equipment

Bison	120 gc
Duskwolf	—
Horse, draft	60 gc
Horse, riding	80 gc
Horse, war	120 gc
Horse feed: one-day supply	1 gc
Skirovik mountain goat	100 gc
Ulk	100 gc
Barding, light	90 gc
Barding, medium	150 gc
Barding, heavy	300 gc
Tack	50 gc

Trapping Gear

Animal bait	2 gc
Caltrops: one set	5 gc
Net, 5′ × 5′	8 gc
Net, 10′ × 10′	12 gc
Trap, spring spike	15 gc
Trap, steel-jawed	10 gc
Trapper's kit	30 gc

Natural Remedies

Arrato seeds: three doses	1 gc
Blackroot balm: one dose	2 gc
Dvrydal root: five doses	1 gc
Heron's maw: three doses	1 gc
Horn moss: five doses	1 gc
Knitbone: five doses	1 gc
Ratwort: five doses	1 gc

Alchemical Ingredients (per unit)

Alchemical waste, crystal	1 gc
Alchemical waste, liquid	1 gc
Alchemical waste, organic	—
Alchemist's stone	1 gc
Animal fat	—
Arcane extract	5 gc
Arcane minerals	7 gc
Bioluminescent extract	2 gc
Burrow mawg adrenal gland	5 gc
Ectoplasm	10 gc
Heavy metals	2 gc
Menoth's Fury	3 gc
Mineral acid	2 gc
Mineral crystals	3 gc
Mutagenic extract	8 gc
Organic acid	2 gc
Organic toxin	5 gc

Alchemical Compounds

Alchemical acid: one vial	24 gc
Alchemical restorative: one vial	30 gc
Antitoxin: one dose	39 gc
Ashes of Urcaen: one application	54 gc
Assassin's venom: one dose	33 gc
Bottled light (+5 gc for a liquid lantern): one jar	27 gc
Cryptospector: one dose	—
Fortemorphic elixir: one dose	42 gc
Healing liniment: one dose	24 gc
Rust agent: one two-part dose	18 gc
Scent mask: one dose	6 gc

Somnolence elixir: one dose	30 gc
Spirit salts: one jar	54 gc
Suntallow: one application	6 gc
Vitriolic fire: one vial	21 gc

Bone Grinder Fetishes

Alexipharmic ointment	—
Arcane relic	—
Bone fetish	—
Feral charm	—
Hand of glory	—
Phylactery of venom	—
Purulent totem	—
Speaker's tongue	—
Theriac of health	—
Warding flesh	—

ARMOR

The armor worn by the warriors of the wilds varies among individuals. Craftsmen in some societies, like the communities of the Wolves of Orboros, produce works according to traditional styles that make the differences between sets of armor less noticeable. A warrior from a more savage society, such as a bog trog, may wear a mix of crafted, looted, and improvised pieces. A suit of armor possessed by a wild character likely has been passed down for a few generations, changing as each wearer repairs or customizes the armor. For this reason, the armor below is described in terms of the protection it offers rather than its primary components.

The following attributes define armor in the game.

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

SPD Modifier: Some armor affects the SPD stat of the character wearing it.

DEF Modifier: Some armor affects the DEF stat of the character wearing it.

ARM Modifier: This is the degree to which the armor improves the character's ARM stat.

Description: This section describes the armor.

Special Rules: This section describes any special rules for the armor.

LIGHT ARMOR

Light armor represents both armor that covers parts of the body without offering uniform protection and armor made from lightweight materials that provide less protection than what is used to construct heavier armor. It is typically favored by those who do not want to be encumbered by heavier armor and those who cannot afford better protection.

ARMOR AND RACE

The races of the wilderness often have wildly divergent body types. Armor fashioned to be worn by a member of one race would be ill fitting on any other race if not outright impossible to wear. For instance, the stooped posture and tail of a gatorman prevent him from wearing any clothing not specifically tailored to his anatomy, and a trollkin would have great difficulty maneuvering in clothing designed for a Nyss.

If a character wears armor not designed for his race, he suffers an additional –1 SPD and DEF.

ARMORED GREAT COAT

Cost: 25 gc
SPD Modifier: 0
DEF Modifier: –1
ARM Modifier: +5

Description: The ubiquitous armored great coat is so popular among combatants of the civilized Iron Kingdoms that it is easily found on the secondary market or looted from recent battlefields. Made up of layers of leather, chain, and plate, it provides protection in combat and acts as a barrier against inclement weather.

Special Rules: Though this type of armor is most commonly manufactured for humans, Nyss and female Tharn can wear armored great coats without suffering the usual penalties for wearing armor manufactured for another race. This armor is also sometimes worn by urban trollkin.

A character can modify human versions of this armor to allow it to be worn by farrow, pygs, and trollkin with the usual penalties. Modifying the armor requires two hours of labor. At the end of this time, the character must make a Craft (metalworking) skill roll against a target number of 14. If the roll succeeds, the character successfully modifies the armor. If the roll fails, the character can make a new skill roll after another thirty minutes of labor.

BOG TROG ARMOR

Cost: 25 gc
SPD Modifier: 0
DEF Modifier: –1
ARM Modifier: +6

Description: This minimalist armor—made of a mix of metal scraps, hardened shells, and toughened straps and hide—provides some protection while leaving large areas of a bog trog's skin uncovered, thereby avoiding interference with the bog trog's natural camouflage ability.

Special Rules: A bog trog wearing this armor can still claim the benefit of his Blending ability.

Bog trog armor cannot be worn by characters of different races.



Nyss Leather Armor

CUSTOM BATTLE ARMOR

Cost: 120 gc
SPD Modifier: 0
DEF Modifier: –1
ARM Modifier: +6

Description: On the heavy side for light armor, battle armor is made up of light or limited plate elements over layers of chain and leather. Battle armor is often custom-made and manufactured to its owner's specifications. Though this armor is expensive, it offers improved protection and serves as a mark of distinction.

Special Rules: A character wearing battle armor tailored to the body of another character suffers a –1 penalty to Initiative rolls in addition to any modifiers for wearing armor designed for another race.

LEATHER ARMOR

Cost: 30 gc
SPD Modifier: 0
DEF Modifier: –1
ARM Modifier: +5

Description: A suit of leather armor consists primarily of hardened or boiled leatherwork. Metal plates, studs, and bits of chain mail are often added for reinforcement. Though not as strong as metal armor, leather armor provides a surprising amount of protection.

Special Rules: None.

NYSS LEATHER ARMOR

Cost: 45 gc
SPD Modifier: 0
DEF Modifier: –1
ARM Modifier: +6

Description: This light leather armor, made of cured and lacquered strips of ulk leather, is favored by the Nyss. It affords superior protection while still allowing for excellent mobility.

Special Rules: This armor is designed specifically for Nyss. Characters of other races suffer an additional –2 DEF and –1 SPD when wearing Nyss leather armor instead of the usual penalties for wearing armor designed for another race.

THARN LEATHERS

Cost: 25 gc
SPD Modifier: 0
DEF Modifier: 0
ARM Modifier: +4

Description: This light leather armor is favored by the Tharn. Made of leather strips and hardened layers, it is designed to allow for maximum freedom of movement. Though it grants only a nominal degree of protection, it can be worn by a male Tharn when he transforms. This armor is often adorned with bone totems in the Tharn style.

Special Rules: A male Tharn wearing armor of this type can wear it during his transformation if he spends a full action to loosen it before transforming. Wearing Tharn leathers does not interfere with a transformed male Tharn's Flesh of Steel ability, though he does not gain an ARM bonus from the leathers while they are loosened.

Each set of Tharn leathers is designed specifically for male or female Tharn. Characters of other races suffer an additional –2 DEF and –1 SPD when wearing Tharn leathers instead of the usual penalties for wearing armor designed for another race.

MEDIUM ARMOR

Medium armor is made up of protective layers of chain, metal plate, and leather armor. Though heavier than light armor, medium armor provides good protection with little impact on mobility.

CHAIN MAIL

Cost: 75 gc
SPD Modifier: 0
DEF Modifier: –2
ARM Modifier: +7

Description: This full suit of armor consists primarily of chain mail. Though elements of plate or leather can be worn as well, most of the body is covered in chain mail.

Special Rules: A character can modify this armor to allow it to be worn by a member of another race without the usual penalties. Modifying the armor requires ten hours of labor. At the end of this time, the character must make a Craft (armor) skill roll against a target number of 14. If the roll succeeds, the character successfully modifies the armor. If the roll fails, the character can make a new skill roll after another two hours of labor.

INFANTRY ARMOR

Cost: 85 gc
SPD Modifier: 0
DEF Modifier: –2
ARM Modifier: +7

Description: Though infantry armor exists in infinite variations throughout the various kingdom and mercenary armies of the Iron Kingdoms, it is essentially made up of an armored chest plate, shoulder pads, and armored leggings over layers of leather and sometimes chain. This armor is commonly available on the fringes of civilization, though it is often extensively modified to allow it to be worn by warriors of a variety of races.

Special Rules: Though this type of armor is invariably designed for humans, Nyss and female Tharn can wear it without suffering the usual penalties for wearing armor designed for another race.

This armor can be modified to allow it to be worn by farrow, pygs, and trollkin with the usual penalties. Modifying the armor requires fourteen hours of labor. At the end of this time, the character must make a Craft (armor) skill roll against a target number of 14. If the roll succeeds, the character successfully modifies the armor. If the roll fails, the character can make a new skill roll after another two hours of labor.

HEAVY ARMOR

Within the Iron Kingdoms, heavy armor has come to mean full plate, often over layers of chain mail and padded leather. This armor offers peerless protection at the cost of reduced mobility and restricted freedom of motion.

FULL PLATE

Cost: 160 gc
SPD Modifier: –1
DEF Modifier: –3
ARM Modifier: +8

Description: This complete suit of all-encompassing plate mail is worn with a helmet or chain coif but could include sufficient neck protection for a warrior to go without those components. Plate armor often integrates shirts of additional plated layers, chain mail, or leather elements for added protection and padding. The champions and long riders of the trollkin typically take to the battlefield in full plate.



Infantry Armor

Special Rules: None.

RYSSOVASS PLATE

Cost: 300+ gc (this armor is seldom, if ever, available for sale at any price)
SPD Modifier: –2
DEF Modifier: –3
ARM Modifier: +9

Description: A relic of the Nyss, this extremely heavy armor has been handed down from one ryssovass warrior to another for generations. Though painstakingly maintained, each suit bears the scars of many lifetimes of battle, and most have earned their own names within the history of the Nyss.

Special Rules: This armor is designed specifically for Nyss. Characters of other races suffer an additional –2 DEF and –1 SPD when wearing ryssovass plate instead of the usual penalties for wearing armor designed for another race.

MELEE WEAPONS

The following section describes melee weapons common throughout the wilds of the Iron Kingdoms. Melee weapons have the following attributes that define how they function in the game.

Cost: This is the cost of the weapon in Cygnaran gold crowns.

Skill: This is the skill used when making an attack with the weapon.

Attack Modifier: Some weapons affect attack rolls made with them.

POW: When making a melee attack damage roll, add the POW of the weapon and the STR of the attacking character to the damage roll.

Description: This section describes the weapon.

Special Rules: This section describes any special rules for the weapon.

ASSASSIN'S BLADE

Cost: 10 gc
Skill: Hand Weapon
Attack Modifier: –1
POW: 4

Description: This thick-bladed short sword is designed for thrusting. Due to its high damage output and relative ease of concealment, it is favored by assassins and murderers. Though capable of dealing mortal injuries, the assassin's blade is a clumsy weapon and best plunged into an unsuspecting victim's back.

Special Rules: A character gains +2 to back strike damage rolls with this weapon.

AXE

Cost: 8 gc
Skill: Hand Weapon
Attack Modifier: 0
POW: 3

Description: The hand axe is a simple weapon capable of inflicting severe wounds. It is commonly used by hunters, trackers, and other woodsmen. This weapon is most commonly found in the human and trollkin villages and settlements on the fringes of the wilds, useful as both a tool and weapon.

Special Rules: None.

Assassin's Blade



AXE, GREAT

Cost: 25 gc
Skill: Great Weapon
Attack Modifier: 0
POW: 6

Description: With a haft as long as a man is tall and an enormous blade, this massive two-handed weapon is both intimidating and deadly. Great axes are favored by trollkin and ogrun as well as by humans of exceptional strength.

Special Rules: On a critical hit, this weapon inflicts an additional die of damage.

A character must have at least STR 5 to wield this weapon.

This weapon requires two hands to wield.

AXE, ICE

Cost: 5 gc
Skill: Hand Weapon
Attack Modifier: –1
POW: 2

Description: A nearly ubiquitous tool in mountain regions, the ice axe aids climbers' ascent and descent in frozen conditions. The light head of an ice axe is cosmetically similar to that of the much larger pickaxe and usually features sharp serrations at the tip of the cutting blade. The long main spike is counterbalanced by either a hammerhead for driving pitons into rock or a small chopping blade for cutting handholds and footholds in glacial ice. The strong leather straps attached to the haft allow the user to quickly free his hands while retaining his equipment.

Special Rules: A character using an ice axe to climb over snow and ice gains +1 to Climbing skill rolls.

AXE, RIDING

Cost: 20 gc
Skill: Hand Weapon
Attack Modifier: –1 (on foot), 0 (mounted)
POW: 3 (on foot), 5 (mounted)

Description: A riding axe consists of an axe blade mounted on an extended haft. It is designed for cleaving downward from a mount's back while in battle.

Special Rules: This weapon has Reach.

While mounted, a character gains +2 to charge attack damage rolls with this weapon.

AXE, THARN

Cost: 25 gc
Skill: Great Weapon
Attack Modifier: –1
POW: 4 (one-handed), 5 (two-handed)

Description: This heavy, long-handled axe is the preferred weapon of Tharn ravagers.

Special Rules: This weapon has Reach.

A character gains +2 to charge attack rolls with this weapon when wielding it with two hands.

A character must have at least STR 5 to wield this weapon in one hand.

BATTLE HAMMER

Cost: 30 gc
Skill: Great Weapon
Attack Modifier: –2 (one-handed), –1 (two-handed)
POW: 5 (one-handed), 6 (two-handed)

Description: The battle hammer used by the trollkin is topped by a massive, banded metal head that strikes with crushing force.

Special Rules: This weapon has Reach.

A character must have at least STR 6 to wield this weapon in one hand.

BAYONET

Cost: 5 gc
Skill: Hand Weapon (used as a dagger or affixed to a weapon smaller than a rifle), Great Weapon (affixed to a rifle)
Attack Modifier: –1
POW: 2 (used as a dagger or affixed to a weapon smaller than a rifle), 3 (affixed to a rifle)

Description: A bayonet is a small, dagger-like blade that can be affixed to the barrel of a firearm. Bayonets are most often affixed to military rifles used by soldiers engaged in the close quarters of trench warfare. Some specialized bayonets have been crafted for multi-barreled firearms; others, such as those used by the Wolves of Orboros, have been designed for crossbows.

Special Rules: A bayonet used as a dagger or affixed to a weapon smaller than a rifle uses the Hand Weapon skill.

A bayonet affixed to a rifle has Reach, requires two hands to wield, and uses the Great Weapon skill.

A character gains +2 to charge attack rolls with this weapon when it is affixed to a rifle.



Great Axe

Tharn Axe

BLACKCLAD VOULGE

Cost: This weapon is never available for sale.
Skill: Great Weapon
Attack Modifier: –2
POW: 4

Description: The blackclad voulge is a massive weapon of wood, stone, and iron. No two are alike, and each is crafted to the specifications of its wielder. These weapons have undergone mystical conditioning so they are more effective than their materials might suggest. Stone weapons become relatively light in the hands of a blackclad, while wooden weapons become as durable and sharp as tempered steel.

Special Rules: This weapon has Reach.

When this weapon is wielded by a blackclad, it has an attack modifier of 0 and is a magical weapon.

A character must have at least STR 5 to wield this weapon in one hand.

BLOODTRACKER FIGHTING CLAW

Cost: 20 gc
Skill: Hand Weapon
Attack Modifier: –2
POW: 3

Description: The fighting claw is the melee weapon of the Tharn bloodtrackers. It is essentially a studded leather buckler with a pair of blades extending over the hand.

Special Rules: A character with Specialization (fighting claw) who is armed with this weapon gains +1 ARM. This bonus is not cumulative with that of a shield or another fighting claw.

A character cannot be armed with this weapon and another weapon in the same hand but can otherwise hold a small item while fighting without hindrance.

CLEFT SPEAR

Cost: 35 gc
Skill: Great Weapon
Attack Modifier: –2
POW: 4 (one-handed), 5 (two-handed)

Description: The cleft spear is a powerful weapon designed to punch through thick hides and armor. It is the traditional weapon of the Wolves of Orboros.

Special Rules: This weapon has Reach when wielded with two hands.

A character gains +2 to charge attack rolls with this weapon when wielding it with two hands.

On a critical hit with this weapon, a character can spend 1 feat point to add an additional die to the damage roll.

CLEFT SWORD

Cost: 45 gc
Skill: Great Weapon
Attack Modifier: –2
POW: 5 (one-handed), 6 (two-handed)

Description: Cleft blades such as this draw their inspiration from the fangs of the Devourer Wurm and are favored by warriors of human barbarian tribes who revere the Beast of All Shapes. This heavy, savage weapon is also preferred by some senior members of the Wolves of Orboros.

Special Rules: A character must have at least STR 6 to wield this weapon in one hand.

A character gains +2 to charge attack rolls with this weapon.

On a critical hit with this weapon, a character can spend 1 feat point to add an additional die to the damage roll.

Bloodtracker Fighting Claw



CLUB

Cost: 3 gc
Skill: Hand Weapon
Attack Modifier: 0
POW: 2

Description: A club is a wooden implement for delivering blunt trauma. This weapon takes many forms, from the hand-tooled and polished truncheons carried by the city watches across the Iron Kingdoms to the brutish weapons carried by the uncivilized races of the wilds.

Special Rules: On a critical hit with this weapon, a living target hit has a chance to be knocked out (p. 218). If the target suffers damage from the attack, he must make a PHY roll against a target number equal to the attacking character's STR + 9. If the roll succeeds, the target remains conscious. If the roll fails, the target is knocked out.

CLUB, BANDED

Cost: 6 gc
Skill: Great Weapon
Attack Modifier: –1
POW: 4

Description: The banded club is a weapon crafted specifically for war. It is a stout wooden club that has been banded in steel or iron for added weight and reinforcement. The trollkin manufacture particularly ornate examples of banded clubs that are covered with intricate runic inscriptions.

Special Rules: A character must have at least STR 5 to wield this weapon.

On a critical hit with this weapon, a living target hit has a chance to be knocked out (p. 218). If the target suffers damage from the attack, he must make a PHY roll against a target number equal to the attacking character's STR + 11. If the roll succeeds, the target remains conscious. If the roll fails, the target is knocked out.

DAGGER

Cost: 5 gc
Skill: Hand Weapon
Attack Modifier: +1
POW: 1

Description: A dagger is a short, double-edged fighting knife. Daggers come in countless shapes and sizes and are popular holdout weapons with adventurers and soldiers alike. They also serve as versatile tools and are considered essential by many who live in the wilds.

Special Rules: None.

FLAIL

Cost: 15 gc
Skill: Hand Weapon
Attack Modifier: –1
POW: 4

Description: Originally created as an agricultural tool, the flail is made up of one or more spiked balls or iron bars separated from a long handle by lengths of chain. This clumsy but brutal weapon is capable of circumventing an opponent's shield to deliver staggering blows. Some flails are small enough to be wielded in one hand, making them particularly useful to mounted combatants. Though the weapon is uncommon among wilderness communities, some trollkin and farrow warriors nonetheless favor it.

Special Rules: Attacks with this weapon ignore ARM bonuses from bucklers and shields.



Flail

Banded Club



Hooked Great Sword

Maul



FLAIL, TWO-HANDED

Cost: 40 gc
Skill: Great Weapon
Attack Modifier: –2
POW: 6

Description: A two-handed flail is a massive weapon with a handle over a yard long. Because it must be carried with two hands, it is generally wielded only by warriors on foot. The damage a two-handed flail can inflict is even more severe than that of a standard flail, and it is just as capable of circumventing an opponent's shield.

Special Rules: This weapon has Reach.

This weapon must be wielded with two hands.

Attacks with this weapon ignore ARM bonuses from bucklers and shields.

On a critical hit with this weapon, a character can spend 1 feat point to push the target 1″ away from the attacking character and knock down the target. After the target is pushed, the attacking character can advance up to 1″.

HALBERD

Cost: 25 gc
Skill: Great Weapon
Attack Modifier: –1 (one-handed), 0 (two-handed)
POW: 4 (one-handed), 5 (two-handed)

Description: Like other polearms, the halberd is common among massed infantry. Its versatility allows its wielder to stay a considerable distance from his opponents while delivering deadly offensives or withstanding the crush of a cavalry charge. While most common in human armies, the halberd is also found among the more organized farrow tribes.

Special Rules: This weapon has Reach.

This weapon can be wielded with one or two hands.

A character gains +2 to charge attack damage rolls with this weapon when wielding it with two hands.

HOOKED GREAT SWORD

Cost: 55 gc
Skill: Great Weapon
Attack Modifier: –2
POW: 5 (one-handed), 6 (two-handed)

Description: Used primarily by the Fennblades, this heavy great sword has wicked hooks that aid in pulling riders from their saddles and catching the legs of enemy mounts.

Special Rules: This weapon has Reach.

A character must have at least STR 6 to wield this weapon in one hand.

Attacks with this weapon ignore the –2 penalty to specifically target a mounted character (p. 214).

KNUCKLEDUSTERS

Cost: 5 gc
Skill: Unarmed Combat
Attack Modifier: 0
POW: 1

Description: Knuckledusters are metal braces that fit over the hand and increase the damage from punches and other strikes.

Special Rules: If a character wearing this weapon damages his target with a knockout strike (p. 209), add +2 to the target number to avoid being knocked out.

MACE

Cost: 15 gc
Skill: Hand Weapon
Attack Modifier: –1
POW: 4

Description: A mace is essentially a club topped with a metal head capable of delivering brutal strikes. Some maces are spiked to inflict further injury.

Special Rules: On a critical hit with this weapon, a living target hit has a chance to be knocked out (p. 218). If the target suffers damage from the attack, he must make a PHY roll against a target number equal to double the attacking character's STR. If the roll succeeds, the target remains conscious. If the roll fails, the target is knocked out.

MAUL

Cost: 20 gc
Skill: Great Weapon
Attack Modifier: 0
POW: 6

Description: The maul is a military sledgehammer of wood and steel. Its massive, pulverizing head is affixed to a long, two-handed shaft.

Special Rules: A character must have at least STR 5 to wield this weapon.

This weapon requires two hands to wield.

On a critical hit with this weapon, a character can spend 1 feat point to slam the target d3″ away. The POW of the slam damage roll is equal to the STR of the attacking character plus the POW of this weapon. The POW of collateral damage is equal to the STR of the attacking character.



Nyss Claymore

NYSS CLAYMORE

Cost: 60 gc
Skill: Great Weapon
Attack Modifier: –2
POW: 4 (one-handed), 6 (two-handed)

Description: The favored weapon of the Nyss, this claymore is an elegant and unusual weapon of remarkable quality. The blades of these swords are typically etched with Aeric runes. The hilts are wrapped in fine leathers and feature a small circular guard. Common lore has it that Nyss claymores never dull or suffer the ravages of time.

Though exceedingly rare, following the widespread destruction of the Nyss some of these weapons have fallen into the hands of outsiders. The price for these weapons reflects the scarcity of those with the skills to create them and the high demand for such exquisite works. Those untrained in their use find the unusual balance of these weapons makes them difficult to wield properly.

Special Rules: A character can spend 1 feat point to boost an attack roll with this weapon.

NYSS GREAT SWORD

Cost: 150+ gc
Skill: Great Weapon
Attack Modifier: –2
POW: 6

Description: This long, slender blade is the traditional weapon of the Nyss ryssovass warriors. It is an extremely rare artifact of the Nyss civilization. Those untrained in their use find the unusual balance of these weapons makes them difficult to wield properly.

Special Rules: This weapon has Reach.

This weapon requires two hands to wield.

A character can spend 1 feat point to boost an attack roll with this weapon.

PICKAXE

Cost: 15 gc
Skill: Hand Weapon
Attack Modifier: –1
POW: 4

Description: A pickaxe is both a sapping tool and the favored weapon of mountain dwellers and miners. Its head is a spike ending in a sharp point, which curves slightly and has a counterweight to make it easier to use. The stronger the spike, the more effective it is. The counterweight is nearly always a second spike, often with a flat end for prying. The efficient momentum of a pickaxe, combined with the small contact area, makes it very effective for punching through armor. Rocking an embedded spike aids in removing it from the hard-packed earth or the armor and bone of a felled enemy.

Special Rules: On a hit with this weapon against a knocked down target, a character can spend 1 feat point to gain an additional die on the damage roll.



SACRAL BLADE

Cost: These weapons are never available for sale.
Skill: Hand Weapon
Attack Modifier: +1
POW: 1

Description: The sacral blade is the weapon of the mystical Tharn bloodweavers. Made of bone, iron, and leather, no two blades are exactly alike.

Special Rules: When wielded by a Tharn bloodweaver who has empowered it (p. 159), the POW of this weapon is increased to 3.

SHIELD

Cost: 20 gc
Skill: Shield
Attack Modifier: 0
POW: 0

Description: A shield is a large plate of wood, bone, leather, or metal designed to protect its wielder from harm. Shields come in a wide variety of styles, some incorporating spikes, studs, or blades. Though primarily intended to augment the armor worn by the wielder, they are also weapons in their own right and can inflict crushing blows if used offensively with the proper strength. They require skill to be properly employed.

Special Rules: A character armed with a shield gains +1 ARM for each level of the Shield skill he has against attacks originating in his front arc. This bonus is not cumulative with additional shields.

SPEAR

Cost: 15 gc
Skill: Great Weapon
Attack Modifier: –1
POW: 3 (one-handed), 5 (two-handed)

Description: The simplest of polearms, the spear is one of the most ancient weapons still utilized by the warriors of the Iron Kingdoms. Spears have largely fallen out of favor in civilized armies but remain a mainstay of the wilds, able to be quickly manufactured in bulk even with limited materials.

Special Rules: This weapon has Reach when wielded with two hands.

A character gains +2 to charge attack rolls with this weapon when wielding it with two hands.

STAFF

Cost: 5 gc
Skill: Great Weapon
Attack Modifier: 0
POW: 3

Description: This six-foot length of polished hardwood is favored by travelers, wanderers, and anyone seeking an unassuming weapon.

Special Rules: This weapon has Reach.

This weapon requires two hands to wield.

A character can spend 1 feat point to make a trip attack instead of a normal attack with this weapon. If the attack hits, the target is knocked down instead of suffering damage.

STAFF, BATTLE

Cost: 12 gc
Skill: Great Weapon
Attack Modifier: 0
POW: 4

Description: A battle staff is a weapon of steel or banded hardwood set with a heavy head and a tip used to deliver crushing blows.

Special Rules: This weapon has Reach.

This weapon requires two hands to wield.

A character can spend 1 feat point to make a trip attack instead of a normal attack with this weapon. If the attack hits, the target is knocked down instead of suffering damage.

On a critical hit with this weapon, a living target hit has a chance to be knocked out (p. 218). If the target suffers damage from the attack, he must make a PHY roll against a target number equal to double the attacking character's STR. If the roll succeeds, the target remains conscious. If the roll fails, the target is knocked out.

SWORD

Cost: 20 gc
Skill: Hand Weapon
Attack Modifier: 0
POW: 3

Description: The sword has been among Immoren's most commonly used weapons since antiquity. There are nearly as many styles of swords as there are means of manufacturing them. Swords are less common among wilderness races than in human civilization but are favored by a number of trollkin.

Special Rules: None.

SWORD, GREAT

Cost: 40 gc
Skill: Great Weapon
Attack Modifier: 0
POW: 6

Description: A great sword is a heavy, double-edged blade wielded with both hands. For centuries two-handed swords have been favored by human warriors, particularly those who regularly fight heavily armored foes.

Special Rules: This weapon has Reach.

This weapon requires two hands to wield.

TROLLKIN RUNE AXE

Cost: This weapon is never available for sale.
Skill: Hand Weapon
Attack Modifier: –1
POW: 4

Description: The head of this axe is carved with runes that imbue it with magical power. Trollkin elders sometimes bestow these weapons upon battle-tested shamans, sorcerers, and warlocks in recognition of their service to the kriel and then teach them to unlock the axes' full potential.

Special Rules: This weapon is a magical weapon.

A Gifted character with Connections (trollkin kriel) can be taught to unlock the full potential of the rune axe. When this weapon is wielded by such a character, its attack modifier becomes 0.



Trollkin Rune Axe



Great Sword



War Hammer

WAR HAMMER

Cost: 15 gc
Skill: Great Weapon
Attack Modifier: –1
POW: 5

Description: A war hammer is an oversized version of the common tool. It is typically forged from iron or steel and used by individuals possessing great strength.

Special Rules: A character must have at least STR 6 to wield this weapon in one hand.

On a critical hit with this weapon, a living target hit has a chance to be knocked out (p. 218). If the target suffers damage from the attack, he must make a PHY roll against a target number equal to the attacking character's STR + 12. If the roll succeeds, the target remains conscious. If the roll fails, the target is knocked out.

RANGED WEAPONS

The following section describes ranged weapons common throughout the wilds of western Immoren. The following attributes define ranged weapons in the game.

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

Ammo: This is the amount of ammunition the weapon holds. Once its ammunition has been expended, the weapon must be reloaded before it can be fired again. Reloading one round of ammunition (or nocking a bow) requires one quick action, so fully loading a repeating firearm in the heat of battle can take some time.

FIREARMS IN WESTERN IMMOREN

The majority of firearms in and around the Iron Kingdoms are breechloaders, either break-action or trap door. A break-action firearm is hinged to break open at the rear to expose the breech, while a trap door firearm has a hinged plate to do the same. Reloading such a firearm requires opening the break-action or trap door on the rear of the firearm, placing a round into the chamber within, and then closing the weapon.

When this process is complete, the firearm is ready to be fired. The cartridge sits snugly in the chamber until the trigger is pulled. By pulling the trigger, the shooter releases a pin that drives itself into the rear of the round through two silk pouches. This causes the two components of the blasting powder within the pouches to mix, inciting a chemical reaction that explodes, driving the bullet that sits ahead of the pouches forward and out of the weapon's muzzle.

Effective Range: This is the practical range of the weapon in combat. A ranged weapon can hit targets and deal damage up to its extreme range, but attacks against a target past the effective range of the weapon suffer –5 to the attack roll. The effective range of the weapon is listed in feet, with its tabletop range in inches in parentheses.

Remember that one inch on the tabletop equals six feet.

Extreme Range: This is the maximum possible range of the weapon, given in feet. Thrown weapons do not have an extreme range.

Skill: This is the skill used when making an attack with the weapon.

Attack Modifier: Some weapons affect attack rolls made with them.

POW: When making a ranged attack damage roll, add the POW of the weapon to the damage roll.



Blunderbuss

AOE: This is the size of the weapon's area of effect.

Description: This section describes the weapon.

Special Rules: This section describes any special rules for the weapon.

FIREARM RELOAD TIMES

A character must spend a quick action to load a cartridge, either paper or metal, into a breech-loading firearm. A character must spend a full action to load a muzzle-loading firearm or to load the separate elements of the shot (the two blasting powder packets and a bullet) into a breechloader.

AXE, THROWING

Cost: 12 gc
Ammo: —
Effective Range: 36 feet (6″)
Extreme Range: —
Skill: Thrown
Attack Modifier: 0
POW: 3
AOE: —

Description: A throwing axe is a hand axe that has been balanced for throwing.

Special Rules: This weapon can be used as either a melee weapon or a ranged weapon.

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

BLUNDERBUSS

Cost: 30 gc
Ammo: 1 (heavy round)
Effective Range: 48 feet (8″)
Extreme Range: 240 feet
Skill: Rifle
Attack Modifier: –2 (one-handed), –1 (two-handed)
POW: 12
AOE: —

Description: The blunderbuss is a short, stubby, breech-loading rifle with a large bore. An unrefined weapon that has changed little in past centuries, the blunderbuss typically fires a large and heavy short-range round.

Special Rules: It costs 3 gc for blasting powder, bullets, and casings for five heavy rounds.

BOLA

Cost: 5 gc
Ammo: —
Effective Range: 48 feet (8″)
Extreme Range: —
Skill: Thrown
Attack Modifier: –2
POW: 0
AOE: —

Description: A bola is a simple throwing weapon made of lengths of rope and chain affixed together and ending in heavy weights. The weapon causes little damage, as its true purpose is to entangle and trip its target.

Special Rules: Add the thrower's STR to this weapon's POW when making a damage roll with this weapon.

A character hit with this weapon must make a STR + PRW roll against a target number of 14. If the roll succeeds, the character manages to get free of the bola before becoming entangled by it. If the roll fails, the character is knocked down.

Once knocked down, a character must either spend a quick action and succeed in an AGL + Rope Use skill roll against a target number of 10 to untie himself or spend a quick action and succeed in a STR roll against a target number of 10 to break free. If the roll fails, the character can spend an additional quick action to repeat the attempt but can take no other action until he is free.

BOW

Cost: 20 gc
Ammo: 1
Effective Range: 60 feet (10″)
Extreme Range: 300 feet
Skill: Archery
Attack Modifier: 0
POW: 10
AOE: —

Description: Though discounted by the armies of the "more civilized" nations, a bow is still a deadly weapon in the hands of an expert. A bow's height is roughly equal to that of its wielder.

Special Rules: It costs 1 gc for ten arrows.

This weapon requires two hands to use.

BOW, GREAT

Cost: 45 gc
Ammo: 1
Effective Range: 60 feet (10″)
Extreme Range: 300 feet
Skill: Archery
Attack Modifier: 0
POW: 12
AOE: —

Description: A great bow is a large, stout bow with an extremely heavy draw.

Special Rules: It costs 1 gc for five arrows.

A character must have at least STR 6 to use this weapon.

This weapon requires two hands to use.

BOW, NYSS

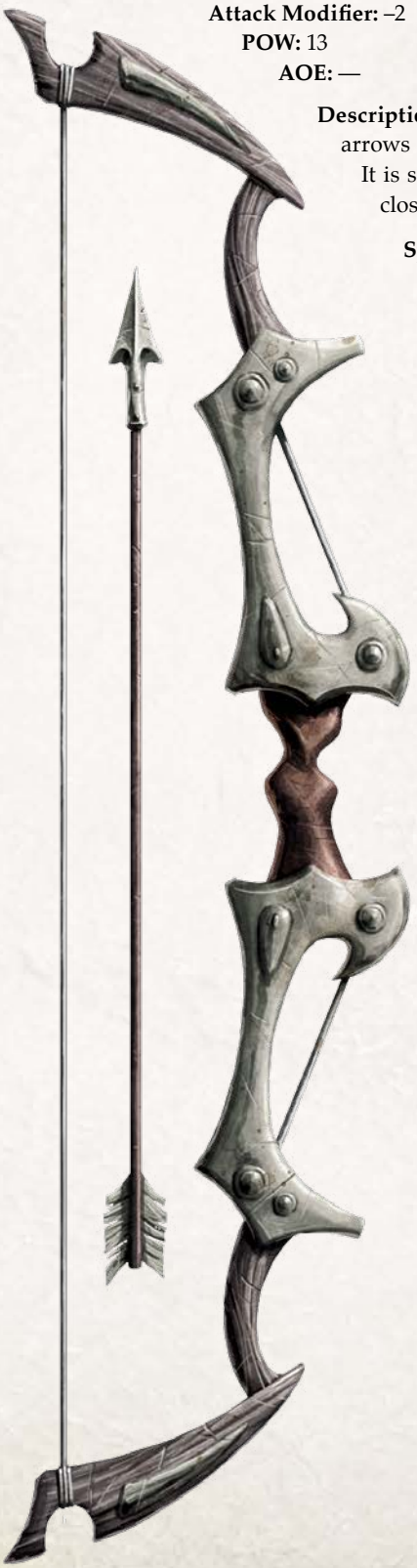
Cost: 35 gc
Ammo: 1
Effective Range: 72 feet (12″)
Extreme Range: 360 feet
Skill: Archery
Attack Modifier: –2
POW: 10
AOE: —

Description: The Nyss are known for the power of their fine composite bows. These weapons are strong enough to withstand the freezing climates of the far north, where a lesser bow would shatter from use. Their ingenious design also redoubles the archer's strength, greatly increasing the range of the weapon. These weapons are difficult to wield properly by those not specifically trained in their use.

Special Rules: It costs 1 gc for ten arrows.

A character must have at least STR 5 to use this weapon.

This weapon requires two hands to use.



Nyss Bow

BOW, THARN

Cost: 60 gc
Ammo: 1
Effective Range: 72 feet (12″)
Extreme Range: 360 feet
Skill: Archery
Attack Modifier: –2
POW: 13
AOE: —

Description: The massive Tharn bow fires heavy arrows capable of inflicting devastating damage. It is set with rows of spikes that can be used in close combat.

Special Rules: Each Tharn arrow costs 1 gc.

A character must have at least STR 6 and be either a transformed male Tharn or possess Huge Stature to use this weapon.

This weapon requires two hands to use.

When used as a melee weapon, this weapon has an attack modifier of –1 and a POW of 3 and uses the Hand Weapon skill.

This weapon is considered a bayonet for the purpose of the Bayonet Charge ability.

CROSSBOW

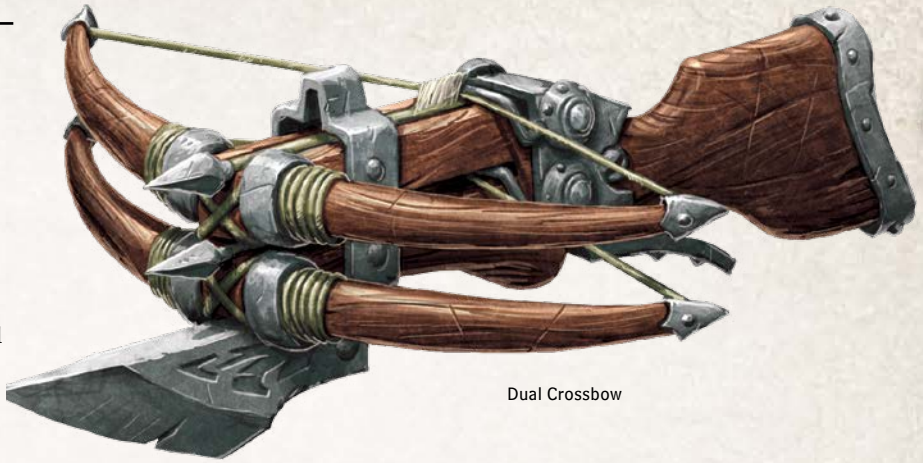
Cost: 20 gc
Ammo: 1
Effective Range: 60 feet (10″)
Extreme Range: 300 feet
Skill: Crossbow
Attack Modifier: –2 (one-handed), 0 (two-handed)
POW: 12
AOE: —

Description: Numerous nations and races developed the crossbow independently, and it is a widespread weapon across western Immoren, popular among assassins and hunters alike. Bolts are considerably easier for those living in the wilds to acquire than firearm ammunition.

Special Rules: It costs 1 gc for ten bolts. A character can spend a full action to reload a crossbow.

CROSSBOW, DUAL

Cost: 45 gc
Ammo: 2
Effective Range: 72 feet (12″)
Extreme Range: 360 feet
Skill: Crossbow
Attack Modifier: –2 (one-handed), 0 (two-handed)
POW: 10
AOE: —



Dual Crossbow

Description: The dual crossbow is a favored weapon of the hunters among the Wolves of Orboros. This weapon was adapted from the heavy double crossbow that originated with the Kos and Vorgoi people of northern Khador. The Wolves prefer dual crossbows to modern firearms due to their relative silence and lack of revealing smoke. These weapons are fitted with short, powerful blades designed for thrusting.

Special Rules: It costs 1 gc for ten standard bolts. A character can spend a full action to load one bolt into a crossbow.

When used as a melee weapon, this weapon has an attack modifier of –1 and a POW of 3 and uses the Hand Weapon skill.

This weapon is considered a bayonet for the purpose of the Bayonet Charge ability.

CROSSBOW, REPEATING

Cost: 30 gc
Ammo: 6
Effective Range: 60 feet (10″)
Extreme Range: 300 feet
Skill: Crossbow
Attack Modifier: –1
POW: 10
AOE: —

Description: The repeating, or mechanical, crossbow is a magazine-fed crossbow that reloads itself each time the bowstring is locked back in place. The weapon's magazine must be removed before it can be reloaded, and it can be replaced in the heat of combat instead of reloading each bolt by hand.

Special Rules: A character can spend a quick action to replace this weapon's magazine or to load a single bolt into the magazine.

This weapon requires two hands to use.

It costs 1 gc for ten bolts. Additional magazines cost 10 gc each.

FARROW PIG IRON

Cost: 60 gc
Ammo: 1 (heavy round)
Effective Range: 60 feet (10″)
Extreme Range: 300 feet
Skill: Rifle
Attack Modifier: 0
POW: 12
AOE: —

Description: The pig iron is the heavy metal firearm favored by farrow brigands. Its thick iron barrel allows the farrow to use it as a makeshift club in times of need.

Special Rules: This weapon requires two hands to use.

When used as a melee weapon, this weapon has an attack modifier of –1 and a POW of 3 and uses the Hand Weapon skill.

It costs 3 gc for blasting powder, bullets, and casings for five heavy rounds.

FARROW RAZORBACK

Cost: These weapons are fabricated by farrow weaponsmiths in the largest tribes and are never for sale. Considerable resources must be expended to create ammunition for this weapon.
Ammo: 1 (razorback shell)
Effective Range: 84 feet (14″)
Extreme Range: 420 feet
Skill: Light Artillery
Attack Modifier: –2
POW: 15
AOE: 3

Description: The largest war camps of the farrow bristle with the forges and equipment used to fabricate this powerful, if crude, weaponry. Though farrow are not known for their inventiveness, they excel at salvaging weapons from others, and several have demonstrated skill at breaking down enemy munitions and replicating them with stolen and improvised materials. The capacity to create these weapons is rare beyond a few large tribes belonging to the Thornfall Alliance. The razorback was derived from weapons captured from more sophisticated armies.

A simple mechanism with no moving parts, the razorback is perfect for farrow. The launcher is little more than an extended metal tube employed to aim the unpredictable rockets, each of which requires an abundance of powder for propulsion and explosion. These volatile missiles must be handled with care, and razorback crews doggedly guard their equipment and ammunition from their fellow tribesmen.

Special Rules: This weapon requires two hands to operate.

Reloading this weapon takes a full action. Generally one crewman assists in reloading the weapon, after which the gunner fires it.

A character must have at least STR 6 to use this weapon. A character carrying this weapon suffers –1 SPD and DEF.

It costs 10 gc for a charge and one round of ammunition.

HAND CANNON

Cost: 300 gc
Ammo: 1 (heavy round)
Effective Range: 72 feet (12″)
Extreme Range: 360 feet
Skill: Pistol
Attack Modifier: 0
POW: 12
AOE: —

Description: An extremely heavy and well-made pistol, a hand cannon is an expensive firearm most commonly found in the possession of a ranking human military officer or a wealthy adventurer. This enormous handgun packs a significant punch and is accurate to a range far beyond that of most other pistols.

Special Rules: It costs 3 gc for blasting powder, bullets, and casings for five heavy rounds.

HAND CANNON, DUAL

Cost: 400 gc
Ammo: 2 (heavy round)
Effective Range: 72 feet (12″)
Extreme Range: 360 feet
Skill: Pistol
Attack Modifier: 0
POW: 12
AOE: —

Description: A dual hand cannon is a hand cannon with two barrels. Each barrel can be fired independently, or both can be discharged together for a single, massive blast.

Special Rules: A character who discharges both barrels together is treated as making a single attack and suffers –2 on the attack roll. If the attack hits, add +3 to the damage roll.

Reloading each barrel takes one quick action.

It costs 3 gc for blasting powder, bullets, and casings for five heavy rounds.

HARPOON GUN

Cost: 35 gc
Ammo: 1 (harpoon or grapple)
Effective Range: 60 feet (10″)
Extreme Range: 120 feet
Skill: Rifle
Attack Modifier: –2
POW: 12
AOE: —

Description: The harpoon gun is a firearm designed to propel a harpoon over long distances. It is typically used to hunt large aquatic creatures and is most often found among mankind's coastal communities. A harpoon gun has a short, stout barrel and is fitted with iron rings that can be used to tie off the harpoon line and to anchor the weapon into a secured mounting, such as that found on a ship. The true range of the harpoon gun is limited by the rope or cable attached to the harpoon.

The harpoon gun can also be used to fire a grappling hook and line.

Special Rules: If this weapon damages a target with an equal or smaller base, immediately after the attack is resolved the damaged character can be pushed any distance directly toward the character armed with the harpoon.

When used to fire a grappling hook, this weapon has an attack modifier of –4 and a POW of 8.

It costs 1 gc for blasting powder and casings for five charges. Additional harpoons or grapples cost 1 gc each.

JAVELIN

Cost: 5 gc
Ammo: —
Effective Range: 48 feet (8″)
Extreme Range: —
Skill: Thrown
Attack Modifier: 0
POW: 3
AOE: —

Description: A javelin is a light spear designed for throwing.

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

KNIFE, THROWING

Cost: 8 gc
Ammo: —
Effective Range: 36 feet (6″)
Extreme Range: —
Skill: Thrown
Attack Modifier: 0
POW: 2
AOE: —

Description: A throwing knife is a heavy knife balanced for throwing.

Special Rules: This weapon can be used as either a melee weapon or a ranged weapon.

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

PISTOL

Cost: 20 gc
Ammo: 1 (light round)
Effective Range: 48 feet (8″)
Extreme Range: 240 feet
Skill: Pistol
Attack Modifier: 0
POW: 10
AOE: —

Description: Small handguns are much less common in the wilds than in civilized areas, where they are found among military officers, adventurers, and even private citizens seeking weapons for self-defense. Most pistols employed by wilderness races have been plundered or acquired through barter and are particularly prized.

Special Rules: It costs 2 gc for blasting powder, bullets, and casings for five light rounds.

PISTOL, REPEATING

Cost: 45 gc
Ammo: 5 (light round)
Effective Range: 48 feet (8″)
Extreme Range: 240 feet
Skill: Pistol
Attack Modifier: 0
POW: 10
AOE: —

Description: The repeating pistol utilizes a five-chambered ammo wheel that can be replaced in the heat of combat instead of reloading each cylinder separately.

Special Rules: Replacing this weapon's ammo wheel requires a quick action. Reloading each cylinder of the ammo wheel takes one quick action.

It costs 2 gc for blasting powder, bullets, and casings for five light rounds. Additional ammo wheels cost 15 gc each.

RIFLE

Cost: 50 gc
Ammo: 1 (light round)
Effective Range: 84 feet (14″)
Extreme Range: 420 feet
Skill: Rifle
Attack Modifier: 0
POW: 10
AOE: —

Description: Popular among hunters, the long rifle is cumbersome but extremely effective at long range.

Special Rules: This weapon requires two hands to use.

It costs 2 gc for blasting powder, bullets, and casings for five light rounds.

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RIFLE, HEAVY

Cost: 140 gc
Ammo: 1 (heavy round)
Effective Range: 84 feet (14″)
Extreme Range: 420 feet
Skill: Rifle
Attack Modifier: 0
POW: 12
AOE: —

Description: The heavy rifle is a devastating weapon found only in the hands of successful monster hunters and bushwhackers.

Special Rules: This weapon requires two hands to use.

It costs 3 gc for blasting powder, bullets, and casings for five heavy rounds.



Repeating Pistol

RIFLE, MILITARY

Cost: 50 gc
Ammo: 1 (heavy round)
Effective Range: 60 feet (10″)
Extreme Range: 300 feet
Skill: Rifle
Attack Modifier: 0
POW: 11
AOE: —

Description: The military rifle is a stout, heavy rifle. Though it lacks the range of the long rifle, it packs more punch. This is one of the most widely manufactured rifle types, employed extensively by mercenaries and army infantry. Through conflict a large number of these weapons have reached wilderness communities.

Special Rules: This weapon requires two hands to use.

It costs 3 gc for blasting powder, bullets, and casings for five heavy rounds.

RIFLE, REPEATING

Cost: 100 gc
Ammo: 5 (light round)
Effective Range: 84 feet (14″)
Extreme Range: 420 feet
Skill: Rifle
Attack Modifier: 0
POW: 10
AOE: —

Description: The repeating rifle is used primarily by the organized militaries of the Iron Kingdoms, but it is also very popular with wilderness explorers due to its capacity to fire many rounds before needing to be reloaded. The weapon utilizes a five-chambered ammo wheel that can be replaced in the heat of combat instead of reloading each cylinder separately.

Special Rules: Replacing this weapon's ammo wheel requires a quick action. Reloading each cylinder of the ammo wheel takes one quick action.

This weapon requires two hands to use.

It costs 2 gc for blasting powder, bullets, and casings for five light rounds. Additional ammo wheels cost 15 gc each.

SCATTERGUN

Cost: 40 gc
Ammo: 1 (shot round)
Effective Range: 48 feet (SP 8)
Extreme Range: —
Skill: Rifle
Attack Modifier: –2 (one-handed), 0 (two-handed)
POW: 12
AOE: —

Description: A scattergun is a heavy, oversized rifle designed to fire a spray of grapeshot. It is a devastating weapon in close quarters.

Special Rules: It costs 1 gc for blasting powder, shot, and casing for one shot round.

SLING

Cost: 5 gc
Ammo: 1 (sling bullet or stone)
Effective Range: 60 feet (10″)
Extreme Range: —
Skill: Thrown
Attack Modifier: –2
POW: 8
AOE: —

Description: The sling is a simple and ancient weapon that still sees use in Immoren due to the ease of constructing it and finding ammunition.

Special Rules: This weapon is typically used to pitch either stones or sling bullets.

If a character uses this weapon to throw sling bullets instead of stones or other ammunition, this weapon has an attack modifier of 0.

Sling bullets cost 1 gc for twenty rounds. Stones can be amassed from the ground without cost.

SLUG GUN

Cost: 80 gc
Ammo: 1 (slug round)
Effective Range: 24 feet (4″)
Extreme Range: —
Skill: Pistol
Attack Modifier: –2 (one-handed), –1 (two-handed)
POW: 14
AOE: —

Description: A slug gun is a highly specialized weapon designed specifically to crack the armor of steamjacks and other heavily armored targets. The gun fires enormous slugs at an incredible velocity but has a short range.

Special Rules: It costs 1 gc for blasting powder, slug, and casing for one slug round.



Slug Gun

SLUGGER

Cost: 310 gc
Ammo: 30 (metal-cased heavy rounds)
Effective Range: 60 feet (10″)
Extreme Range: 300 feet
Skill: Light Artillery
Attack Modifier: –1
POW: 13
AOE: —

Description: The slugger is a heavy, rapid-fire cannon developed by the Cygnaran military. It is not considered to be a mobile support weapon and can generally be fired only from a fixed position. A certain number of these weapons were given to the kriels under Madrak Ironhide by the Cygnaran government to protect their territories from skorne invaders. A few sluggers have subsequently trickled out to other embattled wilderness communities.

Special Rules: A character must have at least STR 6 to carry this weapon. A character carrying this weapon suffers –2 SPD and DEF and cannot make any attacks or take other actions.

This weapon can be fired only from a fixed position, such as a folding tripod or swivel mount.

This weapon requires two hands to use.

Once during each of his turns, a character firing this weapon can use Burst Fire. When the character uses Burst Fire, he makes d3 attacks but expends six rounds of ammunition. His attacks that turn must target a primary target and any number of secondary targets within 2″ of the primary target. Ignore intervening characters when declaring secondary targets. A secondary target cannot be targeted by more attacks than the primary target.

Replacing this weapon's ammo belt requires a quick action. Reloading each round into a belt takes one quick action.

It costs 4 gc for blasting powder, bullets, and metal casings for five heavy rounds.

An extra ammo belt costs 10 gc.

SNARE GUN

Cost: 40 gc
Ammo: 1 (net)
Effective Range: 48 feet (8″)
Extreme Range: —
Skill: Pistol
Attack Modifier: –1
POW: —
AOE: —

Description: This specialized weapon is designed for live capture of a target. A large blasting powder charge launches a weighted net that entangles the target.

Special Rules: A character hit by this weapon is knocked down.

Once knocked down, the character can spend a quick action and make an Escape Artist skill roll against a target number of 14 to escape. If the roll succeeds, the character escapes. If the roll fails, the character can spend an additional quick action to repeat the attempt but cannot take any other action until he is free. A character with a knife or similar blade in hand can spend a full action to cut himself free.

A character can spend a full action to reload a snare gun.

It costs 5 gc for blasting powder, nets, and casing for one round.

SALVAGING AMMUNITION

Many a desperate warrior has found himself looting the dead bodies of comrades and enemies alike on the battlefield, looking for a few more rounds for his weapon. Not all rounds are compatible, but most paper rounds can be converted from one type of round to another. A slug round (the largest of the three types) can be converted to a heavy or light round by recasting the lead bullet into a smaller bullet, cutting down the paper that makes the cartridge, and then repacking the paper cartridge with the appropriately reduced amount of blasting powder. Recasting lead requires a gunsmith's kit. Likewise, a heavy round can be recast and reloaded into a light round. When moving up in size, multiple smaller rounds are required in order to create each larger round. Because of the variables involved in repacking ammunition, the conversions are not exact, but in general it takes four light rounds to make three heavy rounds and three heavy rounds to make two slug rounds; thus, you need two light rounds to make one slug round. This works the other way around as well: one slug round can produce two light rounds. Additionally, one slug round can be converted into one shot round, and one shot round can be converted into two light rounds.

Ammunition Conversion Table

LIGHT	HEAVY	SLUG	SHOT
4	3	2	2
2	1*	1	1

* Converting two light rounds into one heavy round will result in leftover powder and lead.

AMMUNITION AND RANGED WEAPON ACCESSORIES

Although small variances exist across western Immoren in bullet calibers and the amount of powder grain used in weapon cartridges, most weapons accept one of three standard sizes of cartridges: light, heavy, or slug. Light rounds are used in most pistols and rifles, and their diameter is less than half an inch. Heavy rounds are found in heavy rifles, hand cannons, and mounted antipersonnel weapons. The diameter of a heavy round is over half an inch, creating a great amount of trauma as the round travels through a target. Slug rounds are about fifty percent larger than a heavy round and transfer a tremendous amount of energy to a target upon impact.

Some weapons are also armed with shot. Shot is a collection of metal pellets that sits on top of a charge and is driven forward when the charge is ignited. The shot usually disperses, creating both a larger diameter of impact and multiple entry wounds. The average shot round is the same size as a slug round.

Firearm ammunition in the Iron Kingdoms is either wrapped in paper or encased in metal. Both types of ammunition include a bullet, a casing, and silk-wrapped packets of the two components used in blasting powder. Paper cartridges are more fragile than metal-cased rounds but can be assembled by hand on the battlefield and do not require any special equipment to press. Certain advanced military ammunition or munitions use other techniques to separate blasting powders.

A character with the required materials and either the Pistol military skill or the Rifle military skill can hand-wrap his own ammunition at the rate of five rounds per hour. When a character purchases ammunition, he can buy the materials used to make the ammunition instead of the finished product. A character who purchases unfinished ammunition receives enough materials to make twice as many rounds as he can purchase ready-made



Grappling Arrow



Gun Brace

for the same cost. For instance, a character who spends 2 gc for materials to make light ammunition rounds gains enough materials to make ten rounds of ammunition, whereas he could purchase only five ready-made rounds for the same amount.

Unusual or specialized items are discussed below.

ARROWS OR BOLTS, BARBED

Cost: 3 gc each

Description: Barbed arrows are often used to create deep, irregular wounds in larger prey. The barbs cause a great deal of tearing in a target and are difficult to remove.

Special Rules: A barbed arrow that causes damage to a living character inflicts an additional 1 damage point. The target number to stabilize a living character incapacitated by a barbed arrow increases by 2.

ARROWS OR BOLTS, CONCUSSION

Cost: 1 gc each

Description: Concussion arrows have broad, flat heads and are used to stun smaller prey without fouling the meat.

Special Rules: A concussion arrow has a POW of 8. A living character disabled by a concussion arrow is knocked out rather than incapacitated.

ARROWS OR BOLTS, FIRE

Cost: 1 gc each

Description: Fire arrows are typically coated with burning fat or pitch and are often used to ignite an enemy encampment.

Special Rules: On a critical hit, the character hit suffers the Fire continuous effect.

ARROWS OR BOLTS, GRAPPLING

Cost: 1 gc each

Description: A grappling arrow has a hooked grappling head and is attached to strong, lightweight cord.

Special Rules: A character making an attack with a grappling arrow or a grappling bolt suffers –2 on attack and damage rolls.

ARROWS OR BOLTS, SIGNAL

Cost: 3 gc each

Description: The many small channels carved into the head of a signal arrow emit a shrill whistle in flight. Signal arrows are often used to signal an attack or to call for aid.

Special Rules: Signal arrows inflict no damage. A signal arrow in flight can be heard clearly up to a mile away.

BANDOLIER, AMMO

Cost: 5 gc

Description: This simple leather cross-belt features ten to twelve leather loops suitable for holding firearm charges, thereby

enabling easy access to the ammunition. These bandoliers are especially favored by pistol-armed brigands.

Special Rules: A character with an ammo bandolier can draw and reload a round into a firearm as part of the same quick action.

BIPOD

Cost: 10 gc

Description: A bipod is a lightweight brace for a rifle.

Special Rules: When a character with a bipod forfeits his movement to aim during his turn, the character gains +2 to his first ranged attack with a rifle that turn.

GUN BRACE

Cost: 15 gc

Description: A gun brace is effectively a heavy leather bandolier for pistols, with enough sleeves to hold three or four of them. Some gunfighters and pirates are even known to wear two full braces of loaded pistols. Rather than reloading, a character with a gun brace simply pulls another pistol each time he wants to make an attack.

A cheap alternative to the gun brace is to simply tie a length of rope between two pistols and hang them around the neck.

Special Rules: A character wearing a gun brace can draw two pistols as part of the same quick action. He can also replace his pistols without spending a quick action.

A character can begin the game with a rope gun brace for free.

GUNSMITH'S KIT

Cost: 20 gc

Description: In addition to the specialized tools of the gunsmith's trade, this kit includes a number of tools useful for cleaning, disassembling, and reassembling firearms. It also includes a scale for measuring blast powder, lead and molds for pouring shot, and a secure area for storing completed cartridges and charges.

A character with the Craft (gunsmithing) skill can press his own metal cartridges at a fraction of the cost of buying ammunition. He can also convert heavier cartridges into lighter cartridges with no loss of material, and can convert lighter cartridges to heavier cartridges with a minimal loss of material.

Special Rules: A character with the required materials and either the Pistol military skill or the Rifle military skill can press his own ammunition at the rate of ten rounds per hour. When a character purchases ammunition, he can buy the materials used to make the ammunition instead of the finished product. A character who purchases unfinished ammunition receives enough materials to make twice as many rounds as he can purchase ready-made for the same cost. The character must pay an additional 1 gc for metal casings unless he recycles used brass casings and makes ammunition of that size. For instance, a character who spends 3 gc for materials to make light ammunition rounds gains enough materials to make ten rounds of ammunition, whereas he could purchase only five ready-made rounds at the same price.

QUIVER

Cost: 5 gc

Description: A quiver is a leather or wooden container for arrows or crossbow bolts. Archers carry their quivers on the back or the hip; crossbowmen typically mount theirs on the belt.

Special Rules: A character with a quiver can draw and nock an arrow or load a crossbow as part of the same quick action.

QUIVER, JAVELIN

Cost: 5 gc

Description: This leather quiver is designed to be slung over the shoulder.

Special Rules: A character with a javelin quiver can draw a javelin without spending a quick action.

SCOPE

Cost: 40 gc

Description: A scope is a specialized type of spyglass attached to a firearm which employs lenses to magnify the target, aiding in firing accurately at long range.

Special Rules: A scope mounted on a rifle, pistol, or crossbow adds 3″ to the weapon's effective range and 15″ to its extreme range when a character armed with the weapon aims during his turn. A character aiming with a weapon with a scope only gains the aiming bonus with that weapon during his turn.

A character using a scope gains +1 to PER rolls related to spotting an object at a distance.



Scope

CLOTHING

Unusual or specialized items are discussed below.

CLOAK, WINTER

Cost: 20 gc

Description: Often made from the fur and hide of a large beast, winter cloaks are ubiquitous among the tribal societies of Immoren's frigid north.

Special Rules: A character wearing a winter cloak gains +1 ARM against cold damage.

Great Coat



COAT, GREAT

Cost: 25 gc

Description: A great coat provides good protection against the cold and the rain, making it particularly popular with port dwellers and travelers of all varieties. These long, heavy button-up coats are usually made of leather or heavy wool and feature several inner and outer pockets. Most particularly fine great coats are lined with silk.

Special Rules: A character wearing a great coat gains +1 ARM against cold damage.

EQUIPMENT

Unusual or specialized items are discussed below.

APOTHECARY'S KIT

Cost: 50 gc

Description: A necessary component of the bone grinder's craft, including a rugged mortar and pestle, bone saws, knives, files, twine, needles, hooks, skinning tools (p. 330), and myriad sacks and oiled pouches for storing organs and flesh.

Special Rules: A character requires an apothecary's kit to create alchemical compounds.

CAMOUFLAGE NETTING

Cost: 5 gc

Description: Often used in densely wooded and swampy terrain as a hunting blind, camouflage netting is simply a net of fine, dark twine interwoven with appropriate local foliage.

Special Rules: Camouflage netting grants concealment. The target number of Detection skill rolls to spot characters or objects concealed by camouflage netting increases by 2. A single piece of netting is large enough to cover an area five feet square.

CHAR CLOTH

Cost: 1 gc

Description: Char cloth is a simple fire-starting material made from vegetable fibers like cotton or flax in a way similar to charcoal. The smallest spark sets char cloth alight, making it ideal and reliable tinder.

DRY RATIONS

Cost: 1 gc per day

Description: Dry rations are the barest essential foodstuff for the traveler. Their form varies dramatically depending on where they are purchased, but they always offer enough sustenance for one day. In more civilized areas, dry rations appear in the form of hardtack and aged cheeses; in the wilds, they tend to consist of dried and salted meats. These supplies typically rot if they get wet or are exposed to the elements for too long.



Dry Rations

FOOD IN THE WILDS

Characters cannot normally purchase food in the wilds of Immoren. They will need to carry provisions with them in the form of dry rations or hunt for food as necessity dictates.

At the Game Master's discretion, a party that makes contact with a friendly village in the wilderness may be able to barter for food. The villagers' willingness to barter should depend on the condition of their village and their available surplus.



Fell Caller Torch

Flares

ENTRENCHING SPADE

Cost: 10 gc

Description: This heavy-duty spade is standard issue for all Cygnaran trenchers and is carried by many adventurers. It is used to dig trenches and improvised dugouts in the field.

FELL CALLER TORCH

Cost: This item is given in recognition of a kriel's defense and is not typically available for sale. It costs 5 gc for an additional three pints of refined oil.

Description: Heroic fell callers who have fought in the defense of their kriels wear these heavy stone torches. In battle, a fell caller torch is a beacon that both lights the way and rallies the kriel's warriors. A fell caller torch is shaped from stone and carved with Dhunian runes that glow brightly when the torch is lit. It weighs between sixty and one hundred pounds, contains three pints of oil, and can burn for up to ten hours.

A fell caller torch produces light like a normal torch

Special Rules: While lit and worn by a fell caller, this item increases the character's command range by 1".

FLARE

Cost: 5 gc each

Description: This waxed tube contains alchemical compounds that produce a bright, hot flame for an extended period. Some flares contain a strike-starter or pull cord that ignites the flare; others must be lit manually.

Flares can be equipped with a simple launching tube for an extra 5 gc. Some hunters attach these launching flares to larger traps to signal when they have been triggered.

Special Rules: When lit, a flare produces light equivalent to torchlight. A flare burns for up to sixty minutes and is alchemically treated to produce a wide range of different colors.

GAME CALL WHISTLE

Cost: 1 gc

Description: These small wood or bone whistles can produce sounds similar to those made by many different animals, including deer, ducks, and ulk. Each whistle produces the noise of a single animal breed. Hunters often use these whistles as lures.

GAS MASK

Cost: 20 gc

Description: Once unique to the workshops of the Order of the Golden Crucible, gas masks have become more obtainable, though they remain rare. The device is a face mask that affixes tightly to the head with adjustable buckles and straps to create an impermeable seal around the mouth and nose of the wearer. The mask's "breather" is a large, oblong leather sack affixed to the mask with a metal screw cap. Alchemically treated fibers in the filter allow clean air in while preventing the passage of particles and alchemical substances. This allows the wearer to breathe in even the most caustic and dangerous environments without fear of damaging his lungs or windpipe.

Replacement filters for a gas mask cost 5 gc each and provide enough protection for one full hour of exposure to caustic gases and other undesirable particles the wearer might breathe.

Special Rules: Gas masks are designed for use by humans and elves but can be modified to allow farrow, pygs, and trollkin to wear them. Modifying the item requires two hours of labor. At the end of this time, the character must make a Craft (armor) skill roll against a target number of 14. If the roll succeeds, the character successfully modifies the item. If the roll fails, the character can make a new skill roll after another thirty minutes of labor.

It takes a quick action to put on or take off a gas mask.

A character wearing a gas mask gains +1 ARM against corrosion damage and is immune to gas effects. A character wearing a gas mask suffers –1 on sight- or hearing-based PER rolls.

GOGGLES

Cost: 5 gc

Description: Originally created for working outdoors or in hazardous environments, goggles have entered widespread use. They are made of thick glass with adjustable leather straps and provide protection from flying fragments of metal and other such dangers.

GOGGLES, SNOW

Cost: 2 gc

Description: Snow goggles are typically made of ivory or wood. Narrow slits over each eye dramatically reduce the amount of light the eye is exposed to, preventing snow blindness. Some natives of the Bloodstone Desert wear similar goggles to reduce the glare of the sun reflecting on the sands.



Snow Goggles

MANACLES

Cost: 10 gc (standard), 15 gc (ogrun)

Description: Manacles are iron and steel restraints made to lock around the wrists and thereby restrain a prisoner's movement.

Special Rules: A character restrained by manacles can attempt to break out with a successful STR roll or slip the manacles with a successful AGL + Escape Artist roll against a target number of 15. Failure to break out with a STR roll inflicts 1 damage point on the restrained character. Slipping out takes ten minutes per attempt.

The lock on a set of manacles can also be picked by a character with the Lock Picking skill. A character attempting to pick the lock makes an AGL + Lock Picking roll against a target number of 15. Each attempt takes five minutes. A character attempting to pick the lock on manacles restraining him suffers –2 to this roll.

Standard manacles are too small for ogrun. Ogrun-restraining manacles cost 15 gc and cannot be used to restrain anything smaller than a trollkin. Breaking out of these reinforced manacles requires a successful STR roll against a target number of 20.

MOUNTAIN CLIMBING GEAR

Cost: 20 gc

Description: Mountain climbing gear includes fifty feet of woven rope, harnesses, a hammer, a piton, and crampons sufficient to outfit a single climber.

Special Rules: A character equipped with mountain climbing gear gains a +1 bonus to Climbing skill rolls. Additionally, if a character takes the time to anchor his line with a piton while climbing, he will not fall farther than the distance of his most recently set anchor.

POCKET WATCH

Cost: 40+ gc

Description: Though rare on the fringes of civilization, pocket watches are status symbols. They are particularly prized by gatorman bokors, who fetishize them, and by farrow warlords, who view them as fascinating trophies. Pocket watches are typically attached to fine chains to keep them well secured, and most watch faces are protected by a cover that snaps open and shut on a tiny hinge. Most pocket watches have only an hour hand; minute hands are rare due to the greater complexity of their mechanics. Pocket watches run on spring technology, which employs a coiled spring and notched wheels for the automated hand movement. Most must be wound twice a day by means of a small key, though more advanced watches must be wound only once a day.

PULLEY HOIST

Cost: 5 gc

Description: The pulley hoist is a combination of two or more pulleys that facilitates the hauling of heavy loads. A pulley hoist requires rope and an anchor point for use.

Special Rules: A character using a pulley hoist adds +2 to his STR when determining how much he can deadlift.

SKINNING TOOLS

Cost: 10 gc

Description: Skinning tools include an assortment of specialized knives, shavers, stretchers, hooks, and saws that aid the process of skinning game. The rustic apothecary's kit employed by bone grinders can also serve as Skinning Tools.

Special Rules: A character using skinning tools gains +1 on Craft (skinner) skill rolls.

SPYGLASS

Cost: 30 gc

Description: A spyglass is an eighteen-inch-long hollow wooden or metal tube containing two glass lenses. Objects viewed through a spyglass are magnified to twice their normal size. Collapsing spyglasses that telescope down to ten inches long are also available.

Special Rules: A character using a spyglass gains +2 to PER rolls related to spotting an object at a distance.



Spyglass

STONE SCROLL

Cost: These sacred objects are never available for sale.

Description: Over generations, stone scribes have carved indelible runes on dozens of krielstones and made hundreds of copies to immortalize the deeds of the greatest trollkin warriors. Stone scrolls are rubbings of these ancient stories, carried reverently by a stone scribe or a chronicler.

Stories have power, particularly great epics with themes of sacrifice and heroism that resound in the minds of the listener. When recited, these scrolls reinforce the ties between all trollkin by reminding them of the heroic legacy of their forebears.

Special Rules: A Gifted trollkin with a stone scroll in hand can spend a quick action to read it aloud, tapping into the power of the scroll. The effect of the scroll depends greatly on the story copied upon it. The scroll can have any one of the following effects:

- Increase the RNG of a spell by 3″.
- Reduce the COST of a spell by 1.
- Give AOE 3 to a non-spray offensive spell with an AOE of "—".
- Increase the POW of an offensive spell by 1.

STONEWORKING KIT

Cost: 45 gc

Description: A stoneworking kit contains chisels, hammers, shapers, and files to aid in stonecraft.

Special Rules: A character using this item gains +1 to Craft (wold) and Craft (stoneworking) skill rolls.

SURGICAL KIT

Cost: 30 gc

Description: The most essential instruments, salves, bandages, and sutures are stored within a portable surgical kit. In the hands of a skilled medical practitioner, the kit contains everything necessary to perform field surgery and even treat life-threatening wounds. These kits are exceptionally rare in the wilds—most wilderness "surgery" is performed using any cutting implements on hand. Most tribal shamans and bone grinders would never use such a collection of odd human instruments over their more traditional tools.

Special Rules: A character with this item gains +1 to Medicine skill rolls.

SYMBOL OF FAITH

Cost: 10 gc

Description: This is a finely made symbol of faith. It could be a Menofix, the Radiance of Morrow, an ascendant talisman, a small carved-stone abstraction of Dhunia, a fang or claw representing the Devourer Wurm, or another faith symbol.

THIEF'S TOOLS

Cost: 10 gc

Description: This concealable pouch of tools contains all the necessary implements for the would-be thief. Inside are picks for locks, a miniature listening cone for hearing tumblers in safes, a vial of metal-eating acid for particularly tough locks, a metal wire saw, a small razor or two for the cutting of purses, and other tools that make the thief's job easier.

Special Rules: A character with this item gains +1 to Lock Picking skill rolls and Pickpocket skill rolls.

TRAVOIS

Cost: 1 gc

Description: A travois is a simple conveyance used to haul goods. It consists of two long poles lashed together in the shape of an elongated triangle with either rope or sinew. A travois is usually dragged behind a beast of burden but can also be pulled by dogs, boars, or men.

A character using a travois triples his carry weight, but cannot perform other actions while doing so.

WIRE SAW

Cost: 2 gc

Description: A wire saw is a length of notched wire, usually about two feet long, with wooden or metal handles on either end. Though not as effective as a traditional saw, it has the advantage of folding into a very small size.

WOODWORKING KIT

Cost: 20 gc

Description: A woodworking kit contains a number of chisels, planes, woodworking hammers, and saws that facilitate the manufacture of wooden goods.

Special Rules: A character with this item gains +1 to Craft (woodworking) skill rolls.

MOUNTS AND RIDING EQUIPMENT

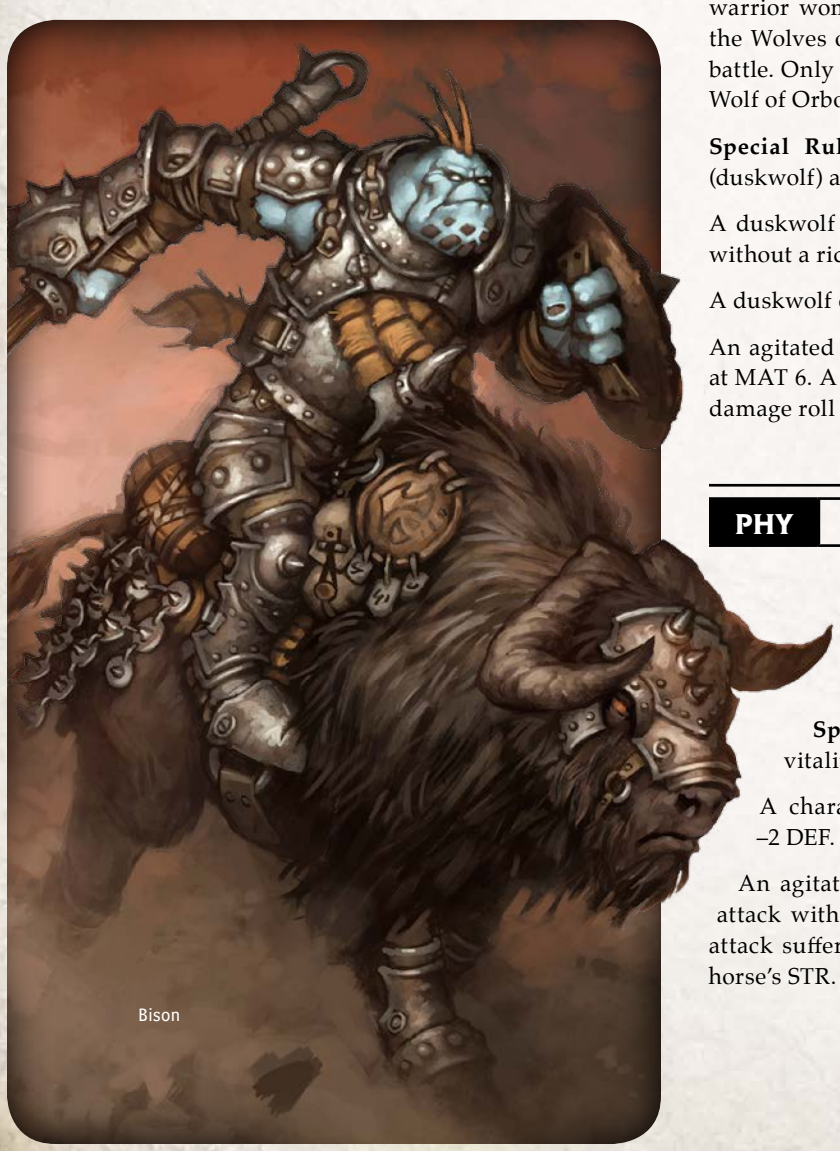
BISON

PHY	14	SPD	7	STR	14

Cost: 120 gc

Description: A bison is a strong and powerful animal once indigenous to the great plains across southern Khador and western Llael. Their natural habitat has declined as civilization has spread, but native trollkin kriels have maintained herds and trained these powerful animals as steeds since the days of the original horselords. Though not as fast as their equine counterparts, bison make up for their slower gait by using their deeply muscled frame to devastating effect on the charge, which can send even heavy steamjacks flying.

Special Rules: Only a trollkin character with the Trained Rider (bison) ability can ride a bison.



Bison

A bison has ARM 14 and 14 vitality points. A bison without a rider has DEF 10.

A bison can be equipped with barding of any type.

A bison is a battle mount.

An agitated bison without a rider can make a kick attack at MAT 5. The animal can also make impact attacks. A character hit by a bison attack suffers a damage roll with a POW equal to the bison's STR.

DUSKWOLF

PHY	14	SPD	9	STR	12

Cost: Duskwolves are seldom, if ever, for sale at any price.

Description: These great wolves have been ridden by the Tharn since ancient times. Much prized for its intelligence, viciousness, and powerful senses, a duskwolf is a wolf rider's closest ally in battle. Though not large enough to carry a male Tharn, these beasts are favored as mounts by the Tharn's warrior women. In more recent centuries, some few among the Wolves of Orboros have taken to riding duskwolves into battle. Only the largest duskwolves can comfortably endure a Wolf of Orboros in full battle gear.

Special Rules: Only a character with the Trained Rider (duskwolf) ability can ride a duskwolf.

A duskwolf has ARM 10 and 14 vitality points. A duskwolf without a rider has DEF 14.

A duskwolf can be equipped only with light barding.

An agitated duskwolf without a rider can make a bite attack at MAT 6. A character hit by a duskwolf's bite attack suffers a damage roll with a POW equal to the duskwolf's STR.

HORSE, DRAFT

PHY	12	SPD	7	STR	12

Cost: 60 gc

Description: A draft horse is a stocky, powerful workhorse. Though draft horses can be ridden, they are most often put to work pulling a plow.

Special Rules: A draft horse has ARM 12 and 12 vitality points. A draft horse without a rider has DEF 11.

A character riding a draft horse suffers an additional –2 DEF.

An agitated draft horse without a rider can make a kick attack with MAT 5. A character hit by a draft horse's kick attack suffers a damage roll with a POW equal to the draft horse's STR. Draft horses do not attack while mounted.

HORSE, RIDING

PHY	12	SPD	9	STR	8

Cost: 80 gc

Description: A riding horse is a fast horse bred for speed and riding. Riding horses are not trained for war and are not stout enough to pull a plow.

Special Rules: A riding horse has ARM 12 and 12 vitality points. A riding horse without a rider has DEF 14.

An agitated riding horse without a rider can make a kick attack with MAT 5. A character hit by a riding horse's kick attack suffers a damage roll with a POW equal to the riding horse's STR. Riding horses do not attack while mounted.

HORSE, WAR

PHY	12	SPD	8	STR	10

Cost: 120 gc

Description: A warhorse is a strong and powerful animal bred and trained for battle.

Special Rules: A warhorse has ARM 12 and 12 vitality points. A warhorse without a rider has DEF 12.

A warhorse is a battle mount.

A warhorse can make cavalry charges when ridden by a character with the Cavalry Charge ability.

An agitated warhorse without a rider can make a kick attack with MAT 5. The animal can also make impact attacks. A character hit by a warhorse attack suffers a damage roll with a POW equal to the warhorse's STR.

SKIROVIK MOUNTAIN GOAT

PHY	14	SPD	8	STR	12

Cost: 100 gc

Description: The Skirovik mountain goat is a lithe, fast, and surprisingly graceful breed of goat native to the cold mountain ranges of eastern Khador.

Special Rules: Only a character with the Trained Rider (Skirovik mountain goat) ability can ride a Skirovik mountain goat.

A Skirovik mountain goat has ARM 14 and 14 vitality points. A Skirovik mountain goat without a rider has DEF 14.

A Skirovik mountain goat can be equipped only with light barding.

An agitated Skirovik mountain goat without a rider can make a ram attack with MAT 5. A character hit by a Skirovik mountain goat's ram attack suffers a damage roll with a POW equal to the animal's STR and is knocked down. On a hit, the Skirovik mountain goat can also push the target 1″ directly away from it. If the Skirovik mountain goat pushes the target, it can immediately advance directly toward the target up to the distance the target was moved.

ULK

PHY	12	SPD	9	STR	12

Cost: 100 gc

Description: The hardy ulk is a breed of particularly large and powerful deer native to northern Khador. Nyss have ridden the ulk for generations. Though these animals generally reserve their impressive natural weapons for self-defense and displays of dominance, a skilled Nyss rider can spur his mount to deadly action.

Special Rules: Only a Nyss character with the Trained Rider (ulk) ability can ride an ulk.

An ulk has ARM 12 and 12 vitality points. An ulk without a rider has DEF 14.

An ulk can be outfitted only with light barding.

An agitated ulk without a rider can make an antler attack at MAT 5. A character hit by an ulk's antler attack suffers a damage roll with a POW equal to the ulk's STR.

BARDING, LIGHT

Cost: 90 gc

Description: Light barding consists of a few armored plates that cover a mount's head, neck, and chest.

Special Rules: Light barding adds +4 to a mount's ARM.

BARDING, MEDIUM

Cost: 150 gc

Description: Medium barding consists of either light armored plates or a coat of chain mail and padding.

Special Rules: Medium barding adds +6 to a mount's ARM.

BARDING, HEAVY

Cost: 300 gc

Description: This is the heaviest class of equestrian armor. It consists of heavy plates over chain mail and padding that protect a mount's head, neck, chest, sides, flanks, and legs.

Special Rules: Heavy barding cannot be worn by riding horses.

Heavy barding adds +8 to a mount's ARM.

TACK

Cost: 50 gc

Description: Tack includes all the equipment and accessories necessary to keep a rider on a mount: saddle, stirrups, reins, bit, and bridle. In addition, tack greatly enhances the rider's control over the mount.

Special Rules: A character riding a mount without tack suffers –3 to Riding skill rolls.

TRAPS

Trapping has a long history in Immoren, going back to the earliest days of mankind's existence. Simple snares were used to catch small game to supplement the diet of tribes between hunts, and more complex traps were constructed to protect sacred sites for intrusion. These earliest traps were made of local materials that would blend in with their surroundings without arousing suspicion, a tradition that many peoples keep today.

Trapping takes time and effort, but it is often far safer than other hunting methods. A trapper does not need to be anywhere near his trap when it triggers and does not need to come into harm's way. Even the most dangerous beasts of the wild can be killed without any harm to the hunter.

Traps take a number of different forms. Some are designed to capture without causing damage; others are built to be lethal. Trappers often use preferred designs to capture or kill specific targets, having learned through trial and error the best traps to use in particular circumstances.

In more modern times, traps are a tool employed by rangers and manhunters during guerilla engagements against groups of better-equipped foes as well as a standard tool used by fur trappers and extraordinary zoologists to capture prey without causing unnecessary harm.

BUILDING TRAPS

Traps can be improvised from local materials with relatively little effort. A rotten log balanced atop a simple trigger is entirely capable of killing prey, and even complex snares can be made with ropes of woven plant fibers.

Once a character has gathered the necessary supplies and selected a location for his trap, he must spend time setting the trap. The amount of time required depends on the type of trap. A character who hopes to lure beasts into a trap typically chooses bait appropriate for the kind of animal he hopes to catch. Bait can be as simple as a piece of rancid meat to lure a gorax or as complicated as an alchemical distillation of female pheromones designed to lure a male duskwolf.

Trap construction requires a successful INT + Survival skill roll against a target number determined by the trap being set. There are a number of modifiers that can complicate this roll. The Game Master determines which modifiers apply.

ROLL MODIFIER	CHARACTER'S SITUATION
+1	Familiarity with the local terrain
+1	High-quality materials
–1	Severe weather conditions
–2	Lack of appropriate tools
–2	A trap with multiple triggers
–1 to –3	Hasty construction of a trap

Setting a trap takes time. As a result, traps cannot generally be set in the middle of combat.

Once a trap is successfully set, the Game Master should make a note of its location. When a player character sets a trap, he and the Game Master should discuss and agree on its location.

Once set, a trap can be detected, and a detected trap can be avoided. Even animals are cautious if they sense something is amiss, and a clever target has a chance to identify a trap before he blunders into it. When a character enters an area within thirty feet (5″) of a trap, he makes a PER + Detection skill roll against a target number equal to 12 plus the trap builder's Survival skill. If the roll succeeds, the character spots the trap before he has a chance to set it off. If the roll fails, the character does not notice the trap.

The Game Master determines when a character has a chance to trigger a trap. Triggers come in many forms. Simple methods



like tripwires and figure-four triggers are common, but more complex triggers are also used. Some traps are set off when a trapped object is lifted or moved; others are triggered by the shifting of weight on a carefully balanced pivot.

Unless otherwise noted, a triggered trap must be manually reset before it can be reactivated. Some trappers set a series of similar traps along a commonly used game trail to maximize their chances of securing game. Others have devised clever systems of counterweights to rearm a trap after it triggers, but such traps are extremely rare.

DISARMING TRAPS

Disarming a trap takes half the time required to set it: filling a hole is slightly easier than digging one, and lowering suspended deadfalls takes less effort than hauling them into place. At the end of this time, the character must make an INT + Survival skill roll against a target number equal to that required to set the trap. If the roll succeeds, the trap has been disarmed, allowing the character to recover any components used in its construction. If the roll fails, the character is unable to disarm the trap and is in danger of triggering it. A character who fails a roll to disarm a trap must immediately make an AGL roll against a target number of 14. If the roll succeeds, the character avoids triggering the trap. If the roll fails, the character triggers the trap and suffers its effects.

TRAPS AS A SURVIVAL TOOL

Trapping is a method of passive hunting that doubles a hunter's chances of securing food in the wild: while he actively stalks prey, his traps can secure game he can harvest at the end of the day.

If a character takes the time to set and bait traps in an area, he gains +2 to Survival skill rolls related to securing food while in the wilderness. Not all traps are created equal for all circumstances, however; their effectiveness varies with the environment they are used in. For instance, a deadfall trap is much easier to construct in a deep forest than on sand dunes, and a pit that would be devastating under normal conditions is little better than a water-filled hole when dug in a wet marsh. The Game Master should determine how effective a particular trap would be in a given environment.

TRAP DESCRIPTIONS

The following attributes define traps in the game.

Cost: The item's cost, if any.

Description: This section describes the trap.

Special Rules: These are the special rules that apply to the trap.

Visibility Modifier: Some traps modify the roll required to spot them.

Construction Requirements: This section identifies any special components required to build the trap.

Construction: This section explains the rules for constructing the trap.

ANIMAL BAIT

Cost: 2 gc

Description: Animal bait contains a set of lures for a particular breed of animal. Bait can be as simple as a hunk of meat or as complex as a chemical brew that replicates an animal's smell. Whatever its composition, bait must be stored in a sealed, airtight container to avoid unintentionally luring creatures into a campsite.

Special Rules: When purchasing bait, select the type, whether herbivore or carnivore. The bait is effective only against the selected type of animal.

Bait increases the effectiveness of traps used for hunting. A character who baits a trap gains +1 to Survival skill rolls related to trapping for food, and animals suffer –2 on Detection skill rolls to spot appropriately baited traps.

CALTROPS

Cost: 5 gc per set

Description: Less of a traditional trap and more of an impediment, caltrops are hardened steel spikes that, when thrown, always have at least one sharp spike pointing upward. Those without armored feet passing over an area strewn with caltrops suffer painful wounds that slow their movement.

Special Rules: When a character uses caltrops, place a 3″ AOE in base contact with the character. The AOE is rough terrain that remains in play, and characters who enter or end their activation in the AOE must make an AGL roll against a target number of 12. If the roll succeeds, the character successfully navigates the caltrops without damage. If the roll fails, a living character suffers 1 damage point and moves at half SPD for one round.

Visibility Modifier: Characters suffer –1 on Detection skill rolls to spot this trap.

Construction Requirements: —

Construction: A character can spend a quick action to scatter a set of caltrops. Scattering caltrops does not require a skill roll.

DEADFALL TRAP

Description: A deadfall trap combines a simple trigger with a heavy weight. When triggered, the trap drops its payload to crush a target.

Special Rules: When a character triggers this trap, center a 3″ AOE on him. Each character in the AOE must make an AGL roll against a target number of 14. If the roll succeeds, the character leaps clear of the falling debris. If the roll fails, the character suffers a POW 12 damage roll and is knocked down.

Visibility Modifier: —

Construction Requirements: This trap requires a tree, thirty feet of rope, and a log, a heavy stone, or another suitable object.

Construction: Preparing a deadfall trap requires at least STR 5 and one hour of labor. At the end of this time, the character

must make an INT + Survival skill roll or an INT + Rope Use skill roll, whichever skill is higher, against a target number of 14. If the roll succeeds, the character sets the trap. If the roll fails, the deadfall drops prematurely and the character must immediately make an AGL roll against a target number of 12. If the roll succeeds, the character avoids the falling debris. If the roll fails, the character suffers a POW 12 damage roll and is knocked down.

FIXED-WEAPON TRAP

Description: Fairly simple to construct, a fixed-weapon trap is simply a concealed firearm or crossbow attached to a fixed object. A tripwire pulls the trigger of the weapon, firing the loaded projectile at the unfortunate target.

Special Rules: A character who triggers this trap must make an AGL roll against a target number of 14. If the roll succeeds, the character dives clear of the trap before the trap fires. If the roll fails, the trap fires, and the character suffers a normal damage roll from the discharged weapon.

Visibility Modifier: —

Construction Requirements: This trap requires a loaded firearm or crossbow and at least ten feet of thin cord.

Construction: Preparing a fixed-weapon trap requires five minutes of labor. At the end of this time, the character must make an INT + Survival skill roll against a target number of 14. If the roll succeeds, the character successfully sets the trap. If the roll fails, the character sets the trap, but it is insufficiently camouflaged and can be seen without a Detection skill roll by any character in its vicinity.

LASSO TRAP

Description: This trap features a rope lasso that closes over the foot of a passing target and yanks him off his feet and into the air.

Special Rules: When a character with a small or medium base triggers this trap, he must make an AGL roll against a target number of 12. If the roll succeeds, the character avoids being snared by the trap. If the roll fails, the character is ensnared and pulled directly into the air. An ensnared character cannot move, suffers –4 DEF, and suffers –4 to attack rolls. An ensnared character can attempt to cut himself free or disentangle himself by spending a quick action and making an AGL + Escape Artist skill roll against a target number of 13. (A character who uses a knife to aid his escape gains +1 to this roll.) If the roll succeeds, the character frees himself from the trap and is no longer ensnared. If the roll fails, the character remains ensnared. An ensnared character also can be released if the rope is cut by another party. Whether the character falls and suffers a damage roll depends on how he is released.

This trap is useful only against characters who can reasonably be hoisted into the air. It has no effect against large-based characters, warjacks, wolds, or any other type of character the Game Master deems too heavy to be lifted by the trap.

Visibility Modifier: —

Construction Requirements: This trap requires a tree and at least twenty feet of rope.

Construction: Preparing this trap requires at least STR 5 and ten minutes of labor. At the end of this time, the character must make an INT + Survival skill roll or an INT + Rope Use skill roll, whichever skill is higher, against a target number of 14. If the roll succeeds, the character successfully sets the trap. If the roll fails, the character sets the trap, but it is insufficiently camouflaged and can be seen without a Detection skill roll by any character in its vicinity.

NET TRAP

Cost: 8 gc (5′ × 5′) or 12 gc (10′ × 10′)

Description: A net trap combines a large, tightly woven net with a heavy counterweight. Designed for the live capture of large animals, it is sometimes employed to trap a group of individuals moving through the wilderness.

Special Rules: When a character triggers this trap, center a 3″ AOE on him. Each character in the AOE must make an AGL roll against a target number of 14. If the roll succeeds, the character jumps clear of the trap. If the roll fails, the character is trapped and hoisted into the air along with all other characters who fail the roll. A trapped character suffers –4 DEF, cannot move, and cannot take any actions except to attempt to free himself.

A trapped character can attempt to cut himself free or disentangle himself by spending a quick action and making an AGL + Escape Artist skill roll against a target number of 14. (A character who uses a knife to aid his escape gains +1 to this roll.) If the roll succeeds, the character frees himself from the trap and is no longer trapped. If the roll fails, the character remains trapped. A trapped character can also be released if the net or the rope holding the net is cut by another party. Whether the character falls and suffers a damage roll depends on how the character is released.

This trap is useful only against characters that can reasonably be hoisted into the air. It has no effect against large-based characters, warjacks, wolds, or any other type of character the Game Master deems too heavy to be lifted by the trap. If such a character is in the AOE when it is placed, the trap does not work.

Visibility Modifier: Characters gain +2 on Detection skill rolls to spot this trap.

Construction Requirements: This trap requires a tree, a net, and at least twenty feet of rope.

Construction: Preparing this trap requires at least STR 5 and fifteen minutes of labor. At the end of this time, the character must make an INT + Survival skill roll or an INT + Rope Use skill roll, whichever skill is higher, against a target number of 15. If the roll succeeds, the character successfully sets the trap. If the roll fails, the character sets the trap, but it is insufficiently camouflaged and can be seen without a Detection skill roll by any character in its vicinity.

PENDULUM TRAP

Description: A pendulum trap consists of a heavy weight suspended in the air and attached to lengths of rope. Pendulum traps are often made from logs and heavy stones. When triggered, a pendulum trap swings down with great force, striking all creatures in its path.

Special Rules: When a character triggers this trap, he and all characters within 1″ of him must make an AGL roll against a target number of 12. If the roll succeeds, the character manages to avoid the pendulum. If the roll fails, the character is slammed d6″ directly away from the direction of the swing and suffers a POW 14 damage roll. A character suffering collateral damage from the slam suffers a POW 14 damage roll.

Visibility Modifier: Characters gain +2 on Detection skill rolls to spot this trap.

Construction Requirements: This trap requires a tree, at least sixty feet of rope, and a log, a heavy stone, or another suitable object.

Construction: Preparing a pendulum trap requires two or more characters with at least STR 5 and two hours of labor. At the end of this time, one of the characters who participated in the construction of the trap must make an INT + Survival skill roll or an INT + Rope Use skill roll, whichever skill is higher, against a target number of 14. If the roll succeeds, the trap is set. If the roll fails, the trap swings into motion prematurely, and the character must immediately make an AGL roll against a target number of 12. If the roll succeeds, the character avoids the falling counterweight. If the roll fails, the character suffers a POW 12 damage roll and is knocked down.

PIT TRAP

Description: One of the earliest and simplest trap designs, a pit trap is simply a deep hole camouflaged to conceal it from potential prey. The bottom of a pit trap can be lined with sharpened stakes, which harness the force of a falling target to deal great damage.

Special Rules: When a character triggers this trap, center a 3″ AOE on him. Each character in the AOE must make an AGL roll against a target number of 12. If the roll succeeds, the character avoids falling into the pit. If the roll fails, the character falls into the pit. A character who falls into the pit is knocked down and suffers a fall damage roll as if he fell from a height of twelve feet (2d6 + POW 10). If the pit is spiked, increase the POW of the damage roll by 2.

Once revealed, the AOE remains in play. Characters in the pit gain cover and do not block line of sight. Characters attempting to climb out of the pit must spend a quick action and make a successful AGL + Climbing skill roll against a target number of 14.

Visibility Modifier: —

Construction Requirements: Entrenching spade

Construction: Preparing a pit trap requires at least five hours of labor. The exact amount of time depends on the conditions of the dig site, especially the hardness of the ground. Adding spikes to a pit requires an additional hour of labor. At the end of this time, the character must make an INT + Survival skill roll against a target number of 14. If the roll succeeds, the character successfully sets the trap. If the roll fails, the character sets the trap, but it is insufficiently camouflaged and can be seen without a Detection skill roll by any character in its vicinity.

SPRING SPIKE TRAP

Cost: 15 gc

Description: An uncommon trap employed to kill armored animals with vulnerable underbellies, the spring spike trap combines a thin metal pressure plate with a hardened, telescoping spike. A moment after a target passes over the pressure plate, tightly wound springs drive three feet of steel directly upward at great speed.

Special Rules: When a character triggers this trap, he must make an AGL roll against a target number of 14. If the roll succeeds, the character moves out of the way before being hit by the trap. If the roll fails, the character suffers a POW 12 damage roll.

Visibility Modifier: —

Construction Requirements: —

Construction: A character must spend a full action to set a spring spike trap but does not need to make a skill roll. Once this trap is triggered, a character must spend five minutes rewinding the trap's springs to reset it.

STEEL-JAWED TRAP

Cost: 10 gc

Description: This trap consists of a set of interlocking steel teeth powered by strong springs that snap shut when triggered. Designed to prevent a target from moving, steel jaws are often employed by fur trappers to capture prey without damaging its valuable pelt. A section of chain attaches the jaws to a corkscrew spike set into the ground, making the trap difficult to move.

Special Rules: When a character triggers this trap, he must make an AGL roll against a target number of 12. If the roll succeeds, the character avoids being caught by the trap. If the roll fails, the character suffers a POW 8 damage roll and is caught by the trap. While caught, the character cannot move and suffers –2 DEF. A caught character can attempt to escape by making a STR roll against a target number of 14. If the roll succeeds, the character escapes and is no longer caught in the trap. If the roll fails, the character remains caught and unable to move.

Visibility Modifier: Characters gain +1 on Detection skill rolls to spot this trap.

Construction Requirements: —

Construction: A character attempting to set a steel-jawed trap must spend a full action to drive the spike into the ground and a quick action to set the trap but does not need to make a skill roll.

WHIP TRAP

Description: Constructed from a young sapling, a whip trap is tipped with sharpened stakes or blades. When the trap is triggered, the naturally elastic wood snaps back into position, driving the points into the target.

Special Rules: When a character triggers this trap, he must make an AGL roll against a target number of 14. If the roll succeeds, the character avoids being hit by the trap. If the roll fails, the character suffers a POW 10 damage roll and is knocked down.

Visibility Modifier: —

Construction Requirements: This trap requires a tree, at least ten feet of rope, and at least one blade or sharpened spike.

Construction: Preparing a whip trap requires fifteen minutes of labor. At the end of this time, the character must make an INT + Survival skill roll or an INT + Rope Use skill roll, whichever is higher, against a target number of 14. If the roll succeeds, the character successfully sets the trap. If the roll fails, the character sets the trap, but it is insufficiently camouflaged and can be seen without a Detection skill roll by any character in its vicinity.

TRAPPER'S KIT

Cost: 30 gc

Description: This lightweight leather satchel contains high-test metal cable, compact handsaws, tools for making rope, spikes, and other implements useful for constructing and disassembling traps.

Special Rules: A character equipped with this item gains +1 to rolls related to setting or disarming traps.

NATURAL REMEDIES

The wild plants of western Immoren have long been known to have medicinal properties. The science of alchemy was a natural extension of practices that go back to the early days of the Tribal Era, and in many tribal cultures herbology is still practiced. Most natural remedies lack the level of distillation and refinement of their alchemical counterparts and confer reduced benefits, but for those in the wilderness these simple preparations can be the difference between life and death.

Skilled practitioners of the art can concoct remedies for most common ailments from simple plant and animal extracts, and even extraordinary diseases can be treated by means of rare plants. Preparing some remedies is as simple as brewing and drinking a tea or grinding and applying a poultice. Even dressing a wound with a handful of crushed green leaves can help stave off infection, and chewing the bark of the right tree can reduce fever and relieve pain. Over many generations, the local inhabitants of each region have learned which plants are helpful and which are harmful. Some of these traditions do not translate perfectly from one race to another. Remedies preferred by a gatorman or bog trog might not apply to a human, and trollkin have a very different notion of "acceptable pain" when enduring a treatment compared to less hardy races.

LOCATING AND PREPARING REMEDIES

The first step in creating a natural remedy is locating or identifying a useful plant. A character who spends an hour searching his surroundings for a useable plant must make an INT + Survival skill roll or an INT + Medicine skill roll, whichever skill is lower, against a target number equal to the **scarcity** of the plant he is seeking (see below). If the roll succeeds, the character locates a specimen of the desired plant. If the roll fails, the character cannot locate a suitable specimen but can make a new skill roll after spending another hour searching the area.

Many plants grow only in a limited range, though some extremely rare specimens grow outside their normal range. If a character is searching for a plant outside its normal habitat, he suffers –4 to skill rolls to locate it.

After harvesting a useful plant, a character must spend at least thirty minutes cleaning it and preparing it for use. The exact amount of time depends on the plant and the desired method of preparation, which can involve boiling, drying, macerating, or burning. At the end of this time, the character must make an INT + Survival skill roll or an INT + Alchemy skill roll, whichever skill is lower, against a target number of 14. If the roll succeeds, the character creates one useable dose of the natural remedy.

Natural remedies are commonly available for trade or barter, but they are generally available only within the region they grow in. When a character attempts to purchase a natural remedy outside its native region, double the remedy's cost.

ARRATO SEEDS

Cost: 1 gc for three doses

Scarcity: 12

Description: These small orange and yellow seeds grow on low bushes in shaded patches on the forest floor. They are intensely sour, but each berry has a seed that increases alertness when consumed. Arrato seeds are frequently ground into a fine powder that is either eaten or inhaled through the nose.

Arrato seeds are primarily found in forests throughout Cygnar and Ord.

Special Rules: A character who consumes powdered arrato seeds gains +2 to his first roll to avoid the effects of exhaustion (p. 224) caused by lack of sleep.

BLACKROOT BALM

Cost: 2 gc per dose

Scarcity: 12

Description: Blackroot balm is created by mixing the ground root of blackthorn bushes with purified tallow, along with other curative herbs and minerals.

Blackthorn bushes are found in swampy and boggy regions throughout Cygnar and Ord.

Special Rules: A character who attempts to stabilize a grievously wounded character can utilize this balm to aid his effort. If blackroot balm is applied to the major injuries of a grievously injured character, add +3 to the character's PHY score when determining the number of turns before he dies. Applying blackroot balm to an injured character requires a quick action.

DVRYDAL ROOT

Cost: 1 gc for five doses

Scarcity: 14

Description: This bitter root grows in cold, rocky climates. Known for its astringent sting and antiseptic qualities, it has long been used by the Kossites to prevent infection in wounds earned on the battlefield. When ground into a paste and applied to a wound, dvrydal root can help stave off the effects of many natural diseases.

Dvrydal root is primarily found in the foothills of the Thundercliff Peaks.

Special Rules: A character who is treated with a paste of dvrydal root gains +2 on his next roll to resist a natural disease. Applying dvrydal root paste to an injured character requires a quick action.

HERON'S MAW

Cost: 1 gc for three doses

Scarcity: 12

Description: Heron's maw is a perennial flower named for its long, narrow petals. It can be dried, crushed into powder, and brewed into a bittersweet tea that reduces swelling and numbs pain.

Heron's maw is primarily found growing in broad, dry plains.

Special Rules: If a battered character (p. 217) drinks tea made from heron's maw, reduce the penalty to his SPD and PHY by 1 for d3 hours.

HORN MOSS

Cost: 1 gc for five doses

Scarcity: 10

Description: This spongy, yellow-green moss grows prolifically in most temperate regions, usually alongside riverbeds and natural springs. It is often brewed into a thin tea to treat severe bruising and internal bleeding.

Horn moss can be found in any temperate forest.

Special Rules: A character suffering from slow recovery that drinks tea made from horn moss regains 1 additional vitality point per week.

KNITBONE

Cost: 1 gc for five doses

Scarcity: 14

Description: Knitbone is a flowering plant that grows along streams and in meadows that receive frequent rainfall. Its roots can be made into a tea that speeds the healing of broken and damaged bones.

Knitbone can be found in any temperate forest or swampy region.

Special Rules: A character suffering from a broken limb who drinks knitbone tea daily halves the time required for the limb to heal completely.

RATWORT

Cost: 1 gc for five doses

Scarcity: 12

Description: Ratwort is a long, thin root often used as a remedy for a severe fever, particularly one caused by the devil rat. It is most often chewed by a victim of the fever and is known for its strong, astringent flavor.

Ratwort is commonly found in the Widower's Wood.

Special Rules: A character suffering the effects of devil rat fever or similar diseases can consume ratwort to help him combat it. One hour after consuming the ratwort, the character's next PHY roll to resist the fever will succeed automatically. Only one success can be garnered in this fashion.

BONE GRINDER ALCHEMY

Bone grinder alchemy is the synergy of natural ingredients and systematically codified occult lore. All of the most ancient mystical traditions acknowledge the latent power that exists in flesh and blood, in the extracted organs of the body. The roots of bone grinder alchemy are lost in the past, and it has evolved over thousands of years of grisly trial and error. Over that time, clever minds have pushed the boundaries of what can be done with wilderness plants and the remains of living creatures. Those who practice the science of civilized alchemy look down on this form and its practitioners, but it is no less useful than its more respected cousin and can accomplish certain feats in the wild which regular alchemy cannot. Bone grinders are revered members, and sometimes the outright leaders, of the savage communities where they dwell.

Though many alchemical concoctions can be created from simple components carefully extracted by a trained practitioner, a bone grinder can enhance these mixtures with magic to give them greater potency and duration. In some cases, magical techniques are necessary to isolate the key ingredients from their original source. A skilled bone grinder works his magic as he applies his various tools to harvested plants and animal remains. He knows what to cut to extract an organ intact, when to grind bones and when to preserve them, and what pieces of flesh should be burned by fire or soaked in simmering liquids to bring out their qualities. Rot and decay are also vital processes to the bone grinder, who leaves some pieces of meat on hooks to putrefy or attract flies, all as part of the transformative process. To a bone grinder such tools are as exacting and essential as the beakers, flasks, and retorts of the civilized alchemist.



THE ART OF ALCHEMY

The key components of any alchemical creation are its ingredients. A character who wants to create an alchemical compound must first gather all the ingredients listed in the formula. If the character is in a location where the ingredients can be readily purchased, he can simply pay the material costs listed in the compound's description. If the character is creating the compound in an area where ingredients are not available for trade or purchase, he must seek them out or rely on ingredients already in his inventory. Without access to all the proper ingredients, a character cannot brew an alchemical compound.

Once a character has gathered the necessary ingredients for an alchemical compound, he must spend time combining, cooking, and stabilizing the ingredients. A character must have the Alchemy skill and an apothecary's kit to brew an alchemical compound. Ingredients and alchemical formulae are listed in the entry for each compound that can be created using alchemy.

Once the character has spent the allotted time brewing the compound, he must make an INT + Alchemy skill roll against a target number. If the roll succeeds, the character successfully creates the compound. Each formula produces a different result if the roll fails. Each alchemical compound's entry lists its target number and describes the results of success or failure.

DISTILLING INGREDIENTS

Just as a character can brew ingredients into an alchemical compound, he can distill ingredients from existing alchemical compounds. Distilling an alchemical compound takes half the time required to create it. At the end of this time, the character must make an INT + Alchemy skill roll against a target number equal to the target number required to brew the alchemical compound. If the roll succeeds, the alchemical compound is destroyed, but the character can extract one unit of a single ingredient used to create the compound and one unit of crystal alchemical waste or liquid alchemical waste.

PRIMARY ALCHEMICAL INGREDIENTS

Alchemical compounds are created from a formula of ingredients and processes. Although complex formulae can include unique and rare ingredients, nearly all formulae contain ingredients from this list of core alchemical ingredients. Ingredients valued at less than 5 gc are readily available in most mid-sized cities. Core ingredients that cost at least 5 gc can be more difficult to procure, at the Game Master's discretion.

BUTCHER'S BREW

The alchemy practiced by bone grinders differs substantially from that practiced by the learned alchemists of the Iron Kingdoms. Out of necessity, ingenuity, and rarified talent, bone grinders approach alchemy more like cooking than science. They rely on materials and methods that would utterly perplex and horrify a trained alchemist, who would be at a loss to explain how the bone grinder's craft even works, let alone replicate it.

As a result of the nature of bone grinder alchemy, a number of the rules, material prices, and costs for the alchemical compounds listed below differ substantially from those printed in *Iron Kingdoms Full Metal Fantasy Roleplaying Game: Core Rules*. These changes reflect only the brand of alchemy practiced by bone grinders.

GATHERING INGREDIENTS

Many alchemical components can be rendered from the flora and fauna found in the wilds of Immoren. When a character with the Alchemy skill has access to a region of uncivilized land, he can gather the proper plants and minerals he needs to create alchemist's stone, heavy metals, mineral acid, and mineral crystals. A character who has the Alchemy skill and the Survival skill can gather the proper plants and animals to create bioluminescent extract, organic acid, and organic toxin. Alchemical reagents not listed are harder to come by and require specific plants, animals, or minerals to procure.

A character with the Alchemy skill can gather an equivalent of 1 gc of these materials per hour per level of his Alchemy skill. The Game Master might rule that gathering is easier, harder, or altogether impossible in particularly sparse or plentiful regions.

A skilled character can harvest alchemical components from a deceased beast or character by rendering the corpse, which requires roughly forty minutes and a successful Craft (skinner) skill roll against a target number of 14. Failure means the character has fouled the process, destroying valuable components but leaving animal fat readily available for harvest.

ALCHEMICAL WASTE, CRYSTAL

Cost: 1 gc per unit

This crystalline by-product of the alchemical brewing process is often left behind when more valuable alchemical compounds have been distilled during brewing.

ALCHEMICAL WASTE, LIQUID

Cost: 1 gc per unit

Liquid waste is often drained off or filtered out during the alchemical brewing process to achieve the desired mixture of alchemical effects.

ALCHEMICAL WASTE, ORGANIC

Cost: This material has little value to anyone but bone grinders and is quite easy for them to come by.

Organic waste is a natural by-product of butchery, meat alchemy, and unwashed gobbets of meat. It smells fouls and tastes bad, to be sure, but it gives bone grinders a reason to ask, "Are you going to eat that?"

ALCHEMIST'S STONE

Cost: 1 gc per unit

Alchemist's stone is a dense but easily ground white stone that serves as a foundation for allowing other alchemical ingredients to bond together more strongly.



Alchemist's Stone

ANIMAL FAT

Cost: This material has little value to anyone but bone grinders and is quite easy for them to come by.

Bone grinders render all manner of animal fat for use in their alchemical concoctions. The effect of animal fat is the same as that of the more palatable "organic oils" used by more civilized alchemists.

No self-respecting bone grinder would ever pay for common fat. Most human-sized beasts contain up to three units of animal fat once properly rendered. At the Game Master's discretion, larger animals provide more fat— approximately eight units for a bison or similar creature, for example.

ARCANE EXTRACT

Cost: 5 gc per unit

This mildly luminescent liquid is infused with residual arcane energies. Its sources are as varied as the tint of its faint glow and include plants and creatures with arcane powers or long-term exposure to arcane energies.

A single unit of arcane extract can be harvested from the remains of a cephalyx, thrullg, or spellcaster.

ARCANE MINERALS

Cost: 7 gc per unit

Sacred geological sites and arcane constructs are the most common source of arcane minerals. The substance is usually sand-like and granular but can sometimes be procured in solid pieces the size of a marble.

BIOLUMINESCENT EXTRACT

Cost: 2 gc per unit

This ingredient is usually a liquid or a paste and is collected from a variety of fungi, insects, and aquatic creatures. It emits a faint glow that can be manipulated with a variety of alchemical processes.

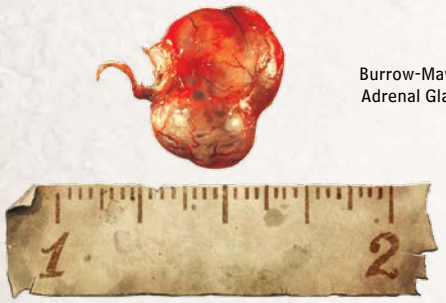
A single unit of bioluminescent extract can be harvested from the remains of a night troll.

BURROW-MAWG ADRENAL GLAND

Cost: 5 gc per gland

A powerful alchemical ingredient, this pea-sized gland rests at the base of a burrow-mawg's brain in a small, bony cavity covered by a dural fold. Most alchemical compounds that use this ingredient call for fresh glands, though some require dried glands. Upon removal from the burrow-mawg's skull, the gland must be alchemically preserved, so only characters with the Alchemy skill can perform the procedure.

Bone grinders have discovered that the adrenal gland of the invasive hornbeak trask works just as well in most concoctions as that of the burrow-mawg.



Burrow-Mawg Adrenal Gland

ECTOPLASM

Cost: 10 gc per unit

This dense, gray, translucent ooze is left behind when an incorporeal undead creature, such as a specter, moves through a solid object. Because the ooze dissipates rapidly, it must be collected quickly and stored in an airtight jar. A living creature coming into direct contact with ectoplasm feels a sickly chill moving rapidly through his body as long as contact persists.

HEAVY METALS

Cost: 2 gc per unit

Toxic metals such as iron, copper, and mercury can be found in mountains across western Immoren. Most alchemical compounds that require them use only trace amounts.

MENOTH'S FURY

Cost: 3 gc per unit

Derived from crudely refined and treated oil, Menoth's Fury is a highly flammable alchemical agent that ignites on contact with air and burns with incredible intensity.

Bone grinders can substitute the liquid sludge from the belly of a pyre troll to use in place of Menoth's Fury. A single unit can be harvested from the body of a pyre troll.

MINERAL ACID

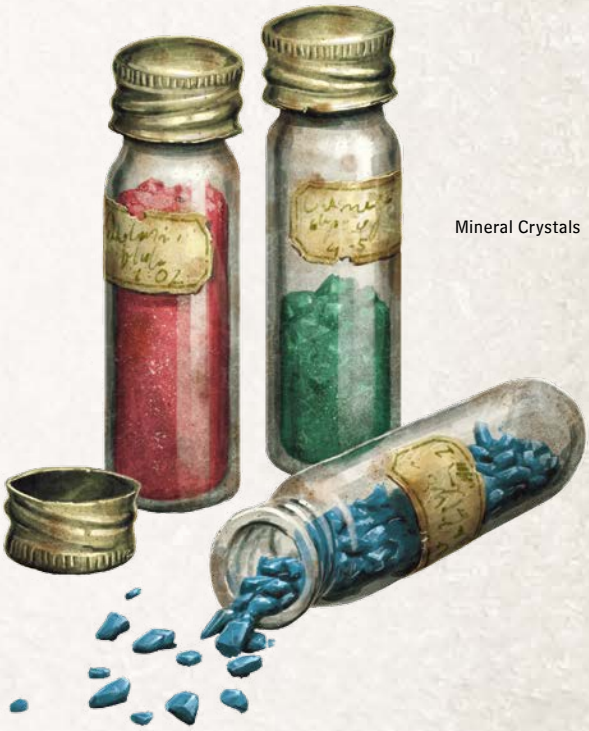
Cost: 2 gc per unit

This caustic liquid can be found at the bottom of deep cave pools or at the surface of geysers. It is also acquired as a by-product of metal smelting.

MINERAL CRYSTALS

Cost: 3 gc per unit

Various salts and other rock crystals are a common element in alchemical brewing, as their nature allows the bonding and retention of various energies desired by alchemists. Occasionally a formula calls for more valuable gems that are not part of this category.



Mineral Crystals

MUTAGENIC EXTRACT

Cost: 8 gc per unit

This highly prized liquid can be gathered only from creatures that undergo physical transformations.

A single unit of mutagenic extract can be harvested from the remains of a warpwolf.

ORGANIC ACID

Cost: 2 gc per unit

The most readily available source of this material is stomach acid. Most bone grinders collect what they need of it on their own,

but they will buy it from a butcher in a pinch. The material does not keep very long, effectively spoiling after d3 + 1 days. It can also be refined from some plant extracts, although the process is lengthy and complicated. Splitting open the bowels of a fresh kill suits most bone grinders just fine.

A human-sized beast will provide one unit of organic acid when properly harvested. At the Game Master's discretion, larger beasts will provide more.

ORGANIC TOXIN

Cost: 5 gc per unit

Venomous creatures of all shapes and sizes sting, spit, and bite with a variety of deadly toxins. Alchemists harvest and use the venom of such creatures to create dangerous poisons or brew in antivenin to halt the effects of life-threatening toxins. Reliable sources include the poison glands of the croak, ironback spitter, spine ripper, tatzylwurm, and vektiss.

ALCHEMICAL COMPOUNDS

The following attributes define alchemical compounds in the game.

Cost: This is the approximate cost of the alchemical compound in Cygnaran gold crowns (gc), if it can be found for sale. Though bone grinders are not known to keep large stocks of alchemical ingredients on hand, they may be willing to brew a compound for a client if the price is right.

Description: This section describes the alchemical compound.

Special Rules: This section describes any special rules for the alchemical compound.

Brewing Requirements: This section identifies skills and abilities required to brew the alchemical compound. A character without all the skills listed automatically fails in his attempt to brew the compound.

Ingredients: This section identifies the ingredients required to brew the alchemical compound.

Total Material Cost: This figure is the total cost of all the ingredients required to brew the alchemical compound.

Alchemical Formula: This section provides rules for brewing the alchemical compound once a character has the required ingredients in hand. The character can double or even triple the ingredients described for a single batch to produce two or three doses at the same time without adding any brewing time.

ALCHEMICAL ACID

Cost: 24 gc per vial

Description: Alchemical acid is a potent, corrosive alchemical compound.

Special Rules: A vial of alchemical acid can be used as an improvised thrown weapon. A thrown vial of alchemical acid has an attack modifier of –2 and can be thrown thirty-six feet (6″). A character hit by a vial of alchemical acid suffers a POW 12 corrosion damage roll and the Corrosion continuous effect.

Brewing Requirements: Alchemy

Ingredients: This alchemical compound requires two units of alchemist's stone, one unit of mineral acid, and two units of organic acid.

Total Material Cost: 8 gc

Alchemical Formula: Brewing this alchemical compound requires an apothecary's kit and two hours of labor spent combining, cooking, and stabilizing the ingredients. At the end of this time, the character must make an INT + Alchemy skill roll against a target number of 14. If the roll succeeds, the character creates one dose of alchemical acid. If the roll fails, the character creates one unit of liquid alchemical waste.

ALCHEMICAL RESTORATIVE

Cost: 30 gc per vial

Description: This fast-acting alchemical concoction promotes rapid blood clotting and regeneration.

Special Rules: A grievously injured character who drinks or is fed a dose of this substance is immediately stabilized (p. 216).

Brewing Requirements: Alchemy, Medicine

Ingredients: This alchemical compound requires two units of alchemist's stone, one unit of animal fat, and one unit of mutagenic extract.

Total Material Cost: 10 gc

Alchemical Formula: Brewing this alchemical compound requires an apothecary's kit and two hours of labor spent combining, cooking, and stabilizing the ingredients. At the end of this time, the character must make an INT + Alchemy skill roll against a target number of 14. If the roll succeeds, the character creates one dose of alchemical restorative. If the roll fails, the character creates one unit of liquid alchemical waste.

ANTITOXIN

Cost: 39 gc per dose

Description: This pungent elixir can be ingested to help counteract many natural and alchemical poisons.

Special Rules: A living creature suffering the effects of a poison can consume antitoxin to counteract the poison. The substance takes effect d6 + 6 minutes after ingestion. When the poison takes effect, the character immediately makes a PHY roll with a bonus of +5 against the target number of the poison. If the roll succeeds, the poison is counteracted and the character does not have to make any additional rolls to resist its effects. If the roll fails, the poison continues its course but the character gains +3 on additional PHY rolls to resist its effects.

Brewing Requirements: Alchemy, Medicine

Ingredients: This alchemical compound requires one unit of alchemist's stone, one unit of organic acid, and two units of organic toxin.

Total Material Cost: 13 gc

Alchemical Formula: Brewing this alchemical compound requires an apothecary's kit and one hour of labor spent combining, cooking, and stabilizing the ingredients. At the end of this time, the character must make an INT + Alchemy skill roll against a target number of 14. If the roll succeeds, the character creates one dose of antitoxin. If the roll fails, the character creates one unit of liquid alchemical waste.

ASHES OF URCAEN

Cost: 54 gc per application

Description: This ashen powder has the faint smell of sulfur and is laced with energy from beyond the living world. When cast into the air, the powder binds itself with disembodied spirits and drags them into the physical world.

Special Rules: A character can use a quick action to throw the powder into the air. When he does so, place a 3″ AOE in base contact with him. An incorporeal creature in the AOE loses incorporeal for d3 rounds.

Ingredients: This alchemical compound requires one unit of alchemist's stone, one unit of arcane minerals, and one unit of ectoplasm.

Total Material Cost: 18 gc

Alchemical Formula: Creating this alchemical compound requires an apothecary's kit and two hours of labor spent cooking the ingredients and grinding them into ash. At the end of this time, the character must make an INT + Alchemy skill roll against a target number of 16. If the roll succeeds, the character creates one application of Ashes of Urcaen. If the roll fails, the character creates one unit of crystal alchemical waste.



Bottled Light

ASSASSIN'S VENOM

Cost: 33 gc per dose

Description: Assassin's venom is a hobbling alchemical poison intended to facilitate a killing stroke by weakening a victim. Odorless and clear, the oil must be applied to a weapon before it can be used. The slightest scratch from a treated blade delivers the poison to the victim.

Special Rules: A character can spend a quick action to apply a dose of assassin's venom to a melee weapon. A living character damaged by an envenomed weapon must make a PHY roll against a target number of 14. If the roll succeeds, the character successfully fights off the poison. If the roll fails, the character suffers –1 to his PHY, SPD, AGL, PRW, POI, and INT for one hour.

The effects of repeated exposure to assassin's venom are cumulative. If any stat is reduced to 0 as a result of assassin's venom, the character dies.

If a dose of assassin's venom applied to a weapon is not delivered to a target within two hours, it loses all potency.

Brewing Requirements: Alchemy

Ingredients: This alchemical compound requires one unit of alchemist's stone, one unit of animal fat, and two units of organic toxin.

Total Material Cost: 11 gc

Alchemical Formula: Brewing this alchemical compound requires an apothecary's kit and two hours of labor spent combining, cooking, and stabilizing the ingredients. At the end of this time, the character must make an INT + Alchemy skill roll against a target number of 17. If the roll succeeds, the character creates one dose of assassin's venom. If the roll fails, the character creates one unit of crystal alchemical waste.

BOTTLED LIGHT

Cost: 27 gc per jar, +5 gc for a liquid lantern

Description: This two-part oil is tightly sealed in a lantern or jar. One part is a thick, viscous oil; the other is a sickly-yellow grease that floats atop the oil. When shaken, the two oils mix and give off light.

Special Rules: A character can spend a quick action to shake a container of bottled light. Once shaken, this alchemical compound gives off light equivalent to an alchemical torch (p. 224) for d6 + 3 rounds. After it goes dark, the bottle can be shaken again to reactivate the light. After two weeks, bottled light loses its efficacy and no longer reacts when shaken.

Brewing Requirements: Alchemy

Ingredients: This alchemical compound requires one unit of arcane extract and two units of bioluminescent extract.

Total Material Cost: 9 gc

Alchemical Formula: Brewing this alchemical compound requires an apothecary's kit and one hour of labor spent combining, cooking, and stabilizing the ingredients. At the end of this time, the character must make an INT + Alchemy skill roll against a target number of 14. If the roll succeeds, the character creates enough bottled light to simulate a torch. The fluid components of bottled light must be poured into a jar or an airtight liquid lantern for storage. If the roll fails, the character creates one unit of liquid alchemical waste.

CRYPTOSPECTOR

Cost: Due to the nature of this substance, it is not available for sale.

Description: This sickly-grey, oily fluid is made from the distilled brain of a crypt spider. Anyone who imbibes the fluid briefly gains the memories and insights of the last intelligent corpse consumed by the spider.

Special Rules: A character who imbibes this alchemical compound gains the memories, languages, and occupational skills of the last intelligent corpse consumed by the crypt spider the potion was made from as long as the potion remains in effect. The memories are implanted in the drinker's mind. Though they clearly belong to another, they are not overwhelming and pose little threat of loss of self. Instead, the drinker can sift through them as if he were thinking back through his own natural memories. The potion lasts for 2d3 hours.

Brewing Requirements: Alchemy

Ingredients: This alchemical compound requires one crypt spider's brain, one unit of alchemist's stone, one unit of organic acid, and two units of organic oil.

Total Material Cost: One crypt spider's brain + 6 gc

Alchemical Formula: Brewing this alchemical compound requires an apothecary's kit and two hours of labor spent combining, cooking, and stabilizing the ingredients. At the end of this time, the character must make an INT + Alchemy skill roll against a target number of 14. If the roll succeeds, the character creates one dose of cryptospector. If the roll fails, the character creates one unit of liquid alchemical waste.

FORTEMORPHIC ELIXIR

Cost: 42 gc per dose

Description: This clear, red solution is a strength-enhancement serum intended for injection. The side effects can outweigh the benefits with periodic usage.

Special Rules: This alchemical compound cannot be administered without a syringe.

A living character injected with this alchemical compound gains +2 STR at the start of his turn two turns after being injected. This bonus lasts for a number of rounds equal to the character's PHY. Immediately after the STR bonus wears off, the character suffers –2 to AGL, POI, and PER rolls for a number of rounds equal to the character's PHY.



Fortemorphic Elixer

Brewing Requirements: Alchemy

Ingredients: This alchemical compound requires one unit of alchemist's stone, one burrow-mawg adrenal gland, and one unit of mutagenic extract.

Total Material Cost: 14 gc

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

HEALING LINIMENT

Cost: 24 gc per dose

Description: This alchemical salve is applied to grievous wounds and wrapped with clean bandages to accelerate healing.

Special Rules: When a character applies this alchemical compound to a wound, the wounded character heals 1 additional vitality point per hour for d3 hours plus a number of hours equal to the Medicine skill level of the character applying the salve.

Brewing Requirements: Alchemy

Ingredients: This alchemical compound requires one unit of alchemist's stone, one unit of animal fat, and one unit of arcane minerals.

Total Material Cost: 8 gc

Alchemical Formula: Brewing this alchemical compound requires an apothecary's kit and two hours of labor spent combining, cooking, and stabilizing the ingredients. At the end of this time, the character must make an INT + Alchemy skill roll against a target number of 14. If the roll succeeds, the character creates one dose of healing liniment. If the roll fails, the character creates one unit of liquid alchemical waste.

RUST AGENT

Cost: 18 gc per two-part dose

Description: This fast-acting alchemical compound temporarily softens metals and then rapidly corrodes them. It consists of two reactive substances that must be mixed to take effect.

Special Rules: Mixing the two parts of rust agent requires a quick action. Once mixed, the substance must be immediately applied or thrown as an attack. A thrown gout of rust agent has a range of thirty-six feet (6″).

Steamjacks and characters wearing primarily metal armor that are hit by rust agent suffer –2 ARM for one round unless they have Immunity: Corrosion.

Ingredients: This alchemical compound requires one unit of alchemist's stone, one unit of crystal alchemical waste, one unit of heavy metals, and one unit of mineral acid.

Total Material Cost: 6 gc

Alchemical Formula: Brewing this alchemical compound requires an apothecary's kit and two hours of labor spent combining, cooking, and stabilizing the ingredients. At the end of this time, the character must make an INT + Alchemy skill roll against a target number of 14. If the roll succeeds, the character creates both parts of a single dose of rust agent. If the roll fails, the ingredients are wasted.

SCENT MASK

Cost: 6 gc

Description: Either brewed naturally from plant and animal matter or refined alchemically, a scent mask throws off animals that rely on scent for tracking and detection. Hunters who want to conceal themselves and their equipment from cagey animals often employ scent masks.

Special Rules: A dose of scent mask lasts for d3 hours. PER rolls that rely on scent suffer a –2 penalty when a creature attempts to detect a character under the effect of this alchemical compound.

Ingredients: This alchemical compound requires one unit of organic alchemical waste, one unit of animal fat, and one unit of organic acid.

Total Material Cost: 2 gc

Alchemical Formula: Brewing this alchemical compound requires an apothecary's kit and two hours of labor spent combining, cooking, and stabilizing the ingredients. At the end of this time, the character must make an INT + Alchemy skill roll against a target number of 12. If the roll succeeds, the character creates one dose of scent mask. If the roll fails, the character creates a terrible, reeking mess.

SOMNOLENCE ELIXIR

Cost: 30 gc per dose

Description: Imbibing just a few drops of this opalescent liquid quickly dulls a character's senses and helps him achieve a peaceful night's sleep. A larger dose can knock out a grown man almost immediately.

Special Rules: A character who ingests a dose of somnolence elixir must make a PHY roll against a target number of 16. If the roll succeeds, the character remains conscious, but his INT and PER are reduced to 1 for the next hour. If the roll fails, the character immediately falls unconscious.

Brewing Requirements: Alchemy

Ingredients: This alchemical compound requires one unit of arcane minerals, one unit of animal fat, and one unit of organic acid.

Total Material Cost: 10 gc

Alchemical Formula: Brewing this alchemical compound requires an apothecary's kit and two hours of labor spent combining, cooking, and stabilizing the ingredients. At the end of this time, the character must make an INT + Alchemy skill roll against a target number of 14. If the roll succeeds, the character creates one dose of somnolence elixir. If the roll fails, the character creates one unit of liquid alchemical waste.

SPIRIT SALTS

Cost: 54 gc per jar

Description: The homes in many coastal villages have a tradition of keeping lines of salt in front of their doors to keep evil spirits from entering. When the minerals that this symbolic defense originated from are properly prepared and poured in a line upon the ground, the alchemically treated salt forms a barrier that undead creatures and infernals cannot cross.

Special Rules: A character can spend a quick action to pour spirit salts. When he does so, place a wall template in base contact with the character. Undead creatures and infernals cannot cross this wall. The wall remains effective for d3 + 1 rounds and expires at the start of this character's turn on the round determined. (The Game Master should keep the duration a secret.)

Brewing Requirements: Alchemy

Ingredients: This alchemical compound requires two units of alchemist's stone, one unit of ectoplasm, and two units of mineral crystals.

Total Material Cost: 18 gc

Alchemical Formula: Brewing this alchemical compound requires an apothecary's kit and two hours of labor spent combining, cooking, and stabilizing the ingredients. At the end of this time, the character must make an INT + Alchemy skill roll against a target number of 14. If the roll succeeds, the character creates one jar of spirit salts. If the roll fails, the character creates one unit of crystal alchemical waste.

SUNTALLOW

Cost: 6 gc per application

Description: This thick paste, which is made from rendered animal fat and mineral compounds, alleviates some of the effects of sun damage on exposed skin. Often used by outsiders visiting communities on the fringes of the Bloodstone Desert, suntallow can be the difference between mild discomfort and weeks of skin-peeling pain.

Special Rules: An application of suntallow remains effective for six hours. During this time, a character wearing suntallow gains +1 to rolls to avoid exhaustion (p. 224) caused by exposure to intense sunlight.

Brewing Requirements: Alchemy

Ingredients: This alchemical compound requires one unit of animal fat and one unit of heavy metals.

Total Material Cost: 2 gc

Alchemical Formula: Brewing this alchemical compound requires an apothecary's kit and two hours of labor spent combining, cooking, and stabilizing the ingredients. At the end of this time, the character must make an INT + Alchemy skill roll against a target number of 12. If the roll succeeds, the character creates one application of suntallow. If the roll fails, the character creates one unit of liquid alchemical waste.

Spirit Salts



VITRIOLIC FIRE

Cost: 21 gc per vial

Description: Vitriolic fire is a dangerous alchemical oil that bursts into superheated flame upon exposure to the air.

Special Rules: Vials of vitriolic fire can be used as improvised thrown weapons. A thrown vial of vitriolic fire has an attack modifier of –2 and a range of thirty-six feet (6″). A character hit by a vial of vitriolic fire suffers a POW 12 fire damage roll and the Fire continuous effect.

Brewing Requirements: Alchemy

Ingredients: This alchemical compound requires two units of alchemist's stone, one unit of heavy metals, and one unit of Menoth's Fury.

Total Material Cost: 7 gc

Alchemical Formula: Brewing this alchemical compound requires an apothecary's kit and two hours of labor spent combining, cooking, and stabilizing the ingredients. At the end of this time, the character must make an INT + Alchemy skill roll against a target number of 14. If the roll succeeds, the character creates one dose of vitriolic fire. If the roll fails, the character creates one unit of liquid alchemical waste.

FIELD ALCHEMY

Not all alchemy takes careful preparation. Alchemists can also use field alchemy to create quick effects in the field.

SIMPLE ACID

Description: This unstable acid can be made quickly, but its potency is very short-lived. Alchemists can brew simple acid at a moment's notice for immediate use.

Special Rules: A vial of simple acid can be used as a thrown weapon with a RNG of thirty-six feet (6″). A character hit by simple acid suffers d3 damage points. Inanimate stone and metal take d3 damage points per round and have their ARM reduced by d3 per round in a six-foot (1″) area when simple acid is poured or thrown on them. Simple acid lasts d3 rounds and expires at the start of the alchemist's turn.

Brewing Requirements: Alchemy

Ingredients: This alchemical compound requires one unit of crystal alchemical waste and one unit of mineral acid.

Total Material Cost: 3 gc

Alchemical Formula: Creating this alchemical compound requires dissolving crystal alchemical waste in a vial of mineral acid with a bit of vigorous shaking but does not require an apothecary's kit. A character can spend a quick action to combine the ingredients and then must make an INT + Alchemy skill roll against a target number of 11. If the roll succeeds, the character creates one unit of simple acid. If the roll fails, the ingredients are lost and the character takes d3 points of corrosion damage as the brew boils over. The substance can be thrown as soon as it is mixed.

Throwing a vial of simple acid counts as making a ranged attack.

SIMPLE SMOKE

Description: This quickly combined mix of alchemical ingredients creates a cloud of smoke.

Special Rules: The moment the ingredients are combined, center a 3″ AOE cloud effect on the character. The AOE remains in play for one round.

Brewing Requirements: Alchemy

Ingredients: This alchemical compound requires one unit of mineral acid and one unit of mineral crystals.

Total Material Cost: 5 gc

Alchemical Formula: Creating this alchemical compound requires dissolving volatile crystals in an open vial of mineral solvent but does not require an apothecary's kit. A character can spend a quick action to combine the ingredients and then must make an INT + Alchemy skill roll against a target number of 10. If the roll succeeds, the character creates the item with the effects described above. If the roll fails, the ingredients are lost and the mixture has no effect.

SIMPLE STIMULANT

Description: This quickly combined mix of alchemical ingredients gives a wounded character a burst of energy.

Special Rules: The moment the ingredients are combined, target a friendly character in B2B contact with the alchemist. The character ignores the wound penalties of lost aspects for one round.

Brewing Requirements: Alchemy

Ingredients: This alchemical compound requires one unit of crystal alchemical waste and one unit of liquid alchemical waste..

Total Material Cost: 2 gc

Alchemical Formula: Creating this alchemical compound requires dissolving crystal alchemical waste into liquid alchemical waste, which releases a foul-smelling gas, but does not require an apothecary's kit. A character can spend a quick action to combine the ingredients and then must make an INT + Alchemy skill roll against a target number of 11. If the roll succeeds, the character creates the alchemical compound with the effects described above. If the roll fails, the ingredients are lost and the mixture has no effect.

SIMPLE STINK GAS

Description: This quickly combined mix of alchemical ingredients creates a noxious cloud of invisible gas.

Special Rules: The moment the ingredients are combined, place a 3″ AOE gas effect anywhere in B2B contact with the alchemist. While in the AOE, living creatures suffer –2 on attack rolls. The AOE remains in play for one round.

Brewing Requirements: Alchemy

Ingredients: This alchemical compound requires one unit of liquid alchemical waste and one unit of organic acid

Total Material Cost: 3 gc

Alchemical Formula: Creating this alchemical compound requires vaporizing liquid alchemical waste with organic acid but does not require an apothecary's kit. A character can spend a quick action to combine the ingredients and then must make an INT + Alchemy skill roll against a target number of 12. If the roll succeeds, the character creates the alchemical compound with the effects described above. If the roll fails, the ingredients are lost and the mixture has no effect.

BONE GRINDER FETISHES

The bones and flesh of living creatures possess power that extends beyond their deaths. Bone grinders are able to access this power through the creation of fetishes. These items are seldom found for sale, though bone grinders often trade them amongst themselves.

Because draconic corruption taints and destroys the mystical energies bone grinders draw upon in their work, bone grinders cannot generally fashion fetishes from the bodies of dragonspawn or blighted creatures.

The following attributes define bone grinder fetishes in the game.

Description: This section describes the fetish.

Special Rules: This section describes any special rules for the fetish.

Creation: This section describes the rules for creating the fetish. Regardless of the exact requirements of a given fetish, the remains of a single beast can be used to create only one fetish because a fetish makes use of the creature's essence, not just its physical properties. Whatever portions of the body remain are usually either harvested for more general alchemical ingredients or consumed as meat. The process of rendering a body takes at least fifteen minutes for a character with the Bone Grinder ability, but rendering the body of a large beast may take much longer at the Game Master's discretion. Rotting beasts are more disgusting to render, but their putrid flesh is even easier to pull apart, and few bone grinders are squeamish about working with spoiled bits.

ALEXIPHARMIC OINTMENT

Description: This rank and greasy yellow paste is made from the rendered fat of powerful beasts. When smeared over a bone grinder's flesh, it renders the bone grinder safe from diseases and poisons.

Special Rules: When smeared over the flesh of a character with the Bone Grinder ability, this substance grants the character +2 on rolls to resist poison and diseases for d3 + 5 hours or until washed off, but its horrific smell causes the character to suffer –2 on non-Intimidation social rolls until it is cleaned off.

Creation: Creating this ointment requires the fat of a formerly living creature with at least PHY 7. The fat must be used within twelve hours of the creature's death. Creating the fetish also requires three hours of labor. At the end of this time, the character must make an INT + Alchemy skill roll or an INT + Lore (extraordinary zoology) skill roll, whichever skill is lower, against a target number of 16. If the roll succeeds, the character creates the ointment. If the roll fails, the fat is spoiled.

ARCANE RELIC

Description: This talisman is made from the desiccated flesh and bones of an arcanist, a sorcerer, a warbeast, a warlock, or another innately arcane creature. Many arcane relics are made from a creature's limbs or petrified heart. The bone grinder can call upon the power of the relic to extend his own arcane powers.



Arcane Relic



Hand of Glory

Bone Fetish

Special Rules: When a character with the Bone Grinder ability casts a spell while holding an arcane relic in one hand, the spell gains +2 RNG. Spells with a RNG of CTRL, SELF, or SP are not affected.

Creation: Creating this fetish requires the flesh and bones of a rendered living or undead creature that was able to cast spells or had an animus and three hours of labor. At the end of this time, the character must make an INT + Alchemy skill roll or an INT + Lore (extraordinary zoology) skill roll, whichever skill is lower, against a target number of 15. If the roll succeeds, the character creates the fetish. If the roll fails, the energies of the relic dissipate and the character must find another creature and start again.

Once created, this fetish deteriorates rapidly, losing its arcane properties completely after d6 + 6 days.

BONE FETISH

Description: This item is a fetish or charm made from the bones of a warbeast. The essence of the warbeast is trapped within the bones. By ritually consuming or crushing them, a bone grinder can call upon the beast's power. Most bone grinders horde as many bone fetishes as they can, and these devices are always among their most prized possessions.

Special Rules: The fetish contains the essence of the warbeast it was fashioned from. A character with the Bone Grinder ability can tap its essence with a quick action, enabling him to cast that warbeast's animus a spell. Casting the animus as a spell does not require an additional quick action but does destroy this fetish. Note the character must still pay the COST of the animus to cast it as a spell.

A character with the Bone Grinder ability can identify the beast the fetish was made from and the animus contained within it with a successful INT + Lore (extraordinary zoology) roll against a target number of 14 after a few moments of examination. If the roll fails the character cannot identify the fetish.

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

FERAL CHARM

Description: Harvested from the body of a wild beast, this fetish grants its bearer the abilities of a feral hunter.

Special Rules: A character with the Bone Grinder ability in possession of this fetish gains +1 to Climbing, Detection, Jumping, Sneak, Swimming, and Tracking skill rolls.

Creation: Creating this fetish requires the carcass of a once-living wild carnivore and two hours of labor. At the end of this time, the character must make an INT + Alchemy skill roll or an INT + Lore (extraordinary zoology) skill roll, whichever skill is lower, against a target number of 15. If the roll succeeds,

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

Once created, this fetish deteriorates rapidly, losing its arcane properties completely after d3 + 2 days.

HAND OF GLORY

Description: This fetish is made from the severed hand of an intelligent creature. Wicks soaked in beeswax are threaded up through the fingers from the wrist, emerging beneath the fingernails. While these wicks are lit, the hand of glory burns like a candle and creates an aura of supernatural dread that can stop a man in his tracks.

Special Rules: Once per round during his activation, while it is lit a character with the Bone Grinder ability holding this fetish can target a living character within 3″ as a quick action. The target character must immediately make a Willpower roll against a target number equal to 10 + the Bone Grinder's ARC. If the roll succeeds, nothing happens. If the roll fails, the target becomes stationary for one round. Lighting the hand of glory is a quick action.

Creation: Creating this fetish requires the hand of an intelligent creature that was executed or otherwise ritually slain and two hours of labor. At the end of this time, the character must make an INT + Alchemy skill roll or an INT + Lore (spirit) skill roll, whichever skill is lower, against a target number of 16. If the roll succeeds, the character creates the fetish. If the roll fails, the character can make a new skill roll after another hour of labor.

Once created, this fetish deteriorates rapidly, losing its arcane properties completely after d3 + 3 days.

PHYLACTERY OF VENOM

Description: This fetish is made from the organs of a poisonous beast. Once the phylactery is consumed, the bone grinder develops a resistance to the creature's venom, and his own bite takes on its deadly properties.

Special Rules: A character with the Bone Grinder ability can spend a quick action to consume this fetish. This fetish is destroyed, but the character gains immunity from the poison of the creature it was fashioned from for d3 + 3 hours. During this time, the character's bite and blood carry the effects of the creature's venom.

Creation: Creating this fetish requires the intestines, liver, and stomach of a formerly living venomous or poisonous creature and two hours of labor. At the end of this time, the character must make an INT + Alchemy skill roll or an INT + Lore (extraordinary zoology) skill roll, whichever skill is lower, against a target number of 15. If the roll succeeds, the character creates the fetish. If the roll fails, the character can make a new skill roll after another hour of labor.

PURULENT TOTEM

Description: Constructed from pestilent strips of a diseased creature's carcass, this grisly charm grants a bone grinder the ability to infect his enemies with a wasting disease.

Special Rules: A character with the Bone Grinder ability can spend a quick action to tap the power of this fetish. The bone grinder's next melee attack gains an additional die against living targets and the Corrosion continuous effect. After the attack is resolved, this fetish is destroyed.



Creation: Creating this fetish requires the carcass of a diseased creature and two hours of labor. At the end of this time, the character must make an INT + Alchemy skill roll or an INT + Lore (extraordinary zoology) skill roll, whichever skill is lower, against a target number of 14. If the roll succeeds, the character creates the fetish. If the roll fails, the character can make a new skill roll after another hour of labor.

Once created, this fetish deteriorates rapidly, losing its arcane properties completely after 2d3 days.

SPEAKER'S TONGUE

Description: This fetish takes the form of a dry, leathery tongue. When consumed, it grants the ability to speak and understand the languages known by the creature it was fashioned from.

Special Rules: A character with the Bone Grinder ability who consumes this item can speak and understand any languages known by the creature it was fashioned from for d3 + 6 hours. Because the effects of this item do not change the physical architecture of the consuming character's mouth or throat, the character will be unable to speak a language if he lacks the organs to do so but will still understand it.

Creation: Creating this item requires the vocal organs of a formerly living intelligent creature able to speak a language and two hours of labor. At the end of this time, the character must make an INT + Alchemy skill roll or an INT + Lore (extraordinary zoology) skill roll, whichever skill is lower, against a target number of 15. If the roll succeeds, the character creates the item. If the roll fails, he can make a new skill roll after another hour of labor.

THERIAC OF HEALTH

Description: This fetish takes the form of either a patch of shriveled, rune-marked hide or a desiccated heart or other puissant organ taken from a creature known for its regenerative powers, such as a troll or warpwolf. A bone grinder can use the theriac to greatly increase his own powers of recovery.

Special Rules: A character with the Bone Grinder ability can spend a quick action to consume this fetish. This fetish is destroyed when the character eats it, but the character gains the Revitalize Mighty archetype benefit (see p. 111) for d6 + 10 minutes or the duration of one combat encounter, whichever is shorter.

Creation: Creating this fetish requires the fresh heart of a formerly living creature with the Regeneration ability or the Revitalize Mighty archetype benefit and one hour of labor. At the end of this time, the character must make an INT + Alchemy skill roll or an Lore (extraordinary zoology) skill roll, whichever skill is lower, against a target number of 14. If the roll succeeds, the character creates the fetish. If the roll fails, the character can make a new skill roll after another hour of labor. A successfully created fetish must dry for a week before it can be used.



Warding Flesh

WARDING FLESH

Description: This fetish, which takes the form of a cloak or wrap fashioned from the tanned flesh of a creature with natural resistance to extreme conditions, renders the bone grinder safe from certain hazards.

Special Rules: A character wearing this fetish gains +2 ARM against cold, corrosion, electricity, or fire, depending on the creature it was fashioned from (see below). A character cannot benefit from this fetish if he is wearing more than one of these fetishes at the same time.

Creation: To create an article of Warding Flesh, a bone grinder must first skin a formerly living creature with Immunity: Cold, Immunity: Corrosion, Immunity: Electricity, or Immunity: Fire. This requires thirty minutes of labor, after which the character must make a Craft (skinner) skill roll against a target number of 14. If the roll succeeds, the character successfully skins the creature. If the roll fails, the character can make a new skill roll after another fifteen minutes of labor.

Once the beast has been skinned, the character must preserve the skin and craft it into a fetish, which requires an additional four hours of labor. At the end of this time, the character must make an INT + Alchemy skill roll or an Lore (extraordinary zoology) skill roll, whichever skill is lower, against a target number of 15. If the roll succeeds, the character creates the fetish. If the roll fails, the character can make a new skill roll after another hour of labor. A successfully created fetish must dry for a week before it can be worn.

Once created, this fetish deteriorates slowly, losing its mystical properties completely after d3 + 3 weeks.



CREATURES

Creatures are pregenerated NPC antagonists for player characters. They include wild beasts as well as sentient creatures such as the vicious bogrin. The various parts of a creature entry are detailed below.

DESCRIPTION, COMBAT, AND LORE

These sections provide a detailed description of the creature, its general approach to combat, and the information a character can learn about it by making an INT + Lore skill roll.

STAT PROFILE

Each creature entry has a stat profile made up of primary stats and secondary stats. Most stats function the same as they do for a player character (see "Character Stats," p. 99), but there are some key differences, as noted below.

PRIMARY AND SECONDARY STATS

A creature's primary stats represent its fundamental strengths and weaknesses and also influence how much damage it can suffer in play. Secondary stats further define a creature's capabilities.

Physique (PHY) – Same as for a player character.
- **Speed (SPD)** – Same as for a player character.
- **Strength (STR)** – Same as for a player character.

Agility (AGL) – Same as for a player character.
- **Poise (POI)** – Same as for a player character.
- **Prowess (PRW)** – Same as for a player character.

Intellect (INT) – Although a sentient creature's INT functions the same as that of a player character, the INT of a wild creature represents its *animal* intelligence. A wild creature's INT only indicates its intelligence relative to other animals and is not comparable to that of the intelligent races.

- **Arcane (ARC)** – Most creatures do not have an Arcane stat. A creature with an ARC has the will weaver arcane tradition unless otherwise noted.
- **Perception (PER)** – Same as for a player character.

DERIVED STATS

Derived stats are computed using a creature's primary and secondary stats along with other factors.

Defense (DEF) – Same as for a player character.

Initiative (INIT) – Same as for a player character.

Armor (ARM) – A beast's naturally thick hide can grant it an armor bonus, which is reflected in its ARM and appears on a separate line. For instance, an argus' ARM of 10 is calculated as its PHY of 7 plus 3 from its natural armor.

Willpower (WIL) – Same as for a player character.

OTHER IMPORTANT INFORMATION

Life Spiral/Vitality: Most creatures simply have a number of damage points they can suffer before they are disabled, but more powerful or important creatures have full life spirals. A creature's life spiral functions the same as that of a player character. However, the number of vitality points on a creature's life spiral is not directly determined by its primary stats as it is with a player character's; a creature's size and natural durability can cause it to have more vitality points than expected.

Command Range: The creature's command range in inches.

Base Size: The base size the creature should have when using models to resolve encounters (see "Combat," p. 200). Small bases are 30 mm in diameter, medium bases are 40 mm, large bases are 50 mm, and huge bases are 120 mm.

Encounter Points: The creature's Encounter Point (EP) value. (See "Combat Encounter Building," p. 447.)

Weapons: This section lists the creature's weapons, if any. A creature can attack with either all its ranged weapons or all its melee weapons on each of its turns. Each weapon entry lists the MAT or RAT of attacks made with that weapon, representing the creature's skill in using it. Any special abilities a weapon has are listed beneath the weapon entry. A creature's MAT or RAT with its natural weapons, such as claws, teeth, or blasts of corrosive spit, is equal to its PRW or POI +2.

Some weapon entries indicate where the weapon is located: left arm (L), right arm (R), or head (H). These locations are used when resolving headlocks and weapon locks (p. 270). Only weapons with these indicators are viable targets for headlock and weapon lock power attacks.

ABILITIES, TEMPLATES, AND SKILLS

Abilities: This section lists the special abilities the creature can use in play.

Creature Templates: These are the suggested templates appropriate for the creature. When a template is applied, the creature gains any equipment, skills, abilities, and modifiers granted by the template. For more on templates, see Appendix A: Creature Templates on p. 458.

Skills: This section reflects the knowledge, talents, and skills a creature develops over time.

ARGUS, COMMON



PHYSIQUE	PHY	7
SPEED	SPD	7
STRENGTH	STR	7
AGILITY	AGL	5
PROWESS	PRW	3
POISE	POI	2
INTELLECT	INT	3
ARCANE	ARC	—
PERCEPTION	PER	4

DOPPLER BARK

RAT	RNG	AOE	POW
4	SP 6	—	—

Paralysis – A living character hit by this weapon has a base DEF of 7 and cannot run, charge, or make slam or trample power attacks. Paralysis lasts for one round.

BITE

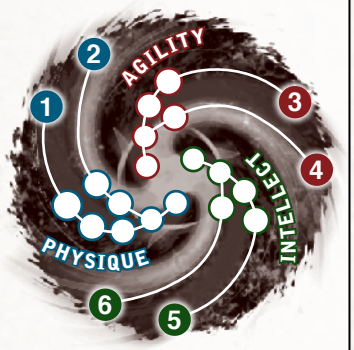
MAT	POW	P+S
5	4	11

BITE

MAT	POW	P+S
5	4	11

Combo Strike – Instead of making an attack with each weapon separately, this creature can attack with both its weapons simultaneously. Make one attack roll for both weapons. If the attack hits, the POW of the damage roll is equal to this creature's STR plus twice the POW of this weapon.

INITIATIVE	INIT	14
DEFENSE	DEF	16
ARMOR (NATURAL ARMOR +3)	ARM	10
WILLPOWER	WIL	10



COMMAND RANGE: 3

BASE SIZE: MEDIUM

ENCOUNTER POINTS: 6

During a Gnarls expedition, an argus pack fell upon our camp. Some men climbed into trees, thinking the dogs couldn't follow. The alpha paralyzed them with a bark, dropping their nerveless bodies to the ground so the pack could feed. Poor Sanbeg hit almost every branch on the way down.

—Professor Viktor Pendrake, Monsternomicon

DESCRIPTION

An enormous two-headed dog built of thick bone and dense muscle, the argus is a predatory pack animal that exists in a variety of breeds found throughout the wilds of western Immoren. A short, thick pelt of fur regulates the beast's temperature, allowing it to live comfortably in a wide territorial range as well as to blend into its surroundings better. Argus possess remarkable stamina and can stalk or harry prey across long stretches before attacking. They are opportunistic feeders that assault anything they do not consider a threat. The bite of an argus is powerful enough to shatter a bone as thick as an ox's thighbone; the bones of men provide little resistance.

A powerful neck supports each head, and pulling them in opposition allows an argus to strip the flesh off creatures as resilient as trolls. The twin heads of an argus can also combine their individual barks to produce an unsettling blast that addles the mind and stills the flesh. Victims are slowed—even paralyzed—by this terrible sound, providing a pack of argus with the opportunity to pounce and tear a victim to shreds.

The eyes of an argus are always in motion, scanning its surroundings for sources of danger or potential quarry. This behavior, coupled with the ability to literally look in two directions at once, makes them virtually impossible to approach unnoticed. Smaller breeds are tamed in northern Khador to serve as guard dogs and war hounds. Trained from the time they are pups, these tame argus are fiercely loyal to their masters.

Encountered in the wild, argus usually live in packs of four to six animals led by a dominant breeding pair. Dominance is determined between males in savage bouts of combat, with the loser driven out of a pack's territory. These lone dogs frequently become desperate wanderers shadowing the fringes of the pack's territory, and they will be driven away by their former pack mates if encountered.

Short vocalizations allow the animals to coordinate during a hunt, letting the pack overwhelm a target from many sides with precise timing. Attacks against larger prey typically involve a lead dog grabbing hold of the target's limbs to grant the remainder of the pack access to its unprotected underbelly.

Argus are most commonly found in dense forests like the Gnarls, the Thornwood Forest, and the Blackroot Wood, all of which contain ample game for a pack to hunt. Some tough mountain breeds are found in places like the Dragonspine Peaks and the Wyrmwall Mountains, where they hunt game such as large mountain goats. Packs range across territories between one hundred and three hundred square miles, and they fiercely protect this area against incursion. The territory doubles in size shortly after mating season so the hunting pack can bring in extra food for weaned pups still too young to hunt. As young dogs grow, they are brought along on the pack's hunts. Injured prey are left for juvenile argus to finish off, which teaches the young animals how to kill.

Most argus packs select or create a den in the early months of spring, before the first pups are born. These dens range from natural caverns in more mountainous regions to burrows dug into the side of a hill. The den is fiercely defended by the mother argus until the pups are able to fend for themselves, making it a dangerous hotspot in the wilderness.

COMBAT

One of the lead dogs of an argus pack initiates combat by unleashing its doppler bark to paralyze prey before its pack mates attack. Groups of argus attack the target, trying to overwhelm it with numbers, and constantly circle around in the hopes of attacking a target's unprotected back. Against a larger target, the argus attack with both heads at once to do greater damage. Argus frequently attempt to use terrain to sneak up on a target, hoping to catch it by surprise. If a pack is traveling with one or more juvenile argus, the adults attempt to cripple creatures they encounter and leave the wounded for the young



to finish off. If young argus are participating in a hunt, one or more adults likely act as protectors, defending the young from attack and teaching them how to kill a target.

LORE

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

8: The argus is a two-headed dog found in packs throughout the wilderness. The bite of an argus is extremely powerful, and the dog can use its two heads in tandem to rip a creature apart.

If a solitary male is encountered, the dog was likely driven away from his pack by the pack alpha. These solitary males are extremely dangerous and likely to attack anything they encounter. Unable to rely on a pack to help acquire food, these lone dogs are usually on the brink of starvation.

10: At close range, the bark of an argus can paralyze a target long enough for a pack to attack. While hunting, the dominant breeding pair will use this ability to paralyze prey for the remaining pack members to attack.

12: Argus are talented trackers. An argus can track prey in even the harshest conditions by following its scent. A pack of argus that catches a creature's scent can stalk it for miles before attacking.

14: Sneaking up on or surprising an argus is all but impossible. Its two heads constantly scan its surroundings for potential threats, and its hyper-attuned sense of smell allows it to detect other creatures easily.

15: The blackclads are believed to keep large and particularly vicious packs of argus for use as warbeasts.

ABILITIES:

Circular Vision – This creature's front arc extends to 360º.

Native Beast – This creature is considered to be a beast native to the wilds of Immoren.

Natural Tracker – This creature gains an additional die on Detection and Tracking skill rolls.

Resonance: Devourer – This creature can be bonded only by a warlock with Resonance: Devourer Warbeast.

CREATURE TEMPLATES:

Adapted [Forest], Alpha, Juvenile, Large Specimen, Pack Hunter, Trained

SKILLS:

NAME	STAT	RANK	STAT + RANK
Detection	**PER**	**2**	**6**
Sneak	**AGL**	**2**	**7**
Tracking	**PER**	**2**	**6**

ARGUS MOONHOUND



Ah, the moonhound. I would have one as a hunting dog, if I weren't worried it would kill me in my sleep the first time the moons were full. I have seen them track prey through the most inhospitable conditions, pinpointing quarry through the thickest Olgunholt fog in the dead of night.

—*Professor Viktor Pendrake*, Monsternomicon

PHYSIQUE	**PHY**	**7**
SPEED	**SPD**	**7**
STRENGTH	**STR**	**7**
AGILITY	**AGL**	**5**
PROWESS	**PRW**	**3**
POISE	**POI**	**2**
INTELLECT	**INT**	**3**
ARCANE	**ARC**	**—**
PERCEPTION	**PER**	**4**

BITE (H)

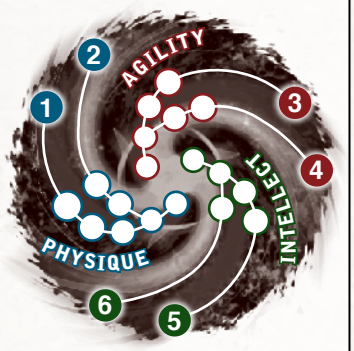
MAT	POW	P+S
5	4	11

BITE (H)

MAT	POW	P+S
5	4	11

Combo Strike – Instead of making an attack with each weapon separately, this creature can attack with both its weapons simultaneously. Make one attack roll for both weapons. If the attack hits, the POW of the damage roll is equal to this creature's STR plus twice the POW of this weapon.

INITIATIVE	**INIT**	**14**
DEFENSE	**DEF**	**16**
ARMOR (NATURAL ARMOR +3)	**ARM**	**10**
WILLPOWER	**WIL**	**10**



COMMAND RANGE: 3

BASE SIZE: MEDIUM

ENCOUNTER POINTS: 8

DESCRIPTION

The argus moonhound is a special breed, the product of generations of stewardship by the Circle Orboros. Blackclad beast handlers carefully and subtly directed the growth of certain packs of argus, cultivating particular traits to shape the growth of the new breed. For their labors, the blackclads were rewarded with a fierce nocturnal creature.

Although the blackclads shaped the moonhound, they did not tame it. The hounds were kept wild in order to preserve their ferocity. Their chilling howls echo across the wilderness at moonrise, when the hounds emerge from their lairs to hunt. Moonhounds roam the nighttime forests of Cygnar and Ord, hunting in packs as large as twenty. They are spectacular trackers. Not only is their eyesight better than that of other argus breeds, but they also possess a peerless sense of smell. The faintest scent on the wind allows moonhounds to pinpoint prey hundreds of yards away. They are known to follow a prey's scent over running water or in the harshest rainstorms. Even alchemical methods for masking scent do little to deter the moonhound.

When a moonhound catches sight of a potential meal, both of its heads call to the rest of its pack with a deep, eerie howl. The moonhounds use these cries as a means of triangulating their positions and organizing their approach. When they strike, they do so with an unsettling degree of coordination, their deep, booming voices echoing among the trees to disorient and confuse their quarry.

Stature is not as fiercely contested within a moonhound pack as it is among some argus breeds. Packs work together to raise their young and will even provide assistance for ill or injured hounds. When moonhound packs meet in the wild, they often combine into groups capable of securing larger territories. As moonhounds push into the settled lands of mankind, some packs develop a taste for livestock—or even for the men and women who tend such animals.

Moonhounds have an affinity for the three moons of Caen. The shifting phases of these celestial bodies have a direct effect on the hounds' behavior. When the moons are dark, the argus are slower, more cautious, and more methodical. Under full moonlight, however, the argus attack with rabid frenzy, throwing themselves against creatures many times their size and fighting with little regard for their own safety. At such times, a large pack might turn on its own, and new leadership of the pack will be secured by violent clashes. This can result in the fracturing of a larger pack as weaker argus are culled by their pack mates or driven out to fend for themselves.

Moonhounds are not uncommon among the Circle Orboros, particularly the blackclads in the Olgunholt. Warlocks roaming dense forests often bring moonhounds with them, relying on the beasts' acute senses to warn them of unseen dangers.

COMBAT

Argus moonhounds make particularly effective use of pack tactics in combat, and they will attempt to encircle enemies and unsettle them with their howls. When they close to kill, they do so with deliberate coordination, teaming up on larger or more formidable prey.

A moonhound's temperament is greatly affected by the phases of Caen's moons. The more moons that are new or waning, the more cautious the moonhounds, who prowl in the shadows and strike at stragglers rather than confront a sizable group directly. As more moons become full, the hounds become increasingly aggressive. On nights when two or more moons are full, moonhounds attack without hesitation and will continue to fight despite losses.

LORE

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

10: The moonhound is a nocturnal breed of argus that is a spectacular tracker.

12: Moonhounds are commonly found roaming in packs through the forests of Cygnar and Ord.

14: Moonhounds become much more aggressive under intense moonlight. The more moons that are full, the more violent the moonhounds become. Under new moons, the argus are much more cautious.

15: Moonhounds call to one another on the hunt to pinpoint quarry. They use their howls not only to inform the whole pack of where prey is at any given time but also to coordinate simultaneous attacks.

ABILITIES:

Circular Vision – The front arc of this creature extends to 360°.

Lunar Affinity – When two or more of Caen's moons are three-quarters or more full, this creature gains +1 to attack and damage rolls. When two or more of Caen's moons are dark or less than a quarter full, this creature gains +1 to Sneak and Perception rolls.

Native Beast – This creature is considered to be a beast native to the wilds of Immoren.

Natural Tracker – This creature gains an additional die on Detection and Tracking skill rolls.

Night Vision – This creature treats dim light as bright light and treats darkness as dim light.

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

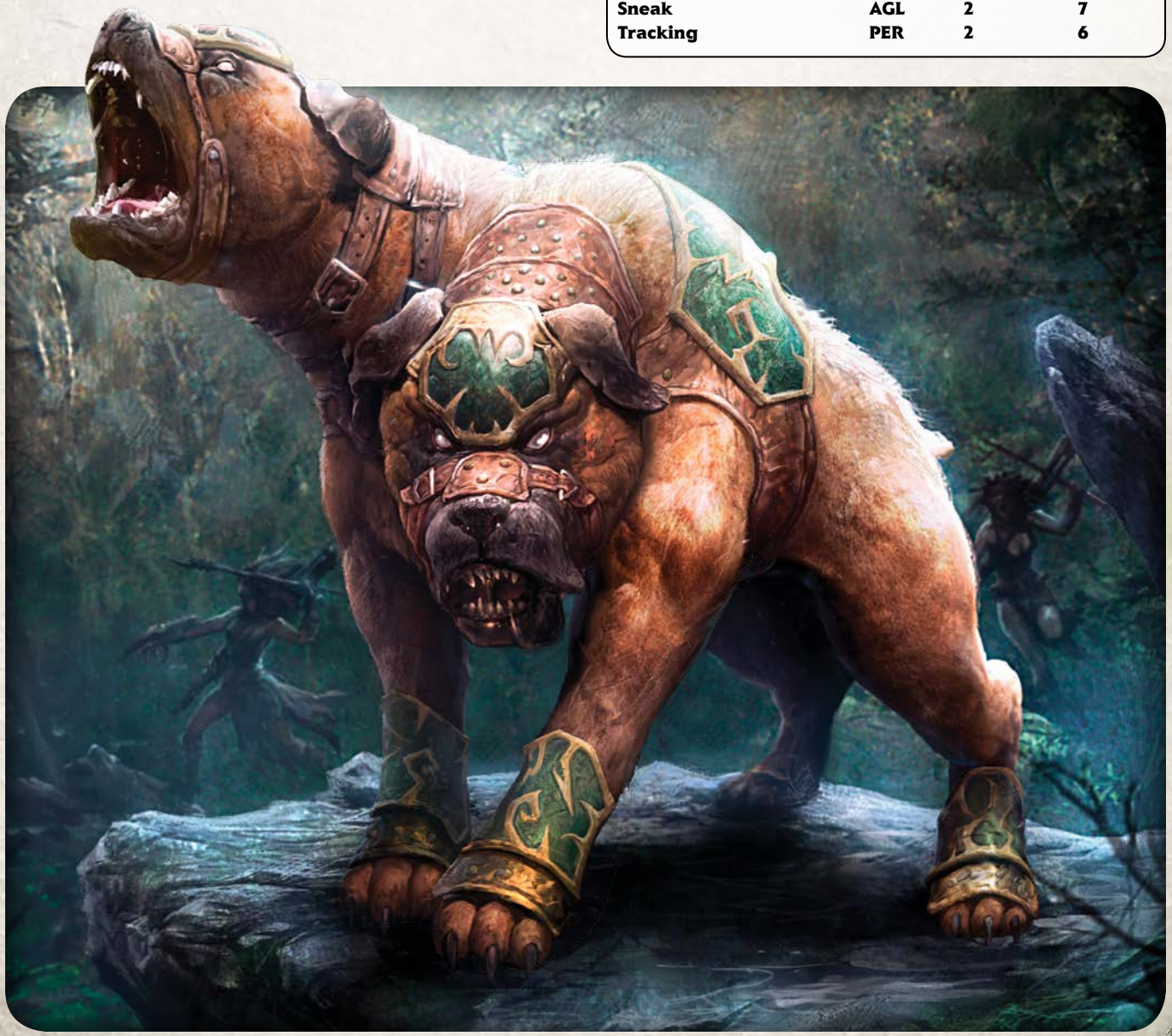
Resonance: Devourer – This creature can be bonded only by a warlock with Resonance: Devourer Warbeast.

CREATURE TEMPLATES:

Alpha, Juvenile, Large Specimen

SKILLS:

NAME	STAT	RANK	STAT + RANK
Detection	**PER**	**2**	**6**
Sneak	**AGL**	**2**	**7**
Tracking	**PER**	**2**	**6**



ARGUS, WINTER



PHYSIQUE	PHY	7
SPEED	SPD	7
STRENGTH	STR	7
AGILITY	AGL	5
PROWESS	PRW	3
POISE	POI	2
INTELLECT	INT	3
ARCANE	ARC	—
PERCEPTION	PER	4

FROST BREATH

RAT	RNG	AOE	POW
4	SP 6	—	12

FROST BREATH

RAT	RNG	AOE	POW
4	SP 6	—	12

Abilities: This weapon deals cold damage. On a critical hit, the character hit becomes stationary for one round unless it has Immunity: Cold.

BITE

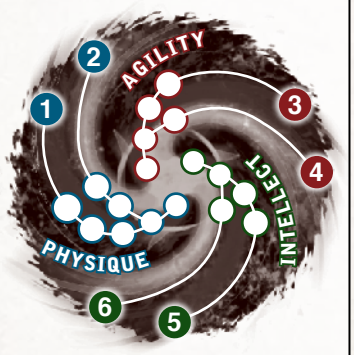
MAT	POW	P+S
5	4	11

BITE

MAT	POW	P+S
5	4	11

Combo Strike – Instead of making an attack with each weapon separately, this creature can attack with both its weapons simultaneously. Make one attack roll for both weapons. If the attack hits, the POW of the damage roll is equal to this creature's STR plus twice the POW of this weapon.

INITIATIVE	INIT	14
DEFENSE	DEF	16
ARMOR (NATURAL ARMOR +3)	ARM	10
WILLPOWER	WIL	10



COMMAND RANGE: 3

BASE SIZE: MEDIUM

ENCOUNTER POINTS: 11

We were traveling along the northern edge of the Blackroot Wood, miles from civilization, when the blizzard fell upon us. Blinded by driving sleet, we had no recourse but to stop and make camp, hoping the storm would pass us by before our supplies were exhausted. The pack struck on the third day. One by one, great white dogs bounded through the camp, snapping up the tired and weak among us in their two sets of jaws and dragging them beyond sight—but not beyond hearing. Day and night, we were treated to the screams of our fellows as the pack feasted on them. By the time the storm blew inland, only three of us remained. Of the pack and our fallen friends, there was no sign: the dogs had dragged the remains with them as they followed the storm.

—*Professor Viktor Pendrake*, Monsternomicon

DESCRIPTION

Of all the many breeds of argus, none is feared as much as the great white predator of the north, the winter argus. The beast's white fur is thick enough to hold off even the bitter winter cold of Immoren's northernmost expanses, and it allows the animal to blend in with its snowy surroundings. Winter argus often stalk under the cover of blizzards, when their natural camouflage grants them a distinct advantage. Entire hunting parties are simple game to a pack of winter argus, who strike from the hoary dunes and bring down their prey in a flurry of snapping jaws. Unlike their southern cousins, winter argus do not rely on the stunning effect of twinned barking; instead, they emit great blasts of icy breath that freezes their targets. Winter argus use the power of the glacial cold to stop their quarry in its tracks so that the pack can feast upon its frozen flesh.

Winter argus make their home in the icy wastelands and cold forests of northern Khador, where they compete for food with frost drakes and winter trolls alike. This fierce struggle ensures that only the strongest and most cunning dogs have a chance of survival. Battle for dominance of a pack is similarly fierce. Alphas of southern breeds will drive unsuccessful competitors out of the pack's territory, but dominance combat among the winter argus invariably results in the death of one of the dogs.

Due to the scarcity of prey in the frozen north, winter argus packs maintain truly massive territories. A single pack can command over a thousand square miles of tundra and will migrate with herds of ulk and other prey animals. During the coldest winter months, the packs range farther south than they do at any other time of the year, often bringing them into conflict with humans living in isolated communities.

Digging adequate dens in the frozen ground of the winter argus' home is difficult, so they often lair in natural caverns or beneath rocky outcroppings. The young remain in these dens for up to three months, living on kills dragged back by the pack's females. A winter argus will drag prey for miles in order to feed its pups. The long, bloody furrows these animals leave behind are one of a traveler's only warnings that he is within the beasts' territory. Winter argus and their pups eat the entire body of each kill, crushing even bones between their powerful teeth.

The winter argus that stalk the dark, frozen hinterlands of the Scarsfell Forest and the Blackroot Wood display behaviors and hunting techniques similar to those of wild wolves. Some druids of the Circle Orboros dislike this breed because it has difficulty creating new pack bonds and rarely demonstrates the loyalty of more southern breeds. Northern blackclads, however, prize its savagery and the supernatural cold it uses to cripple the enemies of their order.

COMBAT

Packs of winter argus stalk prey over great distances, letting the cold and scarcity of food or supplies weaken it before striking. Pack members move in concert, each striking quickly to create an opening for its pack mates to exploit. When facing larger creatures, winter argus attack first with their frost breath to freeze the target in place before they close in. Because their prey is relatively scarce, winter argus are reluctant to break off from a potential meal, but a pack will scatter if its members are in danger of dying.



LORE

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

10: The frozen north is home to the savage, white-furred winter argus, a cousin to the common argus found in more southern climes.

12: Winter argus emit a deadly blast of frost breath that can freeze a target in place.

14: Winter argus packs often follow blizzards, attacking prey blinded by the snow and rendered weak by the cold. During the winter, many packs move farther south with these storms, resulting in much more frequent encounters between these beasts and humans.

15: Despite the difficulty of doing so, some northern druids of the Circle Orboros use winter argus as warbeasts. In strong contrast to most argus breeds, winter argus are notoriously difficult to train.

ABILITIES:

Circular Vision – The front arc of this creature extends to 360°.

Cold Immunity – This creature has Immunity: Cold.

Native Beast – This creature is considered to be a beast native to the wilds of Immoren.

Natural Tracker – This creature gains an additional die on Detection and Tracking skill rolls.

Resonance: Devourer – This creature can be bonded only by a warlock with Resonance: Devourer Warbeast.

Winter White – This creature gains +2 DEF against ranged and magic attack rolls and +2 on Sneak rolls while in snowy environments or blizzard conditions.

CREATURE TEMPLATES:

Alpha, Juvenile, Large Specimen, Lone Wolf, Man-eater

SKILLS:

NAME	STAT	RANK	STAT + RANK
Detection	PER	2	6
Sneak	AGL	2	7
Tracking	PER	2	6



BLACKHIDE

Be vigilant when traveling through the Bloodsmeath Marsh, always on the lookout for the passage of a dark silhouette gliding beneath the water, for you are in the domain of the blackhide. Creatures of voracious appetites, the massive blackhides can easily drag prey down to be shredded in a flurry of teeth and claws. They are brutally efficient predators guided by a reptilian mind, fearless in the face of death, and driven by a seemingly bottomless hunger.

—*Professor Viktor Pendrake*, Monsternomicon

PHYSIQUE	**PHY**	**12**
SPEED	**SPD**	**5**
STRENGTH	**STR**	**12**
AGILITY	**AGL**	**3**
PROWESS	**PRW**	**4**
POISE	**POI**	**1**
INTELLECT	**INT**	**2**
ARCANE	**ARC**	**—**
PERCEPTION	**PER**	**3**

BITE

MAT	POW	P+S
6	5	17

Death Roll – On a hit, before rolling damage the blackhide can knock down itself and the target hit. If both characters are knocked down, the damage roll is boosted.

CLAW (L)

MAT	POW	P+S
6	2	14

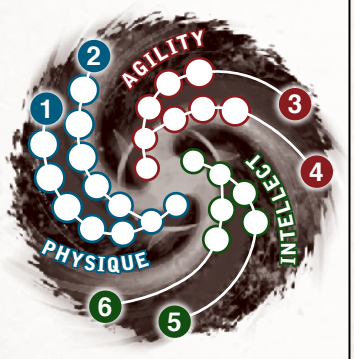
Abilities: Open Fist

CLAW (R)

MAT	POW	P+S
6	2	14

Abilities: Open Fist

INITIATIVE	**INIT**	**12**
DEFENSE	**DEF**	**11**
ARMOR (NATURAL ARMOR +7)	**ARM**	**19**
WILLPOWER	**WILL**	**14**



COMMAND RANGE: 2

BASE SIZE: LARGE

ENCOUNTER POINTS: 16

DESCRIPTION

The blackhides of the Bloodsmeath Marsh are giant, bipedal crocodilians physically similar to the much smaller bull snappers and gatormen. They are most common in the Black River and larger bodies of water like Blindwater Lake. They favor areas of deep water with isolated patches of dry land, where they make their nests out of cattails and marsh reeds.

Blackhides grow to a considerable size, with adults reaching upward of sixteen feet long. Even juvenile blackhides are quite large, standing as tall as a man a few months after hatching. Ferocious, resilient, and territorial, blackhides will kill or drive off any predators, including other blackhides, that encroach on their hunting grounds. A blackhide emits a low, bellowing roar to warn off potential challengers, attract mates, and declare its territory, which can stretch for dozens of miles.

On land, the blackhide walks upright, its stooped posture balanced by its long, broad tail; in water, the creature swims swiftly, propelling itself with the tail's lateral movements. The blackhide's snout is long and broad, filled with long, interlocking teeth designed to grip prey and hold it in place. Its body is covered with dark, brownish-green scales thick and tough enough to protect the blackhide from all but the strongest attacks. A blackhide that suffers damage regenerates rapidly. Smaller injuries close in a matter of moments, and even severe wounds heal in a few hours, but this regeneration taxes the blackhide's system and forces it to eat a substantial amount to recover.

Blackhides are indiscriminate predators with bottomless appetites. Within its expansive territory, a blackhide will eat anything it encounters. Younger blackhides subsist primarily on aquatic prey such as large fish and swamp turtles, but adults will attack anything that comes into the water or near its edge. An adult blackhide will eat hundreds of pounds of meat in a single day—and even more, if the opportunity arises. Unwary travelers in the Bloodsmeath often fall victim to these giant beasts, dragged into the water and consumed whole in seconds.

A blackhide is drawn to the sound of movement in its territorial water and can smell blood from exceptional distances. It will glide just beneath the surface toward a potential meal, exploding from below to snatch the prey in its enormous jaws. Once it bites, the blackhide uses a unique method of attack: the death roll. The animal grasps its prey with its claws and wraps its thick tail around the body, dragging its victim into the water and rolling rapidly. The death roll disorients the prey and often drowns it, allowing the blackhide to eat the kill at its leisure.

Swamp warlocks with the ability to capture a live blackhide are rewarded with a massive and ferocious warbeast. One of the strongest of all breeds of amphibious reptiles, a blackhide can tip the scales of tribal battle with its powerful talons and jaws. Tribes with blackhides within their territory can command a great price for trained blackhide warbeasts.

COMBAT

A blackhide is drawn by the sound of movement in its territory and will immediately investigate, always on the lookout for a potential meal. It prefers to strike from the water's edge but will emerge to attack on land if necessary. A blackhide predominantly uses its jaws to attack, relying on its death roll to finish prey, but it will also attack with its claws if the prey is especially difficult to subdue. When a blackhide kills a creature, it either feeds immediately or drags the corpse into the safety of the water.



LORE

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

8: Blackhides are enormous swamp predators, and each controls a large territory where it hunts. Attracted by movement, blackhides will attack and devour just about anything.

10: Blackhides are drawn by the smell of blood from exceptional distances.

12: The blackhide's deadliest method of attack is the death roll, in which the creature wraps its strong tail around its prey, grasps the victim in its claws, and proceeds to use its exceptional weight to drown its prey—or, on dry land, to crush and suffocate it.

15: Blackhides heal as they eat, although it is unclear how the quantities they consume correspond to the amount they heal.

ABILITIES:

Amphibious – This creature treats water as open terrain. While in water, this creature gains concealment.

Belligerent – This creature gains boosted Willpower rolls.

Fearless – This creature never suffers the effects of fear.

Native Beast – This creature is considered to be a beast native to the wilds of Immoren.

Resonance: Swamp – This creature can be bonded only by a warlock with Resonance: Swamp Warbeast.

Snacking – This creature can spend a quick action to devour any destroyed character in its melee range to immediately regain d3 vitality points.

Wrastler – While knocked down, this creature can make attacks, has a melee range, can engage other characters, and can be engaged.

CREATURE TEMPLATES:

Juvenile, Large Specimen, Man-eater

SKILLS:

NAME	STAT	RANK	STAT + RANK
Detection	**PER**	**2**	**5**
Sneak	**AGL**	**1**	**4**
Tracking	**PER**	**1**	**4**

BOGRIN



In my experience, people underestimate the gobber's less civilized cousins, at least until they are ambushed by them. True, they have a savage culture and are quite aggressive in their own territory, but bogrin are no less capable than any tribal people of integrating into civilized society. Why, just a few days ago I purchased a fine quill set from a bogrin merchant in the Quad—though, to be fair, his method of negotiation involved colorful threats to my anatomy. If you see a bogrin in the city streets, maintain eye contact. If you see one in the wilds, you are probably already surrounded and should negotiate.

—*Professor Viktor Pendrake*, Monsternomicon

PHYSIQUE	**PHY**	**5**
SPEED	**SPD**	**6**
STRENGTH	**STR**	**4**
AGILITY	**AGL**	**4**
PROWESS	**PRW**	**4**
POISE	**POI**	**3**
INTELLECT	**INT**	**2**
ARCANE	**ARC**	**—**
PERCEPTION	**PER**	**3**



SHORT BOW

RAT	RNG	AOE	POW
4	8	—	10

Abilities: This weapon requires two hands.



HALFSPEAR

MAT	POW	P+S
5	4	8

Abilities: A character wielding this weapon gains +2 to his charge attack rolls.

INITIATIVE	**INIT**	**13**
DEFENSE	**DEF (ARMOR –2)**	**11**
ARMOR	**ARM (ARMOR +7)**	**12**
WILLPOWER	**WILL**	**7**

VITALITY: 6

COMMAND RANGE: 2

BASE SIZE: SMALL

ENCOUNTER POINTS: 2

DESCRIPTION

Bogrin are a larger, stronger, and more robust breed of goblin found in western Immoren. Like their smaller and more peaceable gobber cousins, bogrin are one of the Dhunian races, although their tribal societies seem more closely associated with aspects of the Devourer Wurm. They are a hardy, adaptable race capable of withstanding extremes of temperature. Pockets of bogrin can be found throughout western Immoren in areas as diverse as the Bloodstone Marches and the Burningfrost Plains. Bogrin are well entrenched in Cygnar's Wyrmwall Mountains, as well as in the mountains of Khador and Llael and those on the outskirts of Rhul. Their lowland counterparts often eke out a seminomadic existence in barren regions where they must compete against or ally with tribes of farrow and trollkin for resources.

Bogrin are distinguishable from gobbers by a distinct ridge along the top of their heads. This crest, which starts at the bridge of the nose and runs back the length of the cranium, serves as an attachment point for the bogrin's powerful jaw muscles and gives it a much stronger bite. On average, bogrin stand nearly a foot taller than their gobber cousins and weigh almost half again as much. Bogrin frequently engage in body modification, such as piercings, tattoos, and scarification, particularly among the wilderness tribes. Whereas the less physically capable gobbers rely on negotiation and evasion, the brawnier bogrin lean on physical confrontation when needed. Despite their more aggressive disposition, however, bogrin are still considerably smaller than most rival creatures in their environments and cannot depend solely on strength.

Bogrin are notorious for launching bloody ambushes, stacking the odds in their favor by using clever traps and superior numbers and by taking advantage of the local geography. One of the bogrin's favorite tactics is to pour sticky, flammable substances onto targets from above and then fire burning arrows to set them alight. During the time of the Molgur, the bogrin were responsible for many bloody, savage attacks on human villages, often barring families in their homes and putting the buildings to the torch.

Many prejudices against gobbers are the result of misidentification. Humans still confuse the two goblin breeds despite their clear physical differences, misattributing the activities of feral bogrin warriors to their gobber counterparts. Even in urban areas that permit them, bogrin are often relegated to living in the most unpleasant regions of the city and are usually able to secure only the most undesirable jobs.

Even though their culture is often brutal and violent, bogrin are capable of amending their ways. Some bogrin have managed to integrate themselves into civilized societies and to coexist peacefully with their human neighbors, particularly in towns such as Five Fingers. Civilized bogrin are most numerous among the communities of the Scharde Islands, where their cultural predilection for aggression is perceived as a virtue.

COMBAT

Bogrin are talented ambushers who frequently conduct quick raids and set traps on trafficked routes, striking from hiding once their targets are distracted by the traps. Frequently armed with daggers, half-spears, short-handled stabbing weapons, and short bows, they gang up on their targets, trying to kill quickly and make off with supplies before their victims can mount a counterattack.

LORE

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

8: Bogrin are related to gobbers. They are larger and more physically powerful than their diminutive cousins.

10: Bogrin are marked by a pronounced sagittal ridge and often engage in body modification, both of which help distinguish them from gobbers.

12: Bogrin are incredibly resilient to extreme temperatures and can thrive in a variety of hostile climates.



ABILITIES:

Deft – This character gains boosted AGL rolls.

Temperature Resistance – This character gains +2 ARM against cold and fire damage.

CREATURE TEMPLATES:

Bogrin Trapper, Bogrin War Chief, Chieftain, Hunter, Juvenile

SKILLS:

NAME	STAT	RANK	STAT + RANK
Archery	POI	2	5
Climbing	AGL	1	5
Detection	PER	1	4
Hand Weapon	PRW	1	5
Sneak	AGL	1	5
Survival	PER	1	4



BONESWARM

There is something in the nature of a boneswarm that suggests it does not possess the consciousness of a single restless spirit but of dozens all bound up in the same destructive impulse. Boneswarms do not think or demonstrate reason, yet I believe they are capable of raw, naked hatred. I have heard tales of the dark shamans of the gatormen deliberately providing corpses to a boneswarm in hopes of creating a monstrosity so powerful their enemies would tremble before it. Ultimately, a boneswarm has only one enemy: life. Those who forget this fact will one day find themselves in the unenviable position of adding to a boneswarm's mass, a strangely serpentine column of bones always seeking to grow in strength.

—*Professor Viktor Pendrake*, Monsternomicon

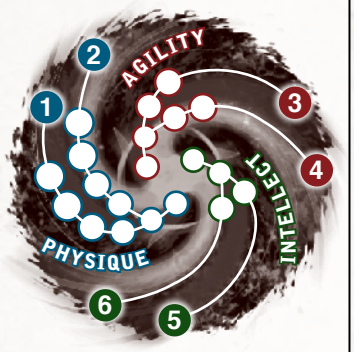
PHYSIQUE	**PHY**	**10**
SPEED	**SPD**	**5**
STRENGTH	**STR**	**8**
AGILITY	**AGL**	**4**
PROWESS	**PRW**	**4**
POISE	**POI**	**1**
INTELLECT	**INT**	**1**
ARCANE	**ARC**	**—**
PERCEPTION	**PER**	**4**

BONE STRIKE

MAT	POW	P+S
6	4	12

Force Lock – Characters in this creature's melee range cannot advance except to change facing.

INITIATIVE	**INIT**	**13**
DEFENSE	**DEF**	**13**
ARMOR (NATURAL ARMOR +5)	**ARM**	**15**
WILLPOWER	**WILL**	**11**



COMMAND RANGE: 1

BASE SIZE: MEDIUM

ENCOUNTER POINTS: 7

DESCRIPTION

Writing masses of fleshless corpses, boneswarms manifest in swamps, marshes, and lonely waterways marked by a preponderance of suffering and agonizing death. Dark swamp spirits are drawn to these sites and inhabit the skeletal corpses left behind, transforming the lifeless remains into a massive gestalt entity driven by horrible predatory instincts. Boneswarms lurk in both deep and shallow waters, and their hatred for life and desire to inflict pain and fear drive them to hunt constantly for victims to expand their grotesque anatomy.

Boneswarms are ideally suited to navigate the dark waters they inhabit, and these expanses provide numerous opportunities for concealment. These creatures lie in wait in such places for victims to add to their bulk. Those who fall prey to a boneswarm are torn apart by its snapping teeth and clattering bones, their remains added to its form, either whole or in part. This malignant scavenger will strip the flesh and viscera from any corpse it comes across, tearing bones from lifeless bodies and incorporating them into its shapeless bulk. As its mass increases, the creature becomes larger and more powerful. This supernatural growth can assume the form of unnatural healing as the swarm replaces shattered portions of its ramshackle anatomy with fresh and unbroken material dislodged from its victims. Any living creature will suffice to fuel the boneswarm's growth.

Wholly alien and inhuman, these creatures are cruel mockeries of the predators of the natural world. Despite being assembled from the bones of numerous species, boneswarms draw nothing but malevolence from such mortal remains. They are driven by an insatiable need to consume and exterminate all life. This loathing imbues the boneswarm with a preternatural ability to sense living creatures nearby, regardless of darkness or intervening obstacles. Although a boneswarm can detect everything from fish to flying beasts, the proximity of intelligent life drives it into a focused and murderous frenzy.

The size of these solitary creatures depends on two factors: the amount of raw charnel material at the place of their origination, and the extent to which they have been able to add to their bulk, both from the bones of its victims and from those it has scavenged.

The bokors and witch doctors of gatorman tribes have created a number of boneswarms, which they employ as weapons and guardians. Using necromantic rites and bloody sacrifices, the bokors peel the flesh from piles of the dead and summon restless swamp spirits to animate the bodies into an undulating conglomeration of interlocking bones and snapping jaws. Once the rituals are complete, the newly generated boneswarm is under the tenuous control of the bokor that created it.

COMBAT

When a boneswarm senses a living creature, it closes rapidly, undulating on the ground like a serpent or swimming just beneath the surface of the water until it is within range to strike. Boneswarms wrap themselves around their prey, and they are relentless once they attack. A boneswarm rips away skin and muscle in bloody chunks, tearing at the flesh of the living with countless skeletal hands and a multitude of sharp teeth set in the jaws of numerous skulls. No amount of damage will drive the creature away, and it will pick its victim's bones clean and add them to its own bulk as soon as it has torn the life from the body.

LORE

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

8: Boneswarms are swamp-dwelling undead creatures assembled from the water-logged bones of the dead.

10: Boneswarms strip their victims' bones clean, adding them to their own bulk. The larger a boneswarm, the more victims it has claimed and the more powerful it is.

12: During rainy seasons, when waters rise and villages flood, ill-kept cemeteries and mausoleums can lose their sanctity as the graves are destroyed. These graveyards will soon be emptied of their corpses by rampant boneswarms. Such entities sometimes follow waterways and can be found in unlikely places far from their origins, such as city sewers.

14: Boneswarms can sense life from a great distance and regardless of intervening obstacles. They are not drawn to undead, although a recently killed and reanimated corpse can retain enough warmth to temporarily fool a boneswarm into pursuing it.

15: Some gatorman bokors know the secrets of controlling boneswarms and can fabricate them by means of horrific sacrificial rites.



ABILITIES:

Amphibious – This creature treats water as open terrain. While in water, this creature gains concealment.

Belligerent – This creature gains boosted Willpower rolls.

Bone Picker – This creature gains a corpse token each time it destroys a living or undead character with a melee attack. This creature can have up to three corpse tokens at a time. For each corpse token on this creature, the creature gains +1 STR, PHY, and ARM.

Gross Anatomy – During its activation, this creature can spend corpse tokens to heal damage. For each corpse token spent the creature regains d3 + 1 vitality.

Resonance: Swamp – This creature can be bonded only by a warlock with Resonance: Swamp Warbeast.

Sense Life – This creature gains an additional die to Detection rolls involving living characters.

Terror [14] – This creature has Terror [14].

Undead – This creature is not a living character and never flees.

CREATURE TEMPLATES:

Gluttonous, Graveswarm, Large Specimen

SKILLS:

NAME	STAT	RANK	STAT + RANK
Climbing	AGL	2	6
Detection	PER	1	5



BRUTE BOAR

No discussion of the beast commonly referred to as the brute boar can begin without touching on one important aspect of the farrow race. Scholars disagree on the cause, but what is undisputed is the farrow's tendency to occasionally give birth to exceptionally large offspring. Although the majority of farrow are roughly man-sized, some tower twice as tall. These creatures not only grow larger than normal but also develop a disproportionate amount of muscle and fat. These factors, along with a much higher bone density, give them a sturdier build than typical examples of the species. Whatever the circumstances of their birth, such creatures are not called farrow or treated the same as other offspring, even by their parents; instead, they are segregated and raised as beasts. Although this practice is disturbing to human sensibilities, farrow culture has its own ways, distinct from our own. Farrow see no shame in treating these offspring as a species apart. One matter I have not unraveled is why such births seem to be more frequent than they once were. I have seen more of such hulking creatures among the farrow tribes than I recall even a couple of decades ago.

—*Professor Viktor Pendrake*, Monsternomicon

PHYSIQUE	**PHY**	**8**
SPEED	**SPD**	**5**
STRENGTH	**STR**	**8**
AGILITY	**AGL**	**4**
PROWESS	**PRW**	**3**
POISE	**POI**	**3**
INTELLECT	**INT**	**2**
PERCEPTION	**PER**	**4**
ARCANE	**ARC**	**—**

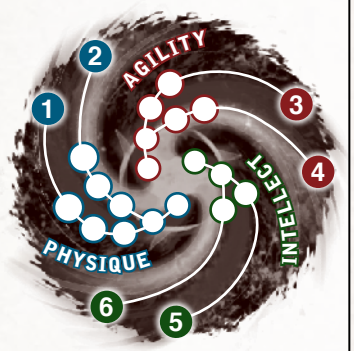
FIST	MAT	POW	P+S
L	5	3	11

Abilities: Open Fist

FIST	MAT	POW	P+S
R	5	3	11

Abilities: Open Fist

INITIATIVE	**INIT**	**12**
DEFENSE	**DEF**	**13**
ARMOR (NATURAL ARMOR +9)	**ARM**	**17**
WILLPOWER	**WILL**	**10**



COMMAND RANGE: 2

BASE SIZE: MEDIUM

ENCOUNTER POINTS: 5

DESCRIPTION

Many regions have folktales related to hulking, porcine beasts that lurk in the wilderness and harass the local farmers. Most of these stories refer to purely bestial monsters that move on four cloven hooves. In recent times, however, the stories have prominently featured bipedal creatures that wield crude weapons in their massive fists and walk on two legs like a man. Scholars of the past dismissed these stories of giant "pig men" accompanying smaller farrow into battle as mere exaggerations born of boredom, drink, and ignorance, but it has become clear that these stories have some truth to them. As the farrow have accelerated their raids in recent years, their warlocks have been accompanied by ever-increasing numbers of these massive beasts. They are colloquially referred to as "brute boars," clearly described in comparison to the farrow themselves.

Scholars who study the farrow have been able to piece together the story of these beasts. Every few years, a farrow of exceptional size and limited intelligence is born in a tribe. As a rule, these farrow are much more brutish and bestial than average and grow to tremendous size at an accelerated rate. If the tribe is fortunate enough to have a warlock among their number, the warlock will control these young and make use of them, integrating them smoothly into the village's defense.

Newborn boars are sometimes killed outright by tribes with more limited resources, whose elders know that feeding and controlling them will be an ongoing problem. Boars also might be used as beasts of burden, although they are stubborn and prone to lashing out. As these beasts mature, they become increasingly difficult to control, as does their ever-increasing appetite. If such a boar becomes too much of a problem, the farrow will typically drive it from the tribe rather than kill it, as a small mercy.

Once on their own, brute boars fall back on their animal instincts and become solitary creatures, often competing directly with other beasts (or even their former tribes) for food and territory. The most cunning of these individuals survive and flourish in the wild. Over a few generations, a region may become home to numerous brute boars, which will then begin to breed. Not much study has been devoted to these creatures in the wild, but it appears that mated brute boars never produce regular farrow and sometimes bear offspring that grow even larger (see "Giant Hog," p. 378).

Like their smaller cousins, brute boars can be found in a wide range of environments. Because they are often pushed out of general farrow society, they are typically found hunting and scavenging at the fringes of wilderness areas that have a sizable farrow population. Individuals or small groups of brute boars sometimes wander farther afield to secure their own hunting territory. Willing to roam a long distance and having no preferred habitat, they can be found almost anywhere in western Immoren.

When a solitary boar first moves into an area, it searches for rudimentary shelter and a dependable food source. The shelter often takes the form of a dense patch of underbrush and trees or a small cave. Although brute boars are opportunistic omnivores that will eat anything they find, the difficulty of securing dependable food sources for a creature this large often drives them into conflict with rural human populations, whose farmlands can provide the boars with ample and easily obtained food.



COMBAT

Brute boars are less intelligent than typical farrow but more intelligent than most animals—roughly on par with full-blood trolls. Most brute boars are capable of fashioning crude weapons. They stalk prey if needed but quickly lose patience with prolonged hunts. A brute boar that loses its patience under such circumstances will either forsake the hunt and go on the attack or lose interest and seek something easier to eat.

A brute boar that suffers damage will fly into a rage, ignoring any further injury until it exacts revenge against the creature that harmed it.

LORE

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

8: Large "pig men" can be found in many of the wild areas of western Immoren. They wield crude weapons and are more cunning than common animals.

10: Brute boars have a powerful sense of smell, which they use when foraging for food.

12: Brute boars that serve the warlocks of the Thornfall Alliance are sometimes equipped with more advanced weapons.

14: These creatures are actually abnormally large members of the farrow race. Farrow females infrequently give birth to these massive creatures instead of a standard litter. They are sometimes utilized as beasts by farrow tribes, and neither the farrow nor outsiders consider them farrow.

ABILITIES:

Fearless – This creature never suffers the effects of Terror.

Native Beast – This creature is considered to be a beast native to the wilds of Immoren.

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

Resonance: Farrow – This creature can be bonded only by a warlock with Resonance: Farrow Warbeast.

CREATURE TEMPLATES:

Gluttonous, Ill-Tempered, Resilient

SKILLS:

NAME	STAT	RANK	STAT + RANK
Detection	**PER**	**2**	**6**
Tracking	**PER**	**1**	**5**



DRAKE, FOG

PHYSIQUE	PHY	9
SPEED	SPD	6
STRENGTH	STR	8
AGILITY	AGL	4
PROWESS	PRW	4
POISE	POI	3
INTELLECT	INT	2
ARCANE	ARC	—
PERCEPTION	PER	3

BELLOWING BREATH

RAT	RNG	AOE	POW
5	SP 8	—	10

Abilities: On a critical hit with this weapon, characters hit are knocked down.

BITE

MAT	POW	P+S
6	5	13

Chomp – This creature can attack with this weapon only during its turn and can target only creatures and characters it first hit with a claw attack that turn.

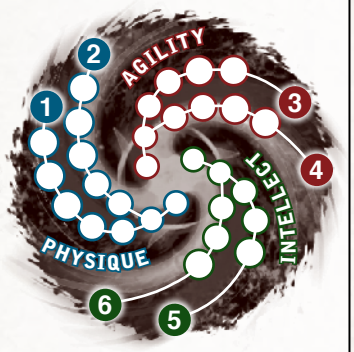
CLAW

MAT	POW	P+S
6	4	12

CLAW

MAT	POW	P+S
6	4	12

INITIATIVE	INIT	13
DEFENSE	DEF	13
ARMOR (NATURAL ARMOR +7)	ARM	16
WILLPOWER	WILL	11



COMMAND RANGE: 2

BASE SIZE: LARGE

ENCOUNTER POINTS: 12

Camouflage in the natural world is an endlessly fascinating topic to me. Take, for instance, the fog drake of northern Cygnar. Whereas many other predatory animals rely on specific striations of color to conceal themselves from the eyes of potential quarry, a fog drake modifies its environment to better suit its needs. By producing voluminous clouds of mist, a fog drake ensures that it always hunts in an environment ideally suited to its talents and capabilities—a far more impressive feat than growing a few stripes of darker fur!

—Professor Viktor Pendrake, Monsternomicon

DESCRIPTION

Fog drakes are enormous, solitary reptiles that dwell in the swamps of western Immoren, where they stalk prey under the cover of dense morning fog. A fully grown fog drake can reach over twenty feet long from its snout to the tip of its tail. An adult's jaws are large enough to bite a draft horse in half or swallow a calf whole. Each of the creature's four feet has long, hooked talons ideally suited to gutting prey, and its teeth have deep, serrated interior edges that increase the drake's ability to shear through tough hide and tissue.

Like all drakes, a fog drake's reptilian and winged physiology lends it a superficial similarity to a dragon, or at least to the common conception of a dragon among those who have never seen one. This has led many to mistakenly believe the two species are related. A closer examination makes it obvious that drakes are entirely unrelated to the dragons of Immoren. Drakes also lack the intellect of dragons, being roughly as intelligent as a dog or a clever horse.

Fog drakes are amphibious creatures usually found near cold, secluded lakes and calm stretches of wide rivers. They create lairs in underwater caverns and rise from the water to hunt in the predawn hours, when groundswells of mist provide them with natural camouflage. They are particularly suited to hunt in places such as the depths of the perpetually foggy Widower's Wood. A fog drake's eyes are adapted to pierce even the thickest fog, allowing it to stalk prey that cannot see it in return. Its hide is a speckled mixture of dark and light greys that conceal it equally well in murky water and within veils of fog.

The fog drake gets its name from the method it employs to hunt for food. If no natural fog is present, a fog drake is capable of producing a thick, obscuring mist. Massive glands in the creature's throat enable it to emit thick clouds from gills that sit just behind its jawline. By huffing through its gills, a fog drake produces a huge cloud of mist that limits the vision of other creatures while presenting no difficulty to the drake.

Fog drakes have been known to live for several centuries. Males and females keep overlapping territories and remain in the same region for their entire lives, defending their domains fiercely from trespassers. Every two to three years, the female selects a mate and retreats to her lair to lay eggs, usually three to five. Fog drake maturation takes many years, and the female increases the frequency of her hunts for the first several years of her young's development. A female that cannot find sufficient prey on a swamp's surface supplements her diet with swamp pike, serpents, and any bog trogs or swamp gobbers unlucky enough to be moving through the region.

Fog drakes are equally capable on land and in water. Although their terrestrial movements seem slow and sluggish, those that have been provoked to anger can move in alarmingly fast bursts. A riled fog drake can emit a bellow powerful enough to topple an ogrun. The fog drake then attacks with talons and jaws and drags its victim to its underwater lair for later consumption.

COMBAT

Fog drakes prefer to keep to their territory, a range of about fifteen square miles near their lairs. They are most often encountered hunting in the early morning hours or investigating unusual noises in the area.

Fog drakes use natural mists—or, failing that, the fog produced by their own exhalations—to stalk prey. A fog drake hunts within its own territory when possible, but it can be drawn away by the promise of an easy meal, such as sheep or cattle. A fog drake whose lair is threatened by predators like blackhides or snappers will become much more aggressive and will even chase a trespasser beyond the boundaries of its range.



LORE

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

9: Fog drakes are huge reptilian beasts that dwell in the swamps, lakes, and marshes of northern Cygnar and eastern Ord. They are territorial creatures and are usually large enough to eat a calf whole.

12: Fog drakes can produce thick clouds of mist through their gills. Their eyes can see through this, or any other, obscuring fog.

14: Fog drakes hunt in the hours before dawn. Anyone who must move through a fog drake's territory would do well to avoid these predawn hours.

ABILITIES:

Amphibious – This creature treats water as open terrain. While in water, this creature gains concealment.

Mist Sight – This creature ignores cloud effects when determining LOS or resolving attacks.

Native Beast – This creature is considered to be a beast native to the wilds of Immoren.

Prowl – This creature gains stealth while in terrain that provides concealment, the AOE of a spell that provides concealment, or the AOE of a cloud effect.

Veiling Mist – This creature can use a quick action to emit a thick mist to conceal itself. Center a 5″ AOE cloud effect on the creature. The AOE remains in play for d3 rounds.

CREATURE TEMPLATES:

Juvenile, Nesting Drake, Swift

SKILLS:

NAME	STAT	RANK	STAT + RANK
Detection	PER	2	5
Sneak	AGL	2	6
Tracking	PER	1	4

DRAKE, FROST

PHYSIQUE	PHY	11
SPEED	SPD	7
STRENGTH	STR	11
AGILITY	AGL	4
PROWESS	PRW	4
POISE	POI	3
INTELLECT	INT	2
ARCANE	ARC	—
PERCEPTION	PER	3

FROST BREATH (H)

RAT	RNG	AOE	POW
5	SP 10	—	15

Abilities: This weapon deals cold damage. On a critical hit, targets without Immunity: Cold are stationary for one round.

BITE (H)

MAT	POW	P+S
6	5	16

Chomp – This creature can attack with this weapon only during its turn and can target only creatures and characters it first hit with a claw attack that turn.

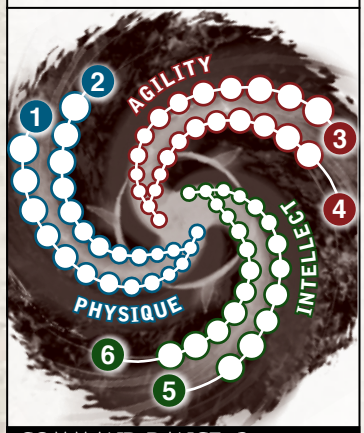
CLAW (L)

MAT	POW	P+S
6	4	15

CLAW (R)

MAT	POW	P+S
6	4	15

INITIATIVE	INIT	14
DEFENSE (–2 FROM IMMENSE SIZE)	DEF	12
ARMOR (NATURAL ARMOR +7)	ARM	18
WILLPOWER	WILL	13



COMMAND RANGE: 2

BASE SIZE: HUGE

ENCOUNTER POINTS: 31

The frost drake is a creature that seems perfectly made to increase the already prodigious suffering one must endure in the arctic north. Bigger than a dire troll and with a hunger to match, frost drakes possess the singular ability to see heat, such as that emitted by a body, and are single-mindedly compelled to investigate any such source. Building a fire in their territory is tantamount to inviting these enormous draconic beasts to consume you. If you intend an expedition into frost drake territory, dress in layers and get used to the cold. If you must build a fire, do so in a sheltered place that offers no easy access.

—*Professor Viktor Pendrake*, Monsternomicon

DESCRIPTION

Frost drakes are one of the largest breeds of drakes, and they thrive amid the frozen mountain peaks and icy landscapes of Immoren's far north. More than twice the size of the fog drake, frost drakes are consummate predators. Their pure white scales allow them to blend in with the endless plains of ice and snow despite their size. They commonly dwell near frozen lakes or on icy coastlines and spend as much time in the water as out of it, supplementing their diet with large lake fish and marine mammals. Frost drakes are capable of staying underwater for an incredibly long time, and injured frost drakes will often retreat to the nearest body of water, where most creatures cannot follow.

Frost drakes are both leaner and more aggressively predatory than most other breeds of drake, due in no small part to the scarcity of prey animals in their territory. Frost drakes must compete for food with other native predators, most notably winter argus and winter trolls, although these creatures steer clear of frost drakes unless numbers are sufficiently on their side. Some winter trolls have learned to corner torpid frost drakes when they are glutted from feasting on other prey and thus more vulnerable.

Frost drakes use their environment to their advantage whenever possible. A hunting frost drake will try to harry its prey onto glacial ice or frozen lakes, where most creatures cannot gain footing. The drake's talons and broad feet give it a decided advantage on ice and snow. A common frost drake tactic involves lurking below the frozen surface of a lake, tracking the movement of prospective prey above, and then erupting from beneath to unleash a frigid spray of frost breath, which can freeze an animal solid in seconds.

Another common frost drake tactic is to chase its quarry into an icy crevasse or cave, corner it, and wear it down with quick snaps, strikes, and blasts of frozen breath. When either the extreme cold or severe blood loss renders a creature weak and sluggish, the frost drake moves in for the kill. Anything smaller than a steamjack is snapped up in its saw-toothed jaws and shaken to death; larger prey is pinned down and shredded by the drake's hooked talons before it begins to feast. If a frost drake feels threatened, it will drag any available carcass beneath the nearest body of water so that it can eat in relative safety.

Even driving winter snows cannot shield prey from a hungry frost drake; the giant beast can see the body heat emitted by any living thing. Whether deep beneath the water of the Broken Mirror Lake or in the blinding white of a midwinter blizzard, frost drakes can easily spot a potential meal. Other sources of heat, campfires in particular, pique the interest of a hunting frost drake. Men who build fires to ward off the killing cold of these beasts' frozen domains unwittingly light a beacon that lures the monsters into their midst.

COMBAT

When a frost drake becomes aware of a possible meal, it will track it, trying to keep out of sight using terrain or exploiting the low visibility from winter storms or other inclement weather if possible. If the beast cannot find sufficient camouflage, it will try to run down its prey. Faster prey is harried into snowdrifts or onto frozen lakes, where the frost drake's superior mobility gives it an advantage. If possible, a frost drake will try to drive stronger opponents into a corner, such as a natural cavern or an icy crevasse, keeping back as much as possible and wearing the target down with its frost breath. When the prey is dead, the frost drake will either eat it immediately or drag it beneath the surface of the nearest body of water, depending on how secure it feels in the location.



LORE

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

9: Frost drakes are extremely large and aggressive arctic predators. Their coloration makes them very difficult to spot against a snowy backdrop.

10: Frost drakes can move across snow and ice with no difficulty, and they often try to drive swift prey into thick drifts to slow it down.

12: These amphibious drakes sometimes lurk below the surface of frozen lakes where the ice is thin, breaking the ice beneath unsuspecting travelers. As with all drakes, their wings do not allow them to fly but do facilitate swimming.

14: Frost drakes can see heat. They track prey by seeing its body heat, but other sources can often draw them in.

15: The oldest frost drakes have demonstrated a greater degree of cunning and intelligent behavior. An ancient frost drake called Glamving has devoured scores of people among the Vindol tribes and has evaded all attempts to hunt it down.

ABILITIES:

Amphibious – This creature treats water as open terrain. While in water, this creature gains concealment.

Cold Immunity – This creature has Immunity: Cold.

Icewalker – This creature ignores movement penalties due to ice and snowy conditions.

Native Beast – This creature is considered to be a beast native to the wilds of Immoren.

Thermal Detection – This creature gains boosted Detection skill rolls against living creatures and ignores stealth.

Winter White – This creature gains +2 DEF against ranged and magic attack rolls and +2 on Sneak rolls while in snowy environments or blizzard conditions.

CREATURE TEMPLATES:

Juvenile, Man-eater, Nesting Drake, Starving

SKILLS:

NAME	STAT	RANK	STAT + RANK
Detection	PER	2	5
Sneak	AGL	1	5
Tracking	PER	2	5

DRAKE, SEA



PHYSIQUE	PHY	9
SPEED	SPD	7
STRENGTH	STR	8
AGILITY	AGL	5
PROWESS	PRW	3
POISE	POI	2
INTELLECT	INT	2
ARCANE	ARC	—
PERCEPTION	PER	3

HURRICANE BREATH (H)

RAT	RNG	AOE	POW
4	SP 10	—	12

Abilities: Each enemy damaged by hurricane breath is pushed d3″ directly away from the sea drake in the order you choose and is knocked down. A character with Flight hit by this attack loses Flight for one round.

BITE (H)

MAT	POW	P+S
5	5	14

Chomp – This creature can attack with this weapon only during its turn and can target only creatures and characters it first hit with a claw attack that turn.

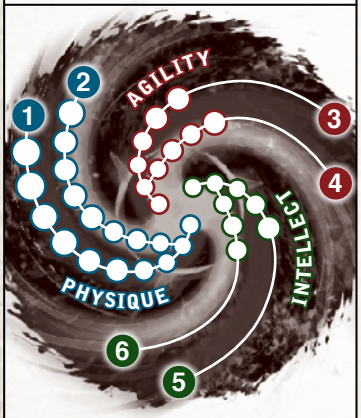
CLAW (L)

MAT	POW	P+S
5	4	13

CLAW (R)

MAT	POW	P+S
5	4	13

INITIATIVE	INIT	13
DEFENSE	DEF	15
ARMOR (NATURAL ARMOR +7)	ARM	16
WILLPOWER	WILL	11



COMMAND RANGE: 2

BASE SIZE: LARGE

ENCOUNTER POINTS: 14

Like their terrestrial cousins, sea drakes can move between land and sea, but unlike fog and frost drakes, their land-based movements are clumsy at best. They are clearly adapted to spend most of their time, if not all of it, amid the depths of the Meredius. In observing them, I wonder which type of adaptation the sea drake represents. Were they once drakes of the land that eschewed it for an almost exclusively marine life, or are they the true drakes, the first drakes from which all other breeds spawned? Given the aquatic proclivities of the others, I suspect the latter, although their physiology is certainly distinct. Of course, a seafarer threatened by a sea drake will not have time for any of these considerations before being consumed.

—Professor Viktor Pendrake, Monsternomicon

DESCRIPTION

Sea drakes are a family of drake that spends as much of its life as possible in the water. These elusive creatures swim deep beneath the warm waters of the Gulf of Cygnar, Eyewall Bay, and secluded coves along the Broken Coast. Sea drakes are capable of coming ashore, but they are slow and clumsy on land. Only a significant threat or guaranteed meal will lure a sea drake from its aquatic home.

A sea drake's long, sinuous body is covered in glistening blue-green scales. The creature swims swiftly, propelled by the webbed talons on its foremost limbs and by its broad flippers. A sea drake's tail ends in a broad, fan-shaped fin, which it uses both to propel itself and to stir up sediment in search of large skates and flounder. Female sea drakes also use this massive tail to prepare an egg bed in shallow coastal waters, sometimes even following rivers inland to lakes and swamps.

Once it has laid its eggs, a female sea drake will fan sediment over them to protect them from predation until the young sea drakes hatch. After camouflaging the eggs in this way, the female returns to the sea, her role as a parent complete. Juvenile sea drakes mature in the relative safety of the reeds and spend the first third of their life as purely aquatic creatures. The sheltered nesting environment allows these young to mature in a place with fewer predators than the open ocean. Once they are ten to twelve feet long and able to consume any would-be predator, they leave their nesting grounds and head to the open sea.

Because these pelagic beasts keep no permanent territory and move with the currents in search of food, their young must fend for themselves from their first moments. This has led to a natural culling of weaker specimens, making the entire species exceedingly deadly.

Hungry sea drakes often feed on seals, small whales, and large schools of fish, a habit that has caused more frequent interaction with mankind over recent years. It is not uncommon for a sea drake to be drawn to the silhouette of a ship passing overhead, mistaking it for preferred prey. Compounding the problem, most ships throw their refuse overboard, giving a hungry sea drake a trail of flotsam to investigate. Like basking whales, sea drakes seem to like anything that floats; unlike those more peaceful creatures, they cannot resist the urge to attack small sailing vessels they mistake for a meal.

When a sea drake attacks a ship, it strikes swiftly from below, propelling itself with its finned limbs and tail to strike with great force. Often this is sufficient to capsize a small ship or send men reeling off the deck and into the sea drake's domain. The men thrown overboard make a decent meal for most sea drakes, a fact that has encouraged them to attack more often than they once did.

If a sea drake is unsuccessful in its attempt to knock any crew members into the water, it has another weapon at its disposal to secure a meal: a terrible breath weapon that manifests in a blast of hurricane-strength wind. A single burst is strong enough to toss sailors overboard, snap rigging, and even flip smaller boats. As the ship's crew flounders and sinks, the sea drake swims among them, taking bites as it passes. In the unlikely event a ship's crew manages to threaten a sea drake, the creature can blind its attackers by expelling an impenetrable cloud of purple-black ink into the water. A sea drake uses this cloud to escape from danger, although it usually grabs a crewman on the way to eat at its leisure.



COMBAT

Encounters with a sea drake are most frequently a result of the creature's investigating the movement of a ship in its vicinity. When a sea drake attacks a boat, it latches onto the gunwale and looses a blast of its hurricane breath, followed by constant biting at any creature close enough to reach. If attacked, it will dive beneath the surface for a few moments and swim circles beneath the ship before striking once more. A sea drake that has been seriously injured during an attack will dive, releasing an ink cloud to cover its retreat.

LORE

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

9: Sea drakes are marine drakes that live in warmer southern waters.

11: Throwing refuse overboard can attract a sea drake, which will investigate the flotsam in search of a potential meal.

13: Sea drakes seem to enjoy capsizing boats in order to feed on sailors. Their incredibly forceful breath is powerful enough to knock a man off his feet, and they use it to incapacitate any crewmen too close to the water.

15: An injured sea drake can release a thick cloud of ink to cover its retreat. This ink, which dries a unique shade of deep purple-red, is prized by some aristocrats for its rarity.

ABILITIES:

Amphibious – This creature treats water as open terrain. While in water, this creature gains concealment.

Aquatic – This creature treats dry land as rough terrain, treats rough terrain as difficult terrain, and suffers –2 DEF on dry land.

Ink Cloud – This creature can release a cloud of black ink as a quick action. Center a 5″ AOE on the creature. The AOE is a cloud effect that remains in play for d3 rounds. Characters other than the creature in the AOE are blinded. (A blind character treats all other characters as if they were in complete darkness.)

Native Beast – This creature is considered to be a beast native to the wilds of Immoren.

CREATURE TEMPLATES:

Juvenile, Man-eater, Nesting Drake

SKILLS:

NAME	STAT	RANK	STAT + RANK
Detection	**PER**	**2**	**5**
Sneak	**AGL**	**2**	**8**



FERALGEIST

I encountered my first feralgeist in a deep glade in the Glimmerwood, many miles from any sign of civilization. A widow bear had mistaken me for a meal, and I was forced to bring it down. Within moments of its death, I glimpsed a glowing apparition as the feralgeist emerged from the forest to sink into the bear's corpse. I was startled to see the spirit appear, but I was even more surprised when the dead beast stood up and came for me anew.

—*Professor Viktor Pendrake*, Monsternomicon

PHYSIQUE	**PHY**	**11**
SPEED	**SPD**	**6**
STRENGTH	**STR**	**5**
AGILITY	**AGL**	**4**
PROWESS	**PRW**	**3**
POISE	**POI**	**0**
INTELLECT	**INT**	**2**
ARCANE	**ARC**	**—**
PERCEPTION	**PER**	**4**
INITIATIVE	**INIT**	**13**
DEFENSE	**DEF**	**14**
ARMOR	**ARM**	**11**
WILLPOWER	**WILL**	**13**
VITALITY: 10		
COMMAND RANGE: 2		
BASE SIZE: SMALL		
ENCOUNTER POINTS: 4		

DESCRIPTION

Ethereal creatures that dwell in the darkness of the deep forest, feralgeists are ghostly greenish specters that drift silently through trees and stones alike. As insubstantial as thought, these predatory spirits are considered by some to be manifestations of the Devourer Wurm. Whatever their origins, they are hungry and animalistic entities—spectral things that refuse to die but have never been truly alive.

Cunning and patient stalkers, feralgeists are drawn to sites of recent or imminent death. They are known to haunt the fringes of battlefields and the hunting grounds of great predators, always lurking silently behind the enormous beasts. These spectral beings hunger to inhabit and control flesh, which they can fuse with and command as their own. Unable to control living creatures, a feralgeist can sink into the corpse of a freshly slain beast and reanimate it as a graceless puppet of the spirit's own will.

A feralgeist in possession of a body indulges in savage behavior, going through the motions of hunting and predation. Using its borrowed flesh, it tries to bring down other creatures and engages in a strange mockery of consuming its kill. A feralgeist is not motivated by hunger; instead, it is driven both by its own predatory nature and by decayed impulses in the body it has assumed. It is compelled to mimic hunting over and over and is never sated regardless of how much flesh it chokes down.

Although these spirits can inhabit the remains of the dead, they can neither stop nor slow the normal process of decay. The bodies they command still degrade over time. Eventually even the will of the feralgeist proves insufficient to maintain the animation of the rotting corpse. The stolen flesh crumbles, evicting the feralgeist and forcing it to seek a new vessel.

Feralgeists often haunt sites frequented by other animals, such as fresh streams and game trails, and tend to lair in isolated, remote areas of the wilderness. These lairs, which are typically shallow caverns or the nests of displaced or slaughtered beasts, are marked by a trail of bones and the corpses of dozens of creatures the spirit has ridden to destruction, along with the gnawed carcasses of its prey. Veteran woodsmen know to watch for these signs and stay clear of any region showing them. Unless its source of beasts to possess and slaughter is driven away, a feralgeist will keep within a mile or two of its lair. If its prey are driven off, either by predators or by human activities, the feralgeist wanders until it finds another similarly rich source of bodies to continue its unending hunting cycle.

COMBAT

When a creature dies in the vicinity of a feralgeist, the spirit immediately tries to take control of the corpse. Feralgeists are sometimes drawn to sites where many creatures will soon die, and they have been seen lurking at the fringes of battlefields like scavenger birds. Once in possession of a body, a feralgeist mimics the behavior of a starving predator and soon begins to stalk potential prey. Although it gains no actual sustenance from the flesh of its victims, the feralgeist drags kills back to its lair and goes through the motions of feasting on them, regardless of how intact its host's mouth or stomach might be.

Without a body to inhabit, the feralgeist lurks patiently, waiting for an opportunity to possess a beast's corpse. Conflict near a feralgeist's territory is certain to draw it close.

LORE

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

8: Sometimes in the wilderness, dead animals rise and walk again.

10: Reports of undead animals are often a consequence of a feralgeist in the area. Feralgeists are disembodied spirits that can possess the corpses of recently dead creatures and inhabit them until they rot away.

12: Feralgeists are drawn to conflict and death. Those without a body are always looking for corpses to possess.

14: The destruction of the body a feralgeist is currently inhabiting does not harm or hinder it, as the incorporeal spirit is simply ejected and will then seek another corpse to animate. A body possessed by a feralgeist can be harmed by mundane weapons, but a feralgeist itself can only be harmed by ones that are blessed or otherwise enchanted.

15: Some wild shamans and bokors are said to know rites that enable them to bind feralgeists to their own will.



ABILITIES:

Incorporeal – This creature can move through terrain, solid objects, and other characters. Blessed weapons affect it normally. Spells and magical weapons can damage the creature but roll one fewer die on damage rolls. No other weapons can damage this creature.

Sense Death – This creature gains boosted Detection skill rolls to detect creatures that are incapacitated or injured.

Spiritbind – If a living beast is destroyed while within 8″ of this creature, this creature can bind itself to the beast. If more than one eligible creature with Spiritbind attempts to bind to the beast, the closest creature binds to it. Remove the creature from play when it binds to the beast. Any effects, spells, or animi on the creature expire when it is removed. The creature takes control of the beast, and the beast becomes Undead. If the beast was controlled by another character, it is no longer controlled by him and is not considered to be part of any battlegroup.

Remove 1 damage point from each of the beast's aspects.

The bound beast loses its turn this round and will then take its turn during the creature's place in the initiative order. This creature can exit the target beast during its Maintenance Phase. If it does, place the creature anywhere completely within 3″ of the target beast, then the beast is destroyed. If the beast is destroyed or removed from play while the creature is bound to it, the creature is forced to exit it.

Undead – This creature is not a living character and never flees.

CREATURE TEMPLATES:

None.

SKILLS:

NAME	STAT	RANK	STAT + RANK
Detection	**PER**	**2**	**6**
Sneak	**AGL**	**2**	**6**



GALLOWS GROVE

People are inclined to forget that plants can be as savage as any predatory animal. Their roots choke and poison rivals for nutriment, and their branches block the sun from those that grow beneath them. These facts are well known to worshipers of the Devourer who revere blood-soaked trees and go so far as to claim that certain trees even move according to the inscrutable designs of the Wurm.

—Professor Viktor Pendrake, Monsternomicon

PHYSIQUE	**PHY**	**16**
SPEED	**SPD**	**—**
STRENGTH	**STR**	**—**
AGILITY	**AGL**	**—**
PROWESS	**PRW**	**—**
POISE	**POI**	**—**
INTELLECT	**INT**	**1**
ARCANE	**ARC**	**—**
PERCEPTION	**PER**	**5**
INITIATIVE	**INIT**	**5**
DEFENSE	**DEF**	**5**
ARMOR	**ARM**	**16**
WILLPOWER	**WILL**	**17**
VITALITY: 16		
COMMAND RANGE: 1		
BASE SIZE: MEDIUM		
ENCOUNTER POINTS: 4		

DESCRIPTION

The people of western Immoren fear the deep forests for many reasons, viewing them as dark places inhabited by fearful beasts. But some of the strangest and most disturbing entities to be found in these forests are certain gnarled and mysterious trees that have loomed for centuries in ancient groves, silently standing vigil over the comings and goings of blackclads and Devourer cultists.

Such trees are believed to be manifestations of the Devourer Wurm—physical aspects of its thirst for blood and demand for sacrifice. They are found in forests scattered across western Immoren, and the presence of many such trees in one area invariably marks the site of a massacre or a place of ritual sacrifice. When gathered together, they are called "gallows groves" by those who stumble upon them. Devourer cultists seek out such places, spilling blood in acts of savage worship to feed the endless desires of the revered trees. Sacrifices are hanged from branches and left to slowly water roots with their own blood and viscera. These trees, which have little need of the sun, grow as leafless spires of bleached wood. The best-fed trees appear as towering charnel houses, their branches and roots littered with rotted ropes and bleached bones.

When sacrifices grow scarce in a given area, a gallows tree will inexplicably vanish, only to reappear in another part of the forest, its roots drinking deeply from the carcass of a dead animal. The very presence of one of these trees saps vitality from the living, causing blood to drip onto their ever-thirsty roots.

Cultists of the Devourer view the arrival of these dark wardens of the forest as a sign of approval and sometimes respond with frenzies of sacrifice. The trees are known to appear without warning amid the camps of blackclad warbands, looking as if they had always been rooted in place. They seem to move about as battle is joined, reappearing wherever the blood runs most freely and moving in concert with the druids in a display of uncanny, if alien, intellect. Their life-sapping emanations are invaluable in battle, allowing blackclads and their warbands to overcome even the most resilient foes.

As a tree grows with age and soaks up more and more blood, glowing runes appear upon its trunk. Unwary people journeying in dark forests have been lured to their doom by the light of these runes. Seeking fellow travelers, they find instead brutal cultists ready to water their groves with the blood of sacrifice.

Worshipers of the Devourer who are possessed of mystical talent feel a special bond with the trees of a gallows grove. In their presence, the trees act as conduits for their power, and the trees are said to whisper secrets to blackclads. Some blackclads have developed a particularly strong affinity for the groves they tend, feeding them with loving care and treating them with a respect beyond that given to their favored beasts of war.

COMBAT

Although the gallows grove lacks any ability to physically interact with the world around it beyond drinking spilled blood, it can supernaturally transport itself to places where bloodshed is imminent. The trees of a gallows grove do their best to remain unharmed while positioning themselves in such a way as to sap the vitality of living creatures that come near. Drawn by spilled blood, gallows trees will go out of their way to root in soil soaked with it.

CULTIVATION

Druids and Devourer cultists seek to cultivate gallows groves with a worshipful care. This is accomplished first and foremost through regular blood sacrifice. Some trees prefer the blood of one species or another—human, trollkin, griffon, and so on—and may look more favorably upon those who feed them their preferred libations.

A druid who has cultivated a relationship with the trees of a gallows grove is granted the grove's favor in two ways: first, through the ability to use the trees as extensions of his own arcane will, and second, through immunity to their entropic energies. Only those individuals who have made the necessary sacrifices over a long period of time are free from this life-sapping effect, and a druid's allies would do well to give these trees a wide berth.

LORE

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

10: Withered trees with trunks scarred by glowing runes are sometimes seen in the natural settings preferred as places of ritual and sacrifice by the followers of the Devourer Wurm.

12: These trees are involved in rituals of sacrifice and purification among some who serve the Wurm, such as certain Tharn tribes.

13: These trees, which are drawn to bloodshed, sometimes take on the semblance of intelligence and manifest strange capabilities, such as vanishing from one place and appearing at another.

14: These carnivorous trees have existed for thousands of years, perhaps adapting to centuries of blood rituals. They prefer to sustain themselves on blood rather than sunlight and water. They are thought to be particularly sacred and perhaps connected to the Devourer Wurm, and they serve as conduits for its energy on Caen. Blackclads prize them for their ability to channel druidic power.



ABILITIES:

Entropic Presence – While within 3″ of this creature, characters lose Tough and cannot heal or be healed.

Immobile – This creature has no movement or action and cannot be knocked down or moved. Its front arc extends to 360°. It has no melee range, cannot engage, and is automatically hit by melee attacks.

Manifestation of the Devourer – While this creature is not engaged and is in the control area of a Blackclad, Devourer Shaman, or Circle Warlock, that character can channel spells through it.

Strange Growth – Once per turn during its turn, place this creature anywhere within 5″ of its current location. This character cannot be placed except as a result of Strange Growth.

CREATURE TEMPLATES:

None.

SKILLS:

None.



GIANT HOG

My first encounter with one of these creatures came as quite a shock. I was traveling through the territory of a farrow tribe I'd interacted with numerous times. When I entered the area, I was met by a party of farrow bristling with weapons. They explained they were on the trail of a giant hog. Unable to contain my curiosity about a beast that could affect these brutish creatures so profoundly, I joined them in their search. A day and a half later, we came across a large depression in the forest floor, like a small pond that had dried up. I thought nothing of it, but the farrow became excited by this discovery. I asked what we had found, and they told me it was a hog wallow. I was just about to ask about the size of this hog we were looking for when a bellowing squeal echoed through the nearby trees. The farrow readied their weapons as something enormous moved quickly toward us. I was ready to face the largest wild pig I could imagine, but I was completely unprepared for the situation I was about to find myself in. I am still attempting to fully fathom what came crashing into the clearing. The creature resembled a farrow but on an inconceivable scale. The hunters fell upon the beast before my very eyes, attempting to subdue it before it trounced them.

—Professor Viktor Pendrake, Monsternomicon

PHYSIQUE	**PHY**	**12**
SPEED	**SPD**	**5**
STRENGTH	**STR**	**10**
AGILITY	**AGL**	**4**
PROWESS	**PRW**	**4**
POISE	**POI**	**1**
INTELLECT	**INT**	**1**
ARCANE	**ARC**	**—**
PERCEPTION	**PER**	**3**

TUSKS (H)

MAT	POW	P+S
6	4	14

Critical Knockdown – On a critical hit with this weapon, the target is knocked down.

FIST (L)

MAT	POW	P+S
6	3	13

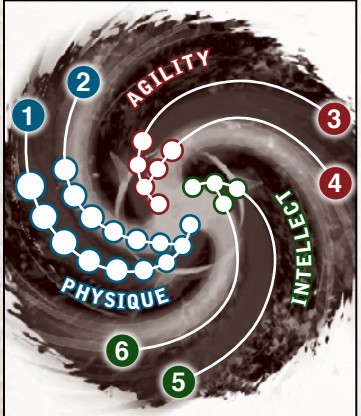
Abilities: Open Fist

FIST (R)

MAT	POW	P+S
6	3	13

Abilities: Open Fist

INITIATIVE	**INIT**	**12**
DEFENSE	**DEF**	**10**
ARMOR (NATURAL ARMOR +4)	**ARM**	**16**
WILLPOWER	**WILL**	**13**



COMMAND RANGE: 1

BASE SIZE: LARGE

ENCOUNTER POINTS: 11

DESCRIPTION

The frequency of gigantism among the farrow is a matter of much curiosity among researchers of extraordinary zoology, particularly in regard to the massive, degenerate hogs that make up a strange and enormous branch of the farrow's family tree. Even those who have witnessed the brooding brute boars are surprised by the sheer size and ferocity of these creatures, which are four times their size. Just as they do with the brute boars, the farrow disavow any true kinship to these beasts, treating them no better than a human might treat an ornery and cantankerous ox.

The giant hog grows to an average height of twelve feet. The creature's most defining feature, beyond its sheer size, is the pronounced nature of its tusks compared to those of smaller farrow. The tusks of a giant hog commonly grow to over four feet long. They grind against the beast's lower jaw as it chews, rendering the inner edge extremely sharp.

A handful of intrepid explorers and extraordinary zoologists have attempted to study these creatures with some success, and the published papers on the topic are illuminating. These beasts seem closely related to the brute boars born a few times a generation to otherwise ordinary farrow. Few of those oversized and mentally deficient creatures get a chance to breed, but those that do have a greater chance of producing even larger offspring. In a region with a sufficiently stable population, a few generations of such breeding can produce the truly enormous beast known as the giant hog, which is considered far removed from the farrow themselves even though its origins are clearly rooted in that race. A giant hog grows to adulthood in only a few years, at which point it becomes a major threat to a region unless it is controlled by a strong-willed warlock.

In the wild, giant hogs are apex predators. Their ferocity and tenacity allow them to overcome challenges that would easily dispatch lesser creatures. Technically omnivores, giant hogs can root up entire acres of wilderness to gain sufficient sustenance, but they seem to prefer meat to any other source of food and will hunt any creatures they can find, including humans. They also scavenge any corpses they encounter, and they seem to enjoy rooting through the trash pits of farrow tribes for tasty morsels.

Farrow warlocks eagerly seek out these great beasts. When news of a giant hog in the wild spreads, numerous warlocks seek out the creature and attempt to bend it to their wills. A warlock in possession of a giant hog will find it easier to dominate his rivals and claim their territory.

More recently, some farrow tribes have begun breeding brute boars to hasten the process of creating these giants. These programs appear to have been successful, as evidenced by accounts from the wilds of western Immoren of farrow raiding parties accompanied by enormous war hogs. Scattered reports indicate an even more alarming concept—that some of these monstrous creatures have been surgically augmented to create devastating beasts of war enhanced by alchemy and mechanical alteration.

Giant hogs are still quite rare in the wild, appearing irregularly even among active and healthy populations of brute boars. Just as farrow tribes often cast out brute boars, so too do brute boars quickly drive away young hogs, although the beasts might return after maturity to slaughter their former relations. They

have most often been seen among the rugged hills of the Bloodstone Marches near Greybranch Gap. The amount of destruction a giant hog wreaks makes its presence in a region unmistakable. Whereas brute boars raid farms and ranches to steal sheep or break into a granary, a giant hog will simply kill or drive off the human owners of the property and eat whatever it chooses, ripping up crops and slaughtering livestock en masse.



COMBAT

Giant hogs mercilessly attack any nearby creature they see as a threat or a possible meal. Their territories are normally many miles wide but can be as wide as a hundred miles in areas where food is scarce.

These creatures begin most engagements by charging wildly at the closest target and attempting to gore it. Once a fight with a giant hog has begun, it will not end until the creature is incapable of fighting or it has destroyed its enemy.

LORE

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

10: Extremely dangerous and sizable bipedal hogs can be found in the mountains of the Bloodstone Marches. Trespassing into their territory is asking for death.

12: Giant hogs have a powerful sense of smell, which they use when foraging for food.

14: These creatures are highly prized by farrow warlocks, who will trade favorably for information on their whereabouts. It seems that brute boars occasionally give birth to these creatures, although not with any regularity.

16: There are unconfirmed rumors that a deranged and discredited Cygnaran physician is experimenting upon these beasts, making them even more dangerous by grafting mechanikal prosthetics onto them and pumping them full of powerful alchemical solutions.

ABILITIES:

Fearless – This creature never suffers the effects of fear.

Native Beast – This creature is considered to be a beast native to the wilds of Immoren.

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

Resonance: Farrow – This creature can be bonded only by a warlock with Resonance: Farrow Warbeast.

CREATURE TEMPLATES:

Gluttonous, Large Specimen, Man-eater

SKILLS:

NAME	STAT	RANK	STAT + RANK
Detection	**PER**	**1**	**4**
Tracking	**PER**	**1**	**4**



GORAX

What can be said about the gorax? Other than "avoid at all costs," that is. A stinking, gluttonous, violent beast, a rampaging gorax is a brutish slab of muscle and hair driven by little more than anger and appetite. Compounding its awfulness, anything other than a lethal blow made against a gorax renders it stronger, deadlier, and, though it would seem impossible, angrier than before. Wounded gorax should only be approached with great caution—and ideally a warjack or two.

—*Professor Viktor Pendrake*, Monsternomicon

PHYSIQUE	**PHY**	**10**
SPEED	**SPD**	**5**
STRENGTH	**STR**	**9**
AGILITY	**AGL**	**4**
PROWESS	**PRW**	**4**
POISE	**POI**	**1**
INTELLECT	**INT**	**2**
ARCANE	**ARC**	**—**
PERCEPTION	**PER**	**3**

BITE (H)

MAT	POW	P+S
5	2	11

Chomp – This creature can attack with this weapon only during its turn and can target only creatures and characters it first hit with a claw attack that turn.

CLAW (L)

MAT	POW	P+S
6	3	12

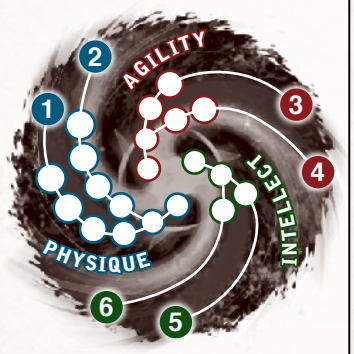
Abilities: Open Fist

CLAW (R)

MAT	POW	P+S
6	2	12

Abilities: Open Fist

INITIATIVE	**INIT**	**12**
DEFENSE	**DEF**	**12**
ARMOR (NATURAL ARMOR +6)	**ARM**	**16**
WILLPOWER	**WIL**	**12**



COMMAND RANGE: 2

BASE SIZE: MEDIUM

ENCOUNTER POINTS: 8

DESCRIPTION

Great, hulking brutes inhabiting the temperate forests of western Immoren, gorax are primitive creatures that blur the line between man and beast. The body of a gorax is thickly muscled, with iron-hard tendons straining against bones as dense as hardwood. A heavy mane of matted hair grows down a gorax's spine, matched by similar patches on the backs of its disproportionately long arms. The enormous claws of its oversized hands are ideal for digging or slashing deep furrows in the flesh of prey. A wide maw, distended by hardened teeth and tusks protruding at irregular angles, dominates the creature's ugly face.

Even more terrifying than its brutish physique is the beast's response to pain. Gorax are not just inured to the effect of injury—they are fueled by it. This paradoxical response drives an injured gorax to attack with ever-increasing savagery until it is forced into a blind frenzy of bloodlust. In its throes, an enraged gorax is strong enough to tear a warhorse in half, and the bodies of lesser creatures present it with little resistance. A wounded gorax remains in this heightened state for a prolonged period, sometimes as long as several hours after the injury that caused it.

Though its primitive features belie the fact, a gorax possesses a cunning mind. Gorax are able to communicate with one another through a rough series of guttural vocalizations, and they can be taught through extended effort to follow simple commands. This ability to be trained, coupled with the gorax's response to injuries, makes them a popular spectacle in underground blood sport arenas. Gorax are often wounded by their handlers prior to a bout, which typically involves the beast fighting packs of vicious dogs or groups of men armed with bladed weapons.

During the Thousand Cities Era, warlords prized the gorax for their relative cunning and response to pain and used the beasts as frontline shock troops. Directed at the enemy, dozens of gorax would tear across the field of battle unimpeded by strikes from arrows. Once the gorax fell upon a column, their strength already greatly magnified by pain-fueled rage, the enemy would quickly be torn to pieces. Gorax too wounded to quickly recover and those too full of bloodlust to easily be controlled were simply put down. The tendency of rage-fueled gorax to attack allies and enemies in equal measure eventually reduced the beasts' use in battle, but some continue to capture and enslave gorax for use in combat. The blackclads make extensive use of the gorax as a warbeast, prizing it for its natural ferocity and power.

In the wild, most gorax make their homes in natural caverns, as they prefer dark and damp dwellings. They expand the interior of a cave by scraping the walls with their huge claws, and a gorax den is easily identified by deep, overlapping furrows carved into earth and stone. Gorax often keep a surplus of meat in their dens and will drag half-eaten beasts through the forests back to their caverns for later consumption. Gorax and trolls often compete for prey and territory, particularly when a troll is drawn to the site of a gorax den by the smell of stored meat. When the two creatures meet, they tear at each other savagely with fangs and claws, and the victor typically consumes the body of the slain.

Gorax are well known for their rank, sour odor. Gorax saliva and sweat is thick with pheromones the creatures use to identify each other. A gorax habitually licks its arms to keep its musk strong, as those with a more powerful odor are likelier to attract a mate. Most other creatures are repulsed by the smell of the gorax.

Gorax are true carnivores, though they care little about the source of the meat. Any animal that comes close enough for a gorax to wrap its thick-knuckled hands around is eaten with little hesitation, though the gorax seem to hold human flesh in high regard. Gorax that taste the blood of mankind seek it out, which has caused some of the beasts to move from their wilderness



domain into the fringes of civilization. Isolated homesteads have vanished entirely, buildings reduced to rubble, in the wake of a rampaging gorax seeking to sate its hunger.

COMBAT

Gorax are incredibly irascible creatures. Even slight provocation causes a gorax to fly into a rage that overtakes its reason. Once its anger is roused, a gorax views all other creatures in one of two ways: either as a threat to be attacked before it can pose a danger, or as potential game to be defeated and eaten. In battle, a gorax charges toward the closest possible target, attacking it with tooth and claw. Once injured, the gorax will seek to destroy the creature that caused it the greatest harm, with no regard for its own safety.

LORE

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

8: Gorax are powerful, brutish humanoids that inhabit the wild.

10: Gorax are consummate carnivores, and they have a particular fondness for human flesh.

12: A gorax becomes even stronger in response to nonfatal wounds, which cause it to attack with greater savagery.

ABILITIES:

Native Beast – This creature is considered to be a beast native to the wilds of Immoren.

Pain Fueled – While damaged, this creature gains +2 to attack and damage rolls.

Resonance: Devourer – This creature can be bonded only by a warlock with Resonance: Devourer Warbeast.

CREATURE TEMPLATES:

Alert, Large Specimen, Lone Wolf, Man-eater, Starving

SKILLS:

NAME	STAT	RANK	STAT + RANK
Detection	**PER**	**1**	**4**
Tracking	**PER**	**1**	**4**



GRIFFON, ROTTERHORN

Traveling back across the Bloodstone about fifty miles east of the Rotterhorn, I saw a black speck circling overhead in a field of blue sky. I thought little of it until I heard its cry, a noise of such great intensity that it cracked the glass in my left spectacle lens despite the miles between us.

—*Professor Viktor Pendrake*, Monsternomicon

PHYSIQUE	**PHY**	**8**
SPEED	**SPD**	**6**
STRENGTH	**STR**	**8**
AGILITY	**AGL**	**4**
PROWESS	**PRW**	**4**
POISE	**POI**	**1**
INTELLECT	**INT**	**3**
ARCANE	**ARC**	**—**
PERCEPTION	**PER**	**4**

BEAK (H)

MAT	POW	P+S
6	4	12

CLAW (L)

MAT	POW	P+S
6	3	11

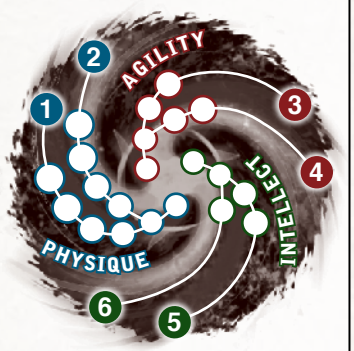
Abilities: Open Fist

CLAW (R)

MAT	POW	P+S
6	3	11

Abilities: Open Fist

INITIATIVE	**INIT**	**14**
DEFENSE	**DEF**	**14**
ARMOR (NATURAL ARMOR +7)	**ARM**	**15**
WILLPOWER	**WILL**	**11**



COMMAND RANGE: 3

BASE SIZE: MEDIUM

ENCOUNTER POINTS: 9

DESCRIPTION

Thought for centuries to be mythical, griffons are very dangerous flying predators that combine the lean strength of a terrestrial hunter with the speed and ferocity of a bird of prey. A griffon's raptorial head has a wicked, hooked beak, and each of its four limbs ends in razor-sharp claws. The forelimbs are better for grasping prey, but the legs have stronger and sharper talons. The wings, attached at the scapula, are powered by incredibly strong sinew and muscle. An adult griffon stands over nine feet tall, and its long, thick tail allows it to move bipedally at a remarkable speed.

As indicated by its name, the Rotterhorn griffon dwells atop the towering Rotterhorn, one of Immoren's tallest mountains, though its hunting grounds range across the Bloodstone Marches and into the Bloodstone Desert itself. A keen-eyed hunter, this griffon stays aloft on thermal currents washing off the desert floor for most of the day, barely visible in the sky as it scans the desert below.

When it spots prey, the Rotterhorn griffon dives down at incredible speed, lashing out with its talons and beak. Smaller prey is consumed on the spot, but larger animals are butchered on the sand and brought to the griffon's nest. A slash from a griffon's talons disembowels creatures as large as a horse, and a snap from its beak can sever a human limb. In addition, the Rotterhorn has an unusual method of disabling prey: the power of its cry.

This griffon's shriek is extremely potent, and those who hear it are wracked with agony. Shrill enough to carry for miles across the desert, it can cause trauma such as burst eardrums and internal hemorrhages to those close by. Creatures this cry does not kill outright are left reeling and have difficulty warding off subsequent attacks.

These griffons make their nests in the narrow cracks that line the Rotterhorn, typically on sheer cliff faces or similarly extreme topology near the peak of the mountain. Six or more mated pairs will nest in close proximity, building small flocks of related individuals. These flocks exhibit no clear hierarchy, unlike those of the Scarsfell griffon.

The precipitous location of Rotterhorn griffons' nests ensures that the roost is exceedingly difficult for other creatures to disturb. Anything attempting to approach is either attacked as it scales the cliff wall or grabbed and hurled to its death on the rocks waiting below. Adult Rotterhorn griffons are exceedingly protective of their nests and work in tandem to drive off potential threats. They become even more aggressive toward intruders during and for a short period after the mating season, battling even members of other griffon flocks in wheeling combat high above the mountain.

The Circle Orboros has taken great pains to tend to the Rotterhorn griffons despite the extremely remote nature of their nests and the challenge of reaching them. The blackclads establish small encampments where they can watch over the flocks and cull weak members while the adult griffons are out scouring the desert for food. The Circle has made some effort to transplant Rotterhorn griffon nests to other mountainous climes, but its success has been limited, so the vast majority of these creatures still originate from the Rotterhorn.

COMBAT

Rotterhorn griffons attack from above, diving from high in the sky at unsuspecting targets near their mountain home and in the surrounding desert. Unless it is protecting its nest, its primary reason for striking is to secure a meal for itself or its young. In these cases, it first attacks the largest available targets, such as horses, cattle, and other pack animals. If that target withstands the initial strike, the Rotterhorn uses its powerful cry to damage and stun the hapless creature. Then the griffon swoops down to retrieve the subdued prey and flies back to its roost with its meal.

The Rotterhorn griffons' behavior changes dramatically if a nest is in danger. Then, in a display of communal defense, two or more adult griffons join together, striking and retreating repeatedly



to drive off the intruder. Each strike is accompanied by another shriek, and the griffons will not relent until the threatening individual is dead or driven off. When possible, the griffons grasp intruders in their talons and fly them out over great heights to drop the interlopers to their deaths on the rocks below.

LORE

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

12: The Rotterhorn griffon is a breed exclusive to the Rotterhorn, a massive mountain in the Bloodstone Marches northeast of the Protectorate of Menoth. Rotterhorn griffons fly for miles across the desert, wheeling in the sky above as they look for prey.

14: Although its most dangerous weapons are its sharp talons and beak, even the Rotterhorn griffon's cry can be deadly. At close range, this cry is capable of stunning prey and causing debilitating injuries.

16: Rotterhorn griffons work together to protect their roosts on the Rotterhorn, relentlessly striking at trespassers and trying to knock them off the mountain to their deaths.

ABILITIES:

Ambush – During the first round of an encounter, this creature gains boosted attack and damage rolls against enemies that have not yet activated that encounter.

Flight – This creature can advance through terrain and obstacles without penalty and can advance through obstructions and other characters if it has enough movement to move completely past them. This creature ignores intervening characters when declaring its charge target.

Native Beast – This creature is considered to be a beast native to the wilds of Immoren.

Resonance: Devourer – This creature can be bonded only by a warlock with Resonance: Devourer Warbeast.

Shrill Shriek – Once per round as a quick action, this creature can shriek. Other characters within 2″ of this creature suffer a POW 8 damage roll and must make a PHY roll against a target of 12. If the roll fails, the affected character suffers –2 on attack and skill rolls for one round.

CREATURE TEMPLATES:

Alert, Alpha, Nimble

SKILLS:

NAME	STAT	RANK	STAT + RANK
Detection	PER	2	6
Tracking	PER	2	5

GRIFFON, SCARSFELL

I have never encountered the fabled Scarsfell griffon myself, but I have heard a number of accounts told by woodsmen and hunters who probed too deep into the shadowy expanse of the Scarsfell Forest. They tell of great predators swooping down out of the sky and snatching up their mules, packs and all, before taking flight once more. I would accuse these men of exaggerating for the purpose of a good story, but the yard-long pinfeather one gave me lends a good deal of veracity to such claims.

—*Professor Viktor Pendrake*, Monsternomicon

PHYSIQUE	**PHY**	**8**
SPEED	**SPD**	**6**
STRENGTH	**STR**	**8**
AGILITY	**AGL**	**4**
PROWESS	**PRW**	**4**
POISE	**POI**	**1**
INTELLECT	**INT**	**3**
ARCANE	**ARC**	**—**
PERCEPTION	**PER**	**4**

BEAK (H)

MAT	POW	P+S
6	4	12

CLAW (L)

MAT	POW	P+S
6	3	11

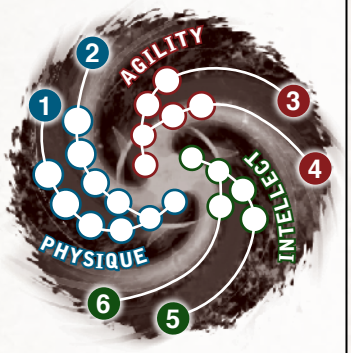
Abilities: Open Fist

CLAW (R)

MAT	POW	P+S
6	3	11

Abilities: Open Fist

INITIATIVE	**INIT**	**14**
DEFENSE	**DEF**	**14**
ARMOR (NATURAL ARMOR +7)	**ARM**	**15**
WILLPOWER	**WILL**	**11**



COMMAND RANGE: 3

BASE SIZE: MEDIUM

ENCOUNTER POINTS: 9

DESCRIPTION

Griffons were hunted nearly to extinction in ancient times, forced to retreat to areas where bands of hunters could not reach them. They owe their continued existence to the careful stewardship of the Circle Orboros, whose druids carefully tended to their roosts and protected them from intrusion by the civilized world. One breed of these superior predators occupies the Scarsfell Forest in northwestern Khador, an untamed region far from civilization.

The Scarsfell griffon is a solitary, stealthy hunter that roosts high in the cliffs and foothills bordering the forest, particularly along the western edge of the Nyschatha Mountains. It prefers to strike suddenly, leaving little sign of its passage before it retreats back to the safety of its unreachable nest with its meal. Scarsfell griffons are indiscriminate carnivores and will attack any creature small enough to be hoisted aloft in their talons. A fully grown griffon will typically sustain itself on frequent meals of deer, ulk, wolves, and foxes.

The Scarsfell griffon circles far overhead while it searches the ground for signs of prey. With its incredibly keen vision, it can spot moving creatures through even the thickest forest foliage. Once it spots a victim, the griffon dives in silent ambush; specialized feathers on the underside of its wings baffle the noise of its passage so that not even the sound of its precipitous dive can alert the prey to the griffon's attack. Only when the predator's talons wrap around its intended prey does it make a sound, a piercing cry of victory that can be heard over great distances. If the incredible power of the Scarsfell griffon's strike does not kill its prey outright, it will grasp the creature in its forelegs and repeatedly tear at it with short, violent kicks from its rear claws, either disemboweling the prey or weakening it from blood loss. Any prey too large to be carried will be wounded and left to die, after which the griffon will tear the animal apart and carry what it can back to its secluded nest to feed on.

A single male Scarsfell griffon and many females share a wide territory, with the male mating with different females in successive years. Despite their avian qualities, griffons give birth to live young. Kits are entirely reliant on their mothers for sustenance for the first several weeks of their lives, after which they open their eyes for the first time. The blackclads keep a careful eye on newborn griffons, trying to ensure that only the strongest specimens reach maturity. Weak kits are disposed of while the female griffons are away hunting. The remote nests of the Scarsfell griffon make such efforts truly arduous, but working to keep the breed strong is important to the Circle.

This griffon's scarcity and the remote nature of its home limit its interactions with mankind, but the Scarsfell griffon is not unknown among the most remote mountain and forest communities. Such contact has increased as the blackclads have taken these creatures elsewhere to serve as warbeasts in their conflicts.

COMBAT

A Scarsfell griffon attempts to strike its prey unaware, keeping its distance and waiting for an opportune moment to dive out of the sky. If the initial strike fails to kill the target, the griffon will soar back up and out of reach, either waiting for injuries to overwhelm its quarry or searching for easier game.

If a female Scarsfell griffon's nest is threatened, it will attempt to drive the intruder away, wheeling at a distance between fearsome dives. Any male in the territory will join the effort to protect the nest, particularly if it contains young.

ABILITIES:

Ambush – During the first round of an encounter, this creature gains boosted attack and damage rolls against enemies that have not yet activated that encounter.

Flight – This creature can advance through terrain and obstacles without penalty and can advance through obstructions and other characters if it has enough movement to move completely past them. This creature ignores intervening characters when declaring its charge target.

Hunter – This creature ignores forests, concealment, and cover when determining LOS or making ranged attacks.

Native Beast – This creature is considered to be a beast native to the wilds of Immoren.

Resonance: Devourer – This creature can be bonded only by a warlock with Resonance: Devourer Warbeast.

CREATURE TEMPLATES:

Stealthy, Swift

SKILLS:

NAME	STAT	RANK	STAT + RANK
Detection	**PER**	**2**	**6**
Sneak	**AGL**	**2**	**6**
Tracking	**PER**	**2**	**5**



LORE

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

10: Griffons are extremely rare but not mythical. Most legendary depictions are erroneous, a result of tales passed down by those who had not actually witnessed them. A breed of stealthy griffons still survives deep in the Scarsfell Forest, hunting the creatures there.

12: Scarsfell griffons prefer to ambush their prey, descending suddenly from the skies. Blessed with extremely keen eyesight, they can see prey long before they themselves are seen.

15: The druids of the Circle Orboros carefully steward the Scarsfell griffons, cultivating the breed for use as warbeasts. Such griffons can be identified by armored bands on their legs, their arms, or both.



IRONBACK SPITTER

PHYSIQUE	**PHY**	**14**
SPEED	**SPD**	**4**
STRENGTH	**STR**	**10**
AGILITY	**AGL**	**3**
PROWESS	**PRW**	**3**
POISE	**POI**	**3**
INTELLECT	**INT**	**1**
ARCANE	**ARC**	**—**
PERCEPTION	**PER**	**3**

SPIT BLAST

RAT	RNG	AOE	POW
5	12	3	14

Abilities: This attack causes corrosion damage. Characters hit suffer the Corrosion continuous effect.

BITE

MAT	POW	P+S
5	5	15

Chomp – This creature can attack with this weapon only during its turn and can target only creatures and characters it first hit with a claw attack that turn.

CLAW

MAT	POW	P+S
5	3	13

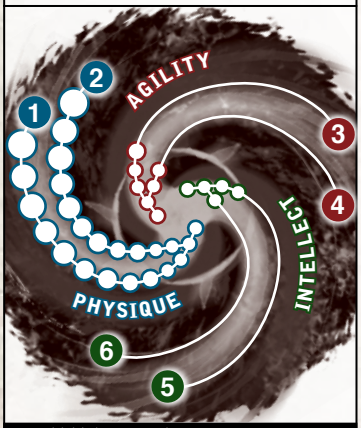
Abilities: Open Fist

CLAW

MAT	POW	P+S
5	3	13

Abilities: Open Fist

INITIATIVE	**INIT**	**10**
DEFENSE	**DEF**	**10**
ARMOR (NATURAL ARMOR +4)	**ARM**	**18**
WILLPOWER	**WILL**	**15**



COMMAND RANGE: 1

BASE SIZE: LARGE

ENCOUNTER POINTS: 14

Contrary to certain tales, the acidic saliva of this giant beast does not utterly consume living tissue—after all, the creature's objective is to render its prey into an easily digestible meal, not dissolve it entirely. Smaller prey, however, sometimes leave behind very little for the spitter to eat, and those creatures are certainly no longer identifiable as anything other than bones in slush after contact with the ironback's acidic discharge.

—Professor Viktor Pendrake, Monsternomicon

DESCRIPTION

Many an unfortunate traveler of the Bloodsmeath has sought a moment's respite atop a relatively dry patch of muck and wild vegetation, only to have that patch of land rise up to attack. The enormous ironback spitter is a bipedal chelonian beast found in the swamps of western Immoren. It is an opportunistic carnivore that attacks everything it encounters when hungry, making meals of alligators, fish, and other swamp dwellers. Young ironbacks subsist on fish and vegetation until they grow large enough to catch more substantial meals.

An ironback spitter prefers to roam on four legs, particularly when it is looking for smaller prey. When facing a significant threat, it rises to its full height. Standing on its hind feet, an ironback spitter reaches over twelve feet high, its skin and shell mottled olive and brown. The dorsal plates of older ironbacks feature pronounced spikes that can grow several feet long. As ironback spitters age, patches of thicker scales grow on their extremities, their density similar to that of the shells that protect the ironback's torso from trauma.

Newly hatched ironback spitters lack the characteristics that make adults so fearsome. The young spitters' shells are soft, their claws and beaks are dull, and their saliva bladders are nearly undeveloped, making them excellent meals for predators—including adult ironback spitters, which take little parental interest in their young once the eggs have been laid. The mother instinctively lays her eggs in a secure location, burying them close to the water's edge in order to give the hatchlings the best possible chance to escape into the swamp. These young ironbacks are remarkably vulnerable compared to the adults. For every dozen eggs that hatch, only one or two young will successfully evade predators, find food in the form of fish or swamp weeds or fruits, and grow to maturity.

No one knows just how long ironback spitters live—their lifespan has been estimated to perhaps exceed two hundred years—but they do eventually die, if not by violence then by succumbing to one of several diseases that afflict them in their old age. Intact ironback spitter shells are invaluable to bog trogs and swamp gobbers, who hack the creature's body from its carapace and use the hollowed shell as building material for their primitive hovels. These shells are strong enough to shield the ironback spitter from all but the most devastating attacks, and the thick carapace repels even explosive blasts—the ironback simply pulls back into the shell for protection.

The beast's savage claws and snapping beak are fearsome weapons, but its acidic spit is its most dreaded attack. If an ironback spitter identifies a suitable meal that is beyond its immediate reach, it spews a massive stream of noxious gastric acid that melts nearly everything it touches. This fast-acting liquid turns living flesh into nutritious sludge the ironback then consumes at its leisure.

COMBAT

Ironback spitters prefer not to chase their prey and will lie in wait until their victims are close enough to ambush. They will use their spit blast attack early in combat, but an ironback spitter that senses it will be overwhelmed retreats from combat into the water, drawing its head and claws into its shell until its enemies move on. Ironback spitters do not distinguish between animal and humanoid prey and do not hesitate to attack inedible moving targets—even metallic ones—until they determine that such targets cannot be digested.



LORE

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

8: The ironback spitter is a massive, bipedal, swamp-dwelling predator that prefers to ambush its prey.

10: An ironback spitter can attack with its beak and claws, but its spit is alarmingly acidic and deadly. Whenever possible, an ironback will kill at a distance.

14: Ironback spitters are greatly prized by gatorman bokors, who sometimes seek to enslave them. Spitters in service to a swamp warlock are both aggressive and relatively fearless.

ABILITIES:

Amphibious – This creature treats water as open terrain. While in water, this creature gains concealment.

Back Plates – When a character hits this creature with a free strike, immediately after the attack is resolved the attacking character suffers d6 damage points. If this creature suffers a damage roll and the point of origin for the damage roll is completely in its back arc, roll 1 less die on the damage roll.

Girded – This creature does not suffer blast damage. Friendly characters B2B with the creature do not suffer blast damage.

Native Beast – This creature is considered to be a beast native to the wilds of Immoren.

Resonance: Swamp – This creature can be bonded only by a warlock with Resonance: Swamp Warbeast.

CREATURE TEMPLATES:

Ill-Tempered , Stealthy

SKILLS:

NAME	STAT	RANK	STAT + RANK
Sneak	AGL	2	5
Detection	PER	1	4

RAZOR BOAR

This wild pig is a pervasive species across much of western Immoren. Tenacious creatures that are dangerous if confronted, razor boars are a constant problem not only for farmers but also sometimes for entire villages. In the winter months, when food is scarce, rural populations must keep careful watch over their children when they play in the nearby forests lest ravenous razor boars snatch them up.

—*Professor Viktor Pendrake*, Monsternomicon

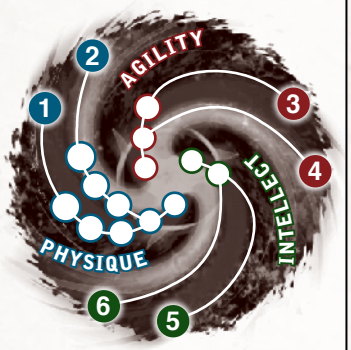
PHYSIQUE	**PHY**	**8**
SPEED	**SPD**	**6**
STRENGTH	**STR**	**6**
AGILITY	**AGL**	**4**
PROWESS	**PRW**	**3**
POISE	**POI**	**1**
INTELLECT	**INT**	**2**
ARCANE	**ARC**	**—**
PERCEPTION	**PER**	**3**

TUSKS

MAT	POW	P+S
5	2	8

Brutal Charge – The creature gains +2 to charge attack damage rolls with this weapon.

INITIATIVE	**INIT**	**12**
DEFENSE	**DEF**	**13**
ARMOR (NATURAL ARMOR +2)	**ARM**	**10**
WILLPOWER	**WILL**	**10**



COMMAND RANGE: 2

BASE SIZE: SMALL

ENCOUNTER POINTS: 3

DESCRIPTION

The razor boar is a notably vicious species of wild pig found in many environments across western Immoren, particularly in areas with ample ground cover and scrub for the boars to nest in. A thick pelt of fur that runs around the razor boar's shoulders and down its spine grants it some protection, allowing it to drive through the densest thorns and underbrush with impunity. These creatures are roughly the size of wolves, and their thick skulls have been known to deflect small-caliber gunfire. The male's tusks are very sharp and can grow up to a foot long; the female's are no duller but much shorter. Some lowland breeds have a secondary set of sharp tusks set just behind the first.

Skilled hunters and scavengers, razor boars are capable of subsisting on any edible material. Adult males are typically solitary but sometimes hunt in small groups; juveniles and females live in groups of twenty to fifty animals led by a dominant female. When a group's females go into heat, these herds grow larger with an influx of adult males.

Once razor boars move into an area, they are difficult to fully eradicate due to their size, robust physique, and rapid breeding cycles. With access to an abundant food source, females can produce two litters a year with an average of six offspring per litter. This has led many areas of western Immoren to post bounties for razor boar pelts in an attempt to cull swollen populations.

The farrow have a special relationship with these porcine animals. For centuries the farrow have used these beasts much like men use hounds, teaching them to guard the tribe's territory and bringing them on hunts to track prey. Many tribes selectively breed their razor boars for ferocity and size. Occasionally, razor boars raised by the farrow will escape and move into the wild. Larger and far more dangerous than the wild breeds, these individuals quickly mingle and become dominant in the wild population. As a result, wild razor boars on the fringes of farrow territory are even larger and more vicious than those in other areas. Farrow frequently hunt promising specimens, supplementing their breeding stock by capturing these animals and bringing them to the tribe's pens. Particularly impressive razor boars are sometimes used as valuable barter within a tribe or between cooperating tribes.

Any razor boars kept by a farrow tribe are trained in a most rudimentary and grisly way: they are fed the meat of a large variety of animals and races, including humans, trollkin, and skorne. The farrow prefer to butcher these victims close to the razor boars so that the creatures hear the anguished cries of their coming meal. This horrific practice ensures that razor boars see the tribe's enemies as a food source, and the sounds of dying victims on the battlefield drive the beasts into a ferocious, hunger-fueled rage.

COMBAT

In the wild, razor boars are encountered both as individuals and in groups. Most groups consist of females and their offspring. Solitary razor boars are usually male.

The relative intelligence of the razor boar makes it a dangerous adversary. A lone boar will not pick a fight with a creature it cannot handle, but it may have allies nearby. While hunting, razor boars use vocal signals to remain in contact, and they quickly call the rest of the sounder if a food source is found.



LORE

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

8: Razor boars are common across western Immoren, particularly in semiarid hilly regions, where they often breed out of control and threaten other groups living in the vicinity.

10: Razor boars are omnivorous but prefer meat. Because they are smart enough to attack individuals rather than groups, solitary journeys through their territory are a dangerous endeavor.

13: Trained like hunting hounds to attack on command, razor boars are often the vanguard of farrow raiding parties. Farrow-trained razor boars are vicious creatures that are drawn to the sound of wounded prey. Razor boars on the periphery of a farrow tribe may serve as an early warning measure against intrusion by outsiders.

ABILITIES:

Native Beast – This creature is considered to be a beast native to the wilds of Immoren.

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

Resonance: Farrow – This creature can be bonded only by a warlock with Resonance: Farrow Warbeast.

CREATURE TEMPLATES:

Alpha, Lone Wolf, Pack Hunter, Runt

SKILLS:

NAME	STAT	RANK	STAT + RANK
Detection	**PER**	**1**	**4**
Sneak	**AGL**	**1**	**5**
Tracking	**PER**	**1**	**4**

SATYR, GNARLHORN



PHYSIQUE	**PHY**	**13**
SPEED	**SPD**	**6**
STRENGTH	**STR**	**11**
AGILITY	**AGL**	**4**
PROWESS	**PRW**	**4**
POISE	**POI**	**1**
INTELLECT	**INT**	**2**
ARCANE	**ARC**	**—**
PERCEPTION	**PER**	**2**

HORNS

MAT	POW	P+S
6	4	15

Hard Head – The creature can add this weapon's POW to head-butt and slam power attack damage rolls.

CLAW

MAT	POW	P+S
6	3	14

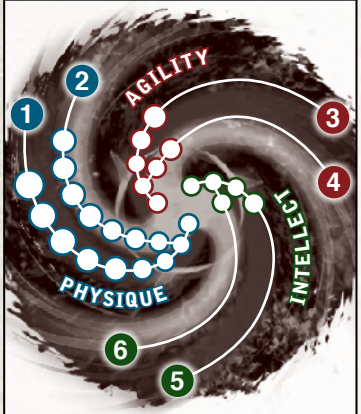
Abilities: Open Fist

CLAW

MAT	POW	P+S
6	3	14

Abilities: Open Fist

INITIATIVE	**INIT**	**12**
DEFENSE	**DEF**	**12**
ARMOR (NATURAL ARMOR +2)	**ARM**	**15**
WILLPOWER	**WILL**	**15**



COMMAND RANGE: 2

BASE SIZE: LARGE

ENCOUNTER POINTS: 12

I pity anyone who unwittingly agitates one of these irascible beasts, for they possess an incredibly fierce temperament and limited self-control. I once witnessed a pair of males clash for territory over the better part of two days, charging again and again to strike with a noise like two boulders cracking together. The victor was satisfied only after he'd pounded his rival's body to mush. Satyrs presume others are as tough as their own kind. I saw one looking down in confusion at the crumpled body of an armored knight who had made the mistake of trying to confront it in the mountain passes. The beast seemed disappointed at being deprived of the opportunity for one more round.

—*Professor Viktor Pendrake*, Monsternomicon

DESCRIPTION

Gnarlhorn satyrs have muscular, man-like upper bodies but the legs and hooves of a goat, and their goat-like heads bear a fierce countenance. Like most other satyrs, they walk upright, towering twice as tall as the average human. The horns that give the beast its name are curled inward like a mountain sheep's, protecting the gnarlhorn's head and face and giving it a potent natural weapon. These horns begin growing at birth and continue to grow throughout the satyr's life, and their size is a good indicator of a gnarlhorn's age.

Although gnarlhorn satyrs communicate in a series of grunts and snorts that give the impression of intelligence, most of their reactions are built on instinct, not understanding. They are combative and aggressive creatures with a limited capacity for reason. That said, elder gnarlhorns of greater cunning have been reported. Those that survive past their mating prime seem to undergo a significant change in demeanor and temperament, but such beings are rare. Most of those encountered are likely to be young and aggressive.

Gnarlhorns attack with minimal provocation, lowering their heads and smashing into their opponents with their curled horns to devastating effect. By comparison, the gnarlhorn itself suffers very little harm from such blows, as its horns and skull are thick enough to protect it from all but the worst injuries. When competing for a mate, gnarlhorn males face off in silence for prolonged periods of time, each waiting for the other to show a moment of vulnerability. Eventually the rivals lunge into a violent collision, only to retreat and face off again. Gnarlhorns can spend hours smashing into one another in this way. Competition for females is fierce, so clashes of this nature are frequent, and the distinctive sound of horns crashing into one another echoes across the cliff faces in the regions where gnarlhorns live.

Like many of their kind, gnarlhorn satyrs have exceptional balance and are naturally dexterous. Their cloven hooves can spread apart to prevent them from slipping on irregular surfaces. They have little difficulty moving along the narrow ledges and rocky outcroppings of their homes in the mountain ranges, where they forage for the limited plant life that grows among the rocks above the tree line.

Satyrs were once far more numerous in the Wyrmwall Mountains, but they were hunted almost to extinction in the centuries after the breaking of the Molgur. Most civilized peoples viewed them as evil beasts whose mere appearance was a dire omen. They were strongly connected with the Devourer Wurm, and a variety of false legends arose to incite fear and hatred of them. Although a few of these legends linger still, some remote mountain peoples view these creatures with admiration rather than fear. The blackclads of the Circle Orboros sheltered and protected these creatures, seeing their value as guardians and beasts of war. To that end, the Circle has sought to foster bloodlines and character traits among the various satyr species that would better serve the druids' needs.

Gnarlhorns tend to live in small, migratory herds, although they rarely stray far below the tree line for any prolonged period of time. These herds are extremely hierarchical. Males are outnumbered by females and frequently battle each other to establish eating and breeding rights. Herd queens establish dominance the same way, although they are less likely to inadvertently kill their rivals in doing so. This level of combativeness increases during mating rituals, when the females observe the battles between the males—as do the druids, who look for gnarlhorns worth recruiting as guardians.

COMBAT

A gnarlhorn satyr is relentless in combat. Its initial assault can send an adversary flying through the air, and it will continue to assault an opponent that has been knocked down, stomping and kicking the enemy beyond recognition even if it is already dead. Furthermore, a gnarlhorn will attempt to maneuver opponents in order to use the terrain to its advantage, knocking its adversaries off cliff edges, slamming them into trees and other obstacles, or driving them onto unstable surfaces where its own dexterity gives it an advantage.



LORE

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

8: Gnarlhorns live in the mountains and most often attack by charging and ramming with their twisted horns, sending opponents flying before lowering their heads and attacking again. A gnarlhorn will continue to attack regardless of its opponent's condition.

10: There are a number of unlikely legends circulating about satyrs, most of them remnants of the eras during which they were hunted by civilized mankind. One holds that gnarlhorns are humans cursed for drinking the blood of their own young. Other tales claim that blackclads direct them to seek out and steal promising children, after which the beasts indiscriminately slay the other members of the family. Isolated mountain villages among the Gnasir and Clamorgan peoples worship these satyrs, maintaining skull shrines and making offerings of blood. The people of these villages do not seem to be troubled by gnarlhorns despite living in close proximity to them.

12: Gnarlhorns use grunts and bleats to communicate with each other. They are easily agitated.

14: The blackclads have taken an interest in gnarlhorns and sometimes use them as personal guardians. Gnarlhorns employed in this fashion display marked loyalty to their masters.

ABILITIES:

Counter Slam – When an enemy character advances and ends its movement within 6″ and in the LOS of this creature, this creature can immediately make a slam power attack against it. If this creature makes a counter slam, it cannot make another until after its next turn. This creature cannot make a counter slam while engaged.

Follow Up – When this creature slams an enemy, immediately after the slam is resolved this creature can advance directly toward the slammed character up to the distance the slammed character was moved.

Grand Slam – This creature can make slam power attacks without spending focus or being forced. Characters slammed by this creature are moved an additional 2″.

Head-Butt – This creature can make head-butt power attacks.

Native Beast – This creature is considered to be a beast native to the wilds of Immoren.

Resonance: Devourer – This creature can be bonded only by a warlock with Resonance: Devourer Warbeast.

CREATURE TEMPLATES:

Juvenile, Protector, Satyr Elder

SKILLS:

NAME	STAT	RANK	STAT + RANK
Detection	**PER**	**2**	**4**
Tracking	**PER**	**2**	**4**

SATYR, RIP HORN



PHYSIQUE	**PHY**	**13**
SPEED	**SPD**	**6**
STRENGTH	**STR**	**12**
AGILITY	**AGL**	**4**
PROWESS	**PRW**	**4**
POISE	**POI**	**1**
INTELLECT	**INT**	**3**
ARCANE	**ARC**	**—**
PERCEPTION	**PER**	**2**

HORNS

MAT	POW	P+S
6	4	16

Hard Head – The creature can add this weapon's POW to head-butt and slam power attack damage rolls.

CLAW

MAT	POW	P+S
6	2	14

Abilities: Open Fist

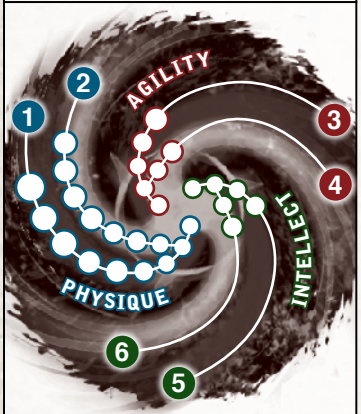
CLAW

MAT	POW	P+S
6	2	14

Abilities: Open Fist

Chain Attack: Grab and Smash – If this creature hits the same target with both its initial attacks with this weapon, after resolving the attacks it can immediately make a double-hand throw, head-butt, headlock/weapon lock, push, or throw power attack against that target.

INITIATIVE	**INIT**	**12**
DEFENSE	**DEF**	**12**
ARMOR	**ARM**	**13**
WILLPOWER	**WILL**	**16**



COMMAND RANGE: 3

BASE SIZE: LARGE

ENCOUNTER POINTS: 11

Among the various breeds of satyr, the rip horn is unquestionably the most intelligent. Its use of simple tools and the crude structures it builds in the wild suggest it is capable of rudimentary logic and communication of a higher order, perhaps at the level of full-blood trolls. Of course, I temper this by reminding those who would anthropomorphize the satyr that it is still a wild beast.

—*Professor Viktor Pendrake*, Monsternomicon

DESCRIPTION

Most of western Immoren's satyrs—bipedal humanoid creatures with cloven hooves and goat-like heads—are creatures driven more by instinct than by intellect. Members of the rip horn breed are more intelligent by a noticeable margin. This cunning helps them secure a niche for themselves despite sharing some of the same mountainous territory as others of their kind. They are particularly likely to be seen in the Wyrmwall Mountains, the Nyschatha Mountains, and the Silvertip Peaks.

Although they live in small herds like other satyrs, rip horns are better organized. Each has an individual task within the herd, but how these roles are assigned is unclear. One satyr, most often the strongest male, will climb higher among the boulders and crags to stand lookout for predators and will warn the herd with an ululating bleat if danger approaches. The rest of the herd forage for food, namely rough bushes and other plant life. Those well suited to the task engage in limited hunting to supplement their diet.

Rip horn satyrs are also known to use simple tools, which they make by chipping away at rocks, to dig up plants. They keep food stores in natural caves or crudely constructed shelters made of piled pine boughs.

Most rip horns are aggressive, temperamental, and vicious by nature, and they become even more hostile if they are encountered near their shelters. A rip horn's primary weapon for both attack and defense is its namesake: a massive rack of horns. Each horn is ringed with sharp, serrated ridges that grow longer as the satyr ages. A blow from these horns adds painful lacerations to the tremendous physical trauma of the strike.

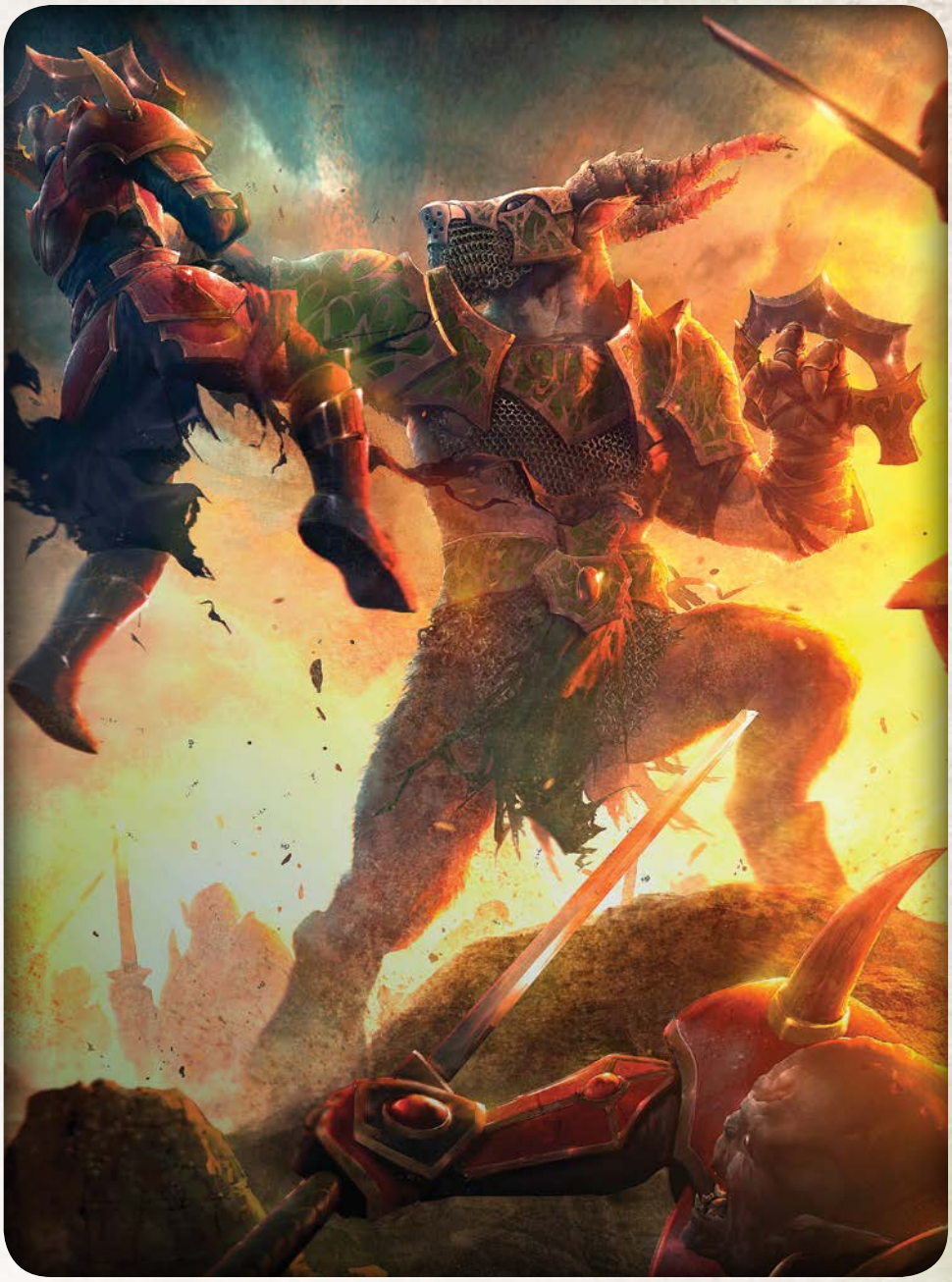
Rip horn satyrs are rarely content to simply wound another creature they perceive as a threat; instead, they continue attacking a fallen opponent, even using rocks or other nearby objects as weapons. If it has no weapon at its disposal and quarters are too close to permit a head-butt, a rip horn will not hesitate to pick up an opponent and throw it into a rock wall or off a cliff. Even those taught restraint by the blackclads who protect and train various species of satyrs sometimes refuse to relent when commanded.

During their mating season, which occurs in the autumn months, these creatures are also aggressive toward their own kind. Male rip horns vying to breed with the smaller females engage in extended dominance displays in which they spend hours squaring off on cliff edges or in mountain canyons, each standing motionless until one twitches, rousing the other to strike. The victor wins the right to breed, while the loser slips in rank among his peers. The hierarchy common in most breeds of satyrs is more pronounced among rip horn herds. Males of lesser rank are more likely to be driven out by stronger satyrs or to abandon the herd, either to live alone or to find another herd willing to accept them.

Rip horns are notoriously belligerent and are among the most difficult satyrs to train or tame. A rip horn's ingrained sense of herd order prevents it from cooperating with outsiders, whom the rip horns view as trying to assert their dominance. Those brave few of the Circle who deal with the breed often come under attack if a rip horn sees them as lacking sufficient authority.

COMBAT

Rip horn satyrs become exceptionally aggressive when confronted and strike with their horns whenever possible. In close quarters where it cannot rely on its head-butt, a rip horn will attempt to grab an opponent and hurl it across the field of battle, into a wall, or over a cliff edge. Rip horns are relentless—they pursue retreating opponents, attack downed ones, and mercilessly take advantage of weakness or submission in their foes.



LORE

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

8: Rip horn satyrs are difficult to find. They live in secluded areas of the wild mountains and deep forests, congregating in small herds. Males are particularly aggressive toward one another and drive weaker ones from the herd.

10: Rip horns are the most intelligent breed of satyr, on average. In the wild, they use crude tools and build equally crude shelters, both of which are uncommon in other breeds.

12: Rip horn satyrs are particularly aggressive and relentless in battle. They do not accept surrender, and they do not acknowledge the gesture or intent even if they recognize it.

14: Rip horn satyrs are sometimes found in the company of blackclads, who watch their herds vigilantly.

ABILITIES:

Belligerent – This creature gains boosted Willpower rolls.

Head-Butt – This creature can make head-butt power attacks.

Native Beast – This creature is considered to be a beast native to the wilds of Immoren.

Resonance: Devourer – This creature can be bonded only by a warlock with Resonance: Devourer Warbeast.

CREATURE TEMPLATES:

Ill-Tempered, Juvenile, Satyr Elder

SKILLS:

NAME	STAT	RANK	STAT + RANK
Detection	**PER**	**2**	**4**



SATYR, SHADOWHORN

PHYSIQUE	**PHY**	**13**
SPEED	**SPD**	**6**
STRENGTH	**STR**	**10**
AGILITY	**AGL**	**5**
PROWESS	**PRW**	**4**
POISE	**POI**	**1**
INTELLECT	**INT**	**2**
ARCANE	**ARC**	**—**
PERCEPTION	**PER**	**2**

HORNS

MAT	POW	P+S
6	4	14

Hard Head – The creature can add this weapon's POW to head-butt and slam power attack damage rolls.

CLAW

MAT	POW	P+S
6	3	13

Abilities: Open Fist

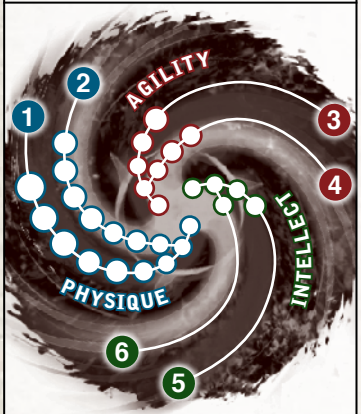
CLAW

MAT	POW	P+S
6	3	13

Abilities: Open Fist

Chain Attack: Grab and Smash – If this creature hits the same target with both its initial attacks with this weapon, after resolving the attacks it can immediately make a double-hand throw, head-butt, headlock/weapon lock, push, or throw power attack against that target.

INITIATIVE	**INIT**	**12**
DEFENSE	**DEF**	**13**
ARMOR	**ARM**	**13**
WILLPOWER	**WILL**	**15**



COMMAND RANGE: 2

BASE SIZE: LARGE

ENCOUNTER POINTS: 10

The shadowhorn is slender in comparison to other breeds of satyr and far more energetic. Unlike members of other breeds, which will posture with another satyr before smashing horns, shadowhorns attack without delay. Even an injured shadowhorn will quickly reengage in battle, potentially to its own detriment but often to the surprise of an opponent unfamiliar with its ways.

—*Professor Viktor Pendrake*, Monsternomicon

DESCRIPTION

Shadowhorns are slimmer than other satyr breeds, with coarser coats of fur and arced rather than curved horns. They roam mountain ranges all over western Immoren, most notably the Wyrmwall Mountains and the Dragonspine Peaks. Shadowhorns venture higher into the mountains than most of their kind, living near the upper edge of the tree line and subsisting on tough mountain scrub and occasional small game. Their mating activities are structured as much around displays of dexterity and posturing as around traditional displays of physical dominance. During the autumn mating season, males rapidly climb steep ridges and use their strong legs to launch themselves off boulders and trees to draw female attention. These exhibitions often culminate in brief clashes between two or more males that have been shown approval by the females.

All satyrs enthusiastically head-butt their rivals, charging or leaping to lock horns during mating rituals. Shadowhorns, however, are equally likely to display their deft agility as well, using canyon walls, rock formations, and even other enemies to leap toward their opponents. This unusual form of attack has been described as a martial dance—an aggressive blur of forms leaping and bounding over, around, and past one another before smashing into their confused targets and knocking them senseless. An attacking shadowhorn's speed and agility often leave its opponent flailing helplessly in response. So ingrained is this behavior in shadowhorns that they begin to show signs of physical and mental deterioration if they are restrained or confined for a prolonged period.

Shadowhorn satyrs are among the loudest of all satyr species. In addition to the contact noises they make when bounding off objects during battles, they are more vocal than other breeds, bleating loudly when agitated—particularly when an intruder approaches the herd. The combined cries of an entire herd of shadowhorns can deafen and confuse trespassers as their bleats reverberate off the crags and canyons of their mountain homes. This echo serves not only to obscure the precise location of the herd, but also to make their numbers difficult to estimate.

When agitated and preparing for battle, shadowhorns exhibit much of the same body language as other satyrs: curled lips, head tosses, and hoof stamping. A shadowhorn's head and eyes twitch rapidly as the beast assesses its terrain for opportunities to rebound from stationary objects.

Druids of the Circle Orboros have found shadowhorns to be more responsive to training than others of their kind. Though not as hardy as the gnarlhorns or as clever as the rip horns, they are agile and swift enough to hold their own in most situations.

COMBAT

In battle, shadowhorns favor launching themselves off trees, boulders, walls, and whatever else is available. Their agility and speed give them an advantage over more ponderous foes. While engaged in battle, shadowhorns bleat and grunt frequently, both as a means of distraction and out of the sheer pleasure of fighting.



LORE

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

8: Shadowhorn satyrs are aggressive, savage humanoids with goat-like heads and legs. Like others of their kind, they have horns they use in battle.

10: Shadowhorn satyrs are unusually swift and agile. They leap and bound onto walls, trees, and boulders as part of mating displays or to launch themselves at opponents, causing confusion among their enemies as they become a blur of motion.

14: For centuries, blackclads of the Circle Orboros protected and hid satyrs from the wrath of humans. Shadowhorns are often found fighting in defense of the blackclads.

ABILITIES:

Bounding Leap – Once per turn, after making a full advance but before performing an action, this creature can be placed completely within 5″ of its current location. Any effects that prevent charging also prevent the creature from using Bounding Leap.

Head-Butt – This creature can make head-butt power attacks.

Native Beast – This creature is considered to be a beast native to the wilds of Immoren.

Resonance: Devourer – This creature can be bonded only by a warlock with Resonance: Devourer Warbeast.

Set Defense – Enemies in this creature's front arc suffer –2 on charge, slam power attack, and impact rolls against it.

CREATURE TEMPLATES:

Juvenile, Nimble, Runt, Satyr Elder

SKILLS:

NAME	STAT	RANK	STAT + RANK
Detection	PER	2	4
Jumping	PHY	2	14
Tracking	PER	1	3



SNAPPER

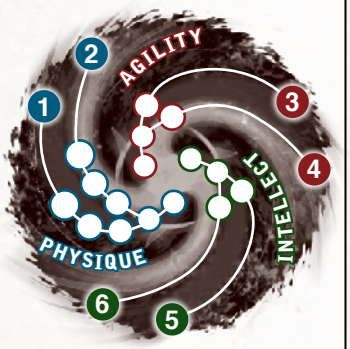
As a rule, I do not admire those who hunt wild beasts merely for sport. And I have seen snappers in their natural habitat—to get too close to these seemingly sedate beasts is to invite disaster when they explode to attack. Yet I could not help but respect the audaciousness of a former student who presented me with snapper skin boots as a gift. He gave them to me with his left hand; procuring my boots had apparently cost him his right.

—Professor Viktor Pendrake, Monsternomicon

PHYSIQUE	PHY	8
SPEED	SPD	6
STRENGTH	STR	7
AGILITY	AGL	4
PROWESS	PRW	3
POISE	POI	1
INTELLECT	INT	1
ARCANE	ARC	—
PERCEPTION	PER	3

BITE		
MAT	POW	P+S
5	5	12

INITIATIVE	INIT	12
DEFENSE	DEF	13
ARMOR (NATURAL ARMOR)	ARM	14 (+6)
WILLPOWER	WILL	9



COMMAND RANGE: 1

BASE SIZE: MEDIUM

ENCOUNTER POINTS: 5

DESCRIPTION

Left undisturbed in the swamps and the shallows where they build their nests, these carnivorous, man-sized reptiles can remain as still as death before they spring into lethal action the moment they sense danger or an unsuspecting meal nearby. The snapper—so named for its incredibly swift and forceful bite—is a ruthless hunter once it begins to move. Although amphibious, it moves much faster in water as a result of its massive finned tail and webbed feet. Unlike many other swamp-dwelling predators, however, the snapper is not a persistent hunter: if its meal escapes too quickly, it will return to a torpid state and wait for less wary prey. Its diet consists entirely of meat, and a snapper that is unable to catch living prey will not hesitate to eat any corpses it finds, regardless of their state of deterioration. Between larger prey and scavenged carcasses, snappers supplement their diet with catfish, swamp turtles, and any other aquatic creatures incapable of escaping their jaws.

A pronounced armored dorsal fin runs down the spine of an adult snapper, protecting the beast's back and discouraging larger swamp predators from consuming it. The spiny ridge of this fin is nearly as keen as the creature's talons and as hard as bone, and any creature that tries to consume a snapper will be rewarded with multiple severe puncture wounds in the soft flesh of its palate. Snappers put their armored fins to good use, turning their points into an oncoming bite to discourage a would-be attacker. Not all swamp predators are so easily dissuaded, however: the larger blackhides know to attack snappers from below, striking at their unprotected bellies to circumvent their natural defenses.

The snapper's thick hide, powerful bite, and spine-covered back have resulted in a greatly diminished survival instinct. This is not to say it lacks predators in its environment but that it does not seem to fear death, recklessly attacking anything it perceives as edible. Snappers are single-minded once they make a kill and will gorge themselves on the carcass. They show no interest in other prey in the immediate area once they have begun to feed, and even attacking a feasting snapper in the hope of luring it away from its kill is unlikely to distract it.

For all their feral savagery, snappers take extraordinary care of their young. Once a cow snapper lays her eggs—as many as twelve at a time, a necessity given the relative vulnerability of hatchling snappers to predators—she leaves the nest under the watchful eye of the bull snapper while she hunts to regain her strength. The bull guards the nest from any intrusion, warning off trespassers with a low, guttural growl. Creatures that persist in approaching the nest are dealt with violently.

Newly hatched snappers possess an "egg tooth," a single tooth used to break the shell at hatching. Most young snappers lose their egg tooth in the first month. Because they are rare, these teeth are valuable finds for swamp divers and marsh scouters, and some swamp-dwelling Morridane villagers even consider them good-luck tokens.

Some gatormen have trained snappers to fight for them, both in their frequent raids and in defense of their villages.

COMBAT

Snappers typically lie in wait and take their victims by surprise. Once they spring, they are consumed with a single-minded aggression against their prey. Their ferocious bite is intimidating, and their hides are thick enough that the beasts are undeterred by most counterattacks. Snappers are faster and deadlier in water than on land, but they will pursue prey in both settings, giving up the chase only if they are quickly outdistanced.

LORE

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

10: Snappers are highly aggressive carnivorous reptiles. In the wild, they lie in wait in swamps and marshes for their prey to come close enough to attack. Once a snapper begins to consume its prey, luring it from its meal is nearly impossible.

12: During nesting season, the bull snapper can often be found guarding the nest where the cow snapper has laid its eggs. This is when the bull is most vulnerable—when it tries to attack while still defending the nest. Unmated bull snappers are also often found skulking around nests during the time the hatchlings appear, as they are easy prey.

14: Gatormen have been known to train bull snappers for battle. The beasts' jaw-snapping ferocity and naturally thick hides make them excellent combatants.

ABILITIES:

Ambush – During the first round of an encounter, this creature gains boosted attack and damage rolls against enemies that have not yet activated that encounter.

Amphibious – This creature treats water as open terrain. While in water, this creature gains concealment.

Belligerent – This creature gains boosted Willpower rolls.

Blood Thirst – When it charges a living character, this creature gains +2″ to its movement.

Fearless – This creature never suffers the effects of fear.

Native Beast – This creature is considered to be a beast native to the wilds of Immoren.

Resonance: Swamp – This creature can be bonded only by a warlock with Resonance: Swamp Warbeast.

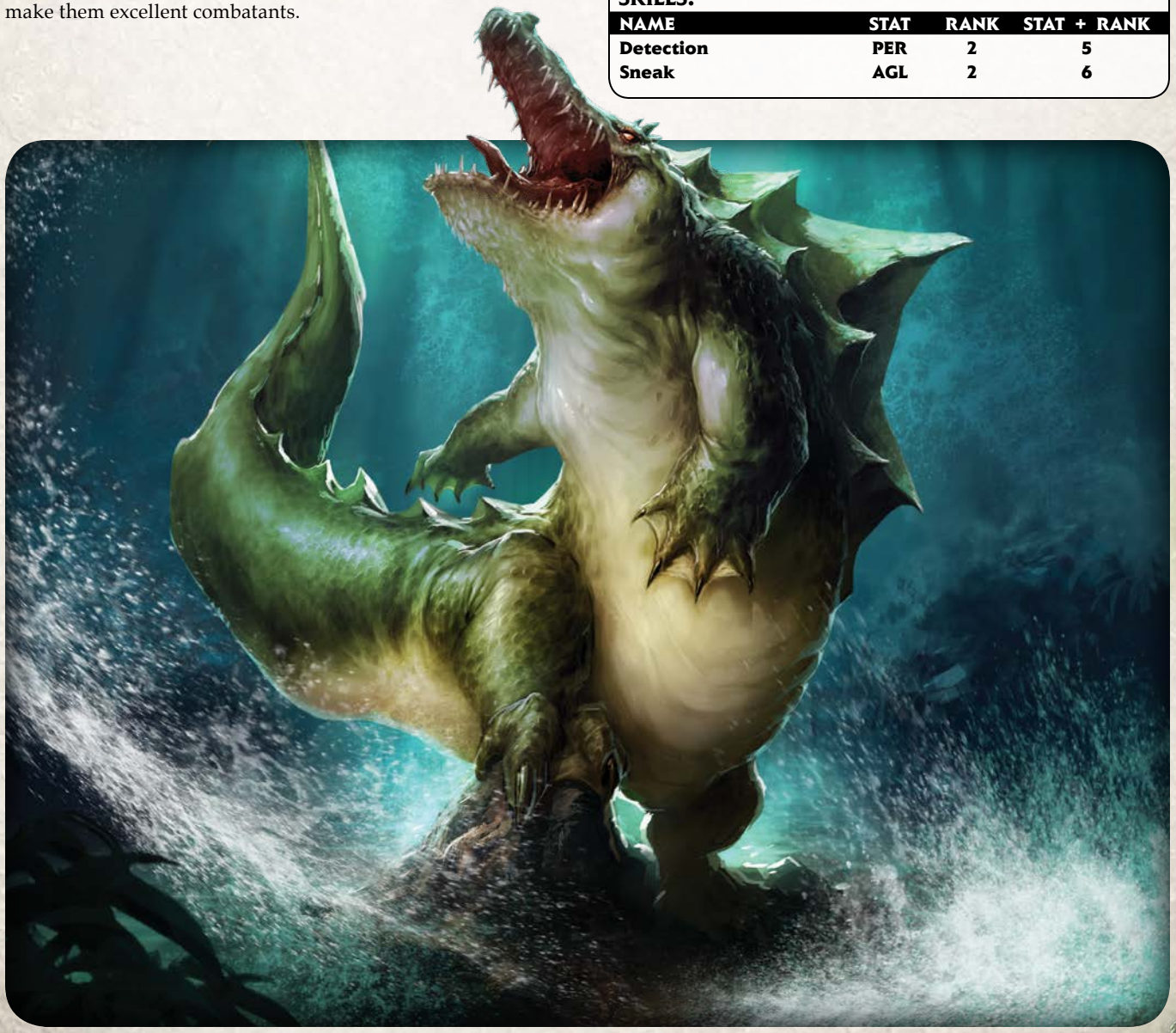
Torpid – If this creature destroys a living character with a normal melee attack, this creature's activation immediately ends after the attack is resolved.

CREATURE TEMPLATES:

Juvenile, Large Specimen

SKILLS:

NAME	STAT	RANK	STAT + RANK
Detection	**PER**	**2**	**5**
Sneak	**AGL**	**2**	**6**



SPINE RIPPER

Most of the creatures I encounter have clearly defined territorial or ecological ranges in which they can be found. Not so with the spine ripper. These rather aptly named creatures are found in every major stretch of wilderness across western Immoren, from the forests and mountains of Cygnar to the frozen landscape of the Howling Wastes. These wandering beasts are content to call anywhere with dirt to dig in and creatures to eat home, making them one of the most successful creatures on the entire continent from a purely territorial standpoint. If only they weren't so violent.

—*Professor Viktor Pendrake*, Monsternomicon

PHYSIQUE	**PHY**	**10**
SPEED	**SPD**	**6**
STRENGTH	**STR**	**9**
AGILITY	**AGL**	**4**
PROWESS	**PRW**	**5**
POISE	**POI**	**1**
INTELLECT	**INT**	**2**
ARCANE	**ARC**	**—**
PERCEPTION	**PER**	**3**

CLAW (L)

MAT	POW	P+S
7	4	13

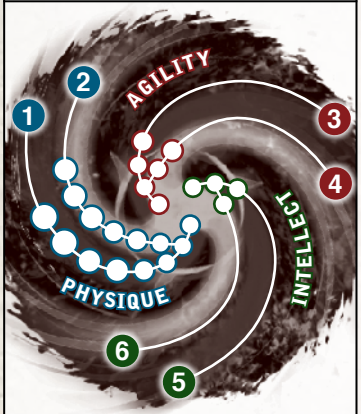
Critical Poison – On a critical hit, gain an additional die on this weapon's damage rolls against living characters.

CLAW (R)

MAT	POW	P+S
7	4	13

Critical Poison – See above.

INITIATIVE	**INIT**	**14**
DEFENSE	**DEF**	**13**
ARMOR (NATURAL ARMOR +7)	**ARM**	**17**
WILLPOWER	**WILL**	**12**



COMMAND RANGE: 2

BASE SIZE: LARGE

ENCOUNTER POINTS: 11

DESCRIPTION

The spine ripper has one of the largest ranges of any creature known to inhabit Immoren. These aggressive beasts have been spotted as far north as Ohk and on isolated islets of the Scharde Islands, and they are even rumored to wander the forests of Ios. Clever and predatory, spine rippers have been responsible for the disappearance of many travelers along the lonely wilderness roads of the Iron Kingdoms.

A spine ripper looks like a top-heavy, muscle-bound bear with a huge maw and massive, hooked claws. It owes its name to the spines that bristle across its entire body, ranging from a few inches to over a foot in length. These wicked spines, which have both offensive and defensive uses, begin growing when a spine ripper is very young, and they protect young spine rippers from even the most eager predators. Any animal stupid or desperate enough to attack a spine ripper must first deal with the thicket of spurs that tear at it with every strike, and the spine ripper is known to slam itself into a target to impale it a hundred times over. If that were not enough, the spine ripper's claws are long, hooked, and ideally suited for tearing flesh. Each claw is like an arcing blade with a razor-sharp interior edge, and a slash from these claws can easily disembowel creatures the size of a gorax. Using its claws in conjunction with its spines, an adult spine ripper can quickly overwhelm prey many times its own size. The dewclaws of a spine ripper house a venom gland, and this toxin causes immediate damage to muscle and tendon alike.

Despite their ferocity and brute strength, spine rippers are careful hunters. They hunt in the dim light of predawn, when their dun coloration helps them blend into their surroundings, and they work to maintain stealth until close enough to charge a victim. A spine ripper's powerful sense of smell enables it to track its victim for miles when necessary. The beasts are clever enough to select targets that are solitary or obviously weaker, although they are quite willing to take on more dangerous opponents if needed. A pack of spine rippers will work together to bring down a large target, flanking it and taking turns slamming into it over and over again. These repeated attacks exhaust the prey through blood loss and sheer wound trauma, allowing a small group of spine rippers to bring down animals as large as a Raevhan buffalo.

Most spine ripper packs consist of a single dominant boar and a number of sows. Pack dominance is determined by savage fighting between the alpha male and any potential competitors, with the loser either driven off or killed. These battles are fierce, and the spine ripper's natural defenses mean that even the victor can sustain severe injuries. Old males bear the knotted scars of many seasons of battle.

Because spine rippers do not dwell in permanent lairs for much of the year, a pack's range can be extremely large. Spine rippers follow their prey within a range of four to six hundred square miles, nesting in low foliage and ripping up temporary beds in grassy fields. This behavior changes in early spring, which marks the creatures' mating season. A spine ripper pack develops semipermanent dens to accommodate pregnant sows, usually by killing and eating animals that dwell in caves large enough to accommodate the pack.

A sow gives birth to one to four young, although two is most common. For the next several months, the male and any females that did not give birth that year will drag back large portions of their kills to the den to feed the mothers and young. Mother spine rippers protect their young aggressively and will go so far as to kill other pack members if they feel their young are threatened.

ABILITIES:

Impaler – While engaged in a grapple with this creature, a living character suffers a POW 12 damage roll in each of his Maintenance Phases.

Native Beast – This creature is considered to be a beast native to the wilds of Immoren.

Powerful Charge – This creature gains +2 to charge and trample attack damage rolls.

Spines – A character that hits this creature with an unarmed attack, melee natural weapon, or power attack immediately suffers a POW 8 damage roll.

Trample – This creature can perform trample power attacks.

CREATURE TEMPLATES:

Adapted [Any], Alpha, Juvenile, Large Specimen, Pack Hunter

SKILLS:

NAME	STAT	RANK	STAT + RANK
Sneak	AGL	2	6
Jumping	PHY	1	11
Detection	PER	1	4
Tracking	PER	1	4



COMBAT

Spine rippers are frequently encountered as part of a traveling pack on the hunt, and they work in concert to bring down prey. They are clever hunters and will wait for a creature to leave itself exposed, such as when it stops to drink at a brook or pond, before erupting from the foliage to attack. The largest members of a spine ripper pack slam into the prey in waves, while smaller members move to cut off potential escape routes.

LORE

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

8: Spine rippers are predatory pack animals found throughout western Immoren. The creature's name comes from the numerous sharp spines that cover it.

10: Spine rippers are clever pack hunters. A spine ripper pack is capable of stalking prey for many miles through dense wilderness and will try to stay unnoticed until its quarry is vulnerable to attack.

12: The dewclaw of a spine ripper secretes a powerful venom. A strike from one of these claws injects this toxin directly into the system of the spine ripper's prey, causing extensive damage to muscle tissue.

SWAMP HORROR



Never underestimate the strength of a swamp horror's tentacles. Each limb is essentially pure, dense muscle, and some are thicker around than a man's torso. One of them can produce enough force to snap the trunk of a tree, and the damnable things have enough of them to crush the life out of an entire expedition.

—*Professor Viktor Pendrake*, Monsternomicon

PHYSIQUE	**PHY**	**12**
SPEED	**SPD**	**4**
STRENGTH	**STR**	**10**
AGILITY	**AGL**	**3**
PROWESS	**PRW**	**4**
POISE	**POI**	**1**
INTELLECT	**INT**	**2**
ARCANE	**ARC**	**—**
PERCEPTION	**PER**	**3**

JAWS (H)

MAT	POW	P+S
6	6	16

Snap – This creature can attack with this weapon only during its turn and can target only creatures and characters it first hit with a tentacle attack that turn.

TENTACLES (x3)

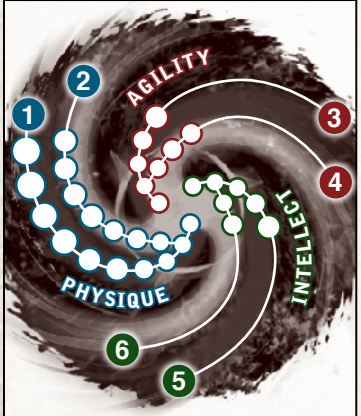
MAT	POW	P+S
6	2	12

Abilities: Open Fist

This weapon has Reach.

If this weapon hits a target with an equal or smaller base, immediately after the attack is resolved the target can be pushed any distance directly toward this creature.

INITIATIVE	**INIT**	**11**
DEFENSE	**DEF**	**10**
ARMOR (NATURAL ARMOR +5)	**ARM**	**17**
WILLPOWER	**WILL**	**14**



COMMAND RANGE: 2

BASE SIZE: LARGE

ENCOUNTER POINTS: 16

DESCRIPTION

Dwelling in the foggy, unexplored regions of the Widower's Wood, the swamp horror is a terrifying and bizarre beast. Few who have seen one survive the encounter. These monstrous, amphibious cephalopods are voracious predators, indiscriminate in their hunts. A hungry swamp horror will consume every living thing it encounters, even smaller swamp horrors. Any prey ensnared by one of this creature's many thick, powerful tentacles is dragged alive into the beast's distended maw, where a multitude of lacerating teeth rip its flesh apart.

Swamp horrors lair in deep swamp pits and beneath the knotted roots of massive mangrove trees. Because of the creature's violent nature and indiscriminate appetite, it does not share its territory. Swamp horrors will attack and consume potential rivals that intrude on their hunting grounds and will knowingly venture into another horror's territory only to seek a mate or kill off a competitor.

Mating occurs after a brutal combat between the male and female that leaves both creatures marked with sucker wounds and long lacerations. Only the strongest swamp horrors survive this ritual. The young are born in batches of over twenty but are extremely competitive. As they develop, stronger juveniles kill and consume their siblings until only a few remain.

Adult swamp horrors grow as tall as twelve feet, although the reach of a swamp horror's many limbs extends considerably farther. Much of the creature's body is covered by overlapping plates of chitin that afford it remarkable protection, and the remainder is made of thick muscle tissue. Its vital organs are protected by the most heavily armored portion of its mantle, making them very difficult to reach. Each tentacle ends in a sharp chitinous spur the swamp horror can use to impale smaller prey, and the spur's inner edge is sharp enough to slice cleanly through a man's leg with a single lash.

The swamp horror's anatomy is suited for both land and water. Its enormous armored head has several sets of eyes that give it excellent vision both in and out of the water, and its multiple tentacles allow it to swim, pull itself forward, maintain its balance, and reach for prey all at the same time. It can use these tentacles to propel itself across mud and solid ground, its slow and shambling pace belying the danger it represents. Given the dry patches that can be found in most wetlands, the swamp horror's prey is likely to find itself stalled in mud or muck as the predator steadily closes in for the kill. Swamp horrors will crawl across land to move from one deep pool to the next, but they will not hesitate to pursue any creature they spot along the way.

Those few people who have encountered a swamp horror and escaped with their lives often comment on the beast's reeking odor. The skin of a swamp horror excretes a thick, sour substance that protects the creature from parasites and prevents it from drying out while out of the water. This mucus-like substance smells strongly of uric acid or vinegar and is often the only warning that a swamp horror is lurking underwater somewhere nearby.

COMBAT

Whether in or out of water, swamp horrors constantly hunt in their territorial range, and they tirelessly pursue any potential meal they spot. When possible, the swamp horror drives its prey toward the water or a sucking swamp bog. Such attempts press a potential meal toward unfavorable terrain, which the swamp horror uses to overtake faster animals.

When swamp horrors strike, they try to wrap one of their tentacles around smaller prey to draw it into range of their enormous jaws. A swamp horror will try to entangle a larger creature, choking it with several tentacles and slashing at it with the curved talons of the others. Wounded prey is dragged

ABILITIES:

Amphibious – This creature treats water as open terrain. While in water, the creature gains concealment.

Belligerent – This creature gains boosted Willpower rolls.

Impervious Flesh – When this creature is hit by a ranged attack, the attacker rolls one less damage die.

Native Beast – This creature is considered to be a beast native to the wilds of Immoren.

Resonance: Swamp – This creature can be bonded only by a warlock with Resonance: Swamp Warbeast.

Steady – This creature cannot be knocked down.

CREATURE TEMPLATES:

Predator, Starving

SKILLS:

NAME	STAT	RANK	STAT + RANK
Detection	**PER**	**2**	**5**
Sneak	**AGL**	**1**	**4**
Tracking	**PER**	**2**	**5**

toward the swamp horror's waiting jaws and slowly ground between its ring of sharp fangs. Small meals are consumed quickly and messily on the spot, but large animals such as swamp trolls are dragged back to the swamp horror's lair to be eaten at the creature's leisure.



LORE

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

9: Swamp horrors are amphibious beasts that dwell in the vicinity of Widower's Wood. They are hostile toward even their own kind and are almost always found alone.

11: Swamp horror dens are typically hidden underwater in shallow caverns or beneath the roots of great mangrove trees. A swamp horror's lair can be identified by the corpses of other creatures strewn outside the entrance and by the distinct radial tooth marks left on the bones.

12: Swamp horrors crawl over land to move from one pool to another, but they do not hesitate to attack land creatures. A swamp horror will pursue its prey onto boats, onto beaches, and even up trees.

14: Some gatorman shamans are able to control these beasts and use them in battle.

SWAMP SHAMBLER



Who could ever forget the Longest Night of 602 AR? I was days out of Corvis when I came upon survivors from the night's tragic events as they fled the city and the carnage. These ragged bands of refugees spoke at great length about the undead that glutted the city streets. They recounted tales of the swamp shamblers that had been lured in from the Widower's Wood, rising from the river in mobs that overturned boats and groups that stumbled onto the shore. The hundreds who died at the claws of these abhorrent things scarcely had time to cool on the cobblestones before they rose in turn and joined the tide of the walking dead.

—*Professor Viktor Pendrake*, Monsternomicon

PHYSIQUE	**PHY**	**8**
SPEED	**SPD**	**6**
STRENGTH	**STR**	**6**
AGILITY	**AGL**	**3**
PROWESS	**PRW**	**3**
POISE	**POI**	**1**
INTELLECT	**INT**	**1**
ARCANE	**ARC**	**—**
PERCEPTION	**PER**	**2**

CLAW x2

MAT	POW	P+S
5	2	8

INITIATIVE	**INIT**	**11**
DEFENSE	**DEF**	**11**
ARMOR (NATURAL ARMOR +5)	**ARM**	**13**
WILLPOWER	**WILL**	**8**

VITALITY: 8

COMMAND RANGE: 1

BASE SIZE: SMALL

ENCOUNTER POINTS: 2

DESCRIPTION

The marshes and fens of the Iron Kingdoms are home to a particularly vile form of undead. Known as swamp shamblers, these moldering undead are most often associated with the Widower's Wood. The dark bogs of this forest are home to more swamp shamblers than anywhere else in the Iron Kingdoms, but these creatures have also been encountered in swamps across western Immoren, from the moors of Ord in the north to the Marck in the south.

Swamp shamblers are fueled by the tormented souls of those who die in the swamp, the terror of a slow drowning compounded by the refusal to simply disappear into the brackish murk there. The prospect of being forgotten among the reeds and the sense of loss are so terrible that the dead refuse to pass to Urcaen. Many swamp shamblers were once travelers who were sucked into a quagmire but were never found by their traveling companions; others lost their way in the impenetrable darkness of the moss-draped canopies of a deep swamp.

Rising from beneath the bog, with its flesh chewed by the creatures of the swamp and with thick algae sloughing off its form, a swamp shambler is a fetid, lumbering corpse inhabited by all manner of tiny wetland creatures. When a shambler rises, any former spark of intelligence is gone, drowned in the swamp shambler's boggy grave. Only a few ghastly flashes of memory remain, often consisting of the faces of the living the swamp shambler left behind or images of its former home. This information does little but torment the mindless creature, driving it to lash out viciously at any living thing it encounters. Some people, such as the swampies of the marshlands, believe swamp shamblers are trying to find the homes they had in life in order to kill those who abandoned them or failed to recover their bodies.

Driven by this unthinking desire for what they knew in their former lives and needing neither rest nor sustenance, shamblers wander aimlessly through the swamp night and day. They care not whether they trudge through the shallow muck of a swamp's many islands or deep beneath the surface of a lake, moving through both environments with the same tireless pace. Travelers who brave the waterways across deep swamps must be especially cautious, as swamp shamblers are known to climb the gunwales of steamships and barges to attack any living thing on board.

Intelligent creatures killed by a swamp shambler rapidly become swamp shamblers themselves, transforming mere minutes after death. Swamp shamblers spawned in this way rapidly take on the physical characteristics of their precursor, their flesh rotting on their frames as they slog through the deep water of the swamp.

The bokors of the gatormen have long known the secrets of the swamp shambler. They possess both the ability to create these undead spontaneously and the carefully guarded necromantic rituals necessary to control them.

SWAMP SHAMBLER TALISMANS

The swampies of the Widower's Wood manufacture talismans they claim will keep swamp shamblers at bay. Swamp shambler talismans are crude bundles of hair, bone, dried leather, and smooth stones, and swampies frequently wear them and hang them from the eaves of their homes. The price of such items is not fixed, and a swampie will charge as much as he thinks a customer can afford. Whether the talisman functions as advertised is left to the discretion of the Game Master.



COMBAT

Swamp shamblers are frequently encountered in mobs comprising dozens of individuals drawn together by the passage of living creatures through the swamp. These undead do not employ tactics of any kind; they simply trudge toward their target regardless of circumstance. Capable of remaining underwater indefinitely, swamp shamblers sometimes emerge from murky water to attack travelers walking alongside the river or navigating the swamps by boat. Unless it is destroyed, a swamp shambler will never relent in its attempts to kill a living being.

LORE

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

10: Swamp shamblers are undead creatures found in swamps, particularly the Widower's Wood near Corvis.

11: Victims of a swamp shambler become swamp shamblers themselves. This process is alarmingly fast: within minutes of death, the dead will rise.

13: Swamp shamblers are not slowed by water in any way. They travel through water—usually fully submerged—as easily as they move on land.

15: Some swampies create talismans they claim will ward off swamp shamblers. Whether or not these claims are true, it is rare to see a swampie boatman or fisherman within the deep swamp without one or more such talismans somewhere on his person.

ABILITIES:

Amphibious – This creature treats water as open terrain. While in water, this creature gains concealment.

Create Spawn – A living character killed by this creature rises as a swamp shambler in d6 minutes. Newly risen swamp shamblers gain Amphibious, Create Spawn, Undead, +3 PHY, and +2 STR but suffer –1 PRW and have their POI and INT reduced to 1. Newly risen swamp shamblers have a number of vitality points equal to their new PHY and gain a single POW 2 claw attack.

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

Undead – This creature is not a living creature and never flees.

CREATURE TEMPLATES:

Large Specimen

SKILLS:

NAME	STAT	RANK	STAT + RANK
Detection	**PER**	**1**	**3**

TATZYLWURM, PAINTED

I freely admit I originally dismissed the description of the painted tatzylwurm as the exaggerated stories of sailors. How delightful to be proven wrong! I had heard tales that they were both beautiful and venomous, but to witness that they can generate enough heat to cook their prey with their breath alone. . . A little scalded flesh seems a small price to pay for such a discovery.

—Professor Viktor Pendrake, Monsternomicon

PHYSIQUE	**PHY**	**14**
SPEED	**SPD**	**6**
STRENGTH	**STR**	**10**
AGILITY	**AGL**	**4**
PROWESS	**PRW**	**5**
POISE	**POI**	**4**
INTELLECT	**INT**	**1**
ARCANE	**ARC**	**—**
PERCEPTION	**PER**	**4**

SCALDING BREATH

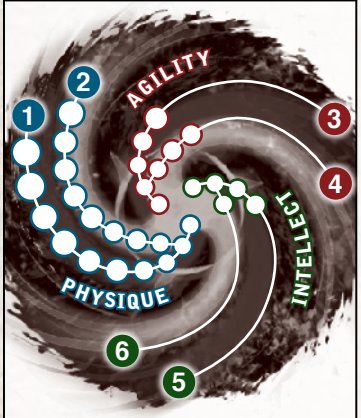
RAT	RNG	AOE	POW
6	SP 8	—	14

BITE

MAT	POW	P+S
7	6	16

Abilities: A living character damaged by this attack must make a PHY roll against a target number of 14 to resist the creature's venom. If the character succeeds, nothing happens. If he fails, the character suffers a –2 penalty to SPD, DEF, and Willpower for one round.

INITIATIVE	**INIT**	**15**
DEFENSE	**DEF**	**14**
ARMOR (NATURAL ARMOR +5)	**ARM**	**19**
WILLPOWER	**WILL**	**15**



COMMAND RANGE: 1

BASE SIZE: LARGE

ENCOUNTER POINTS: 23

DESCRIPTION

The painted tatzylwurm is among the most spectacular creatures that inhabit the tropics of western Immoren. Named for its vibrantly colored scales and feather-like head crest, this massive, ten-eyed creature is one of the largest breeds of serpent known and one of the most fearsome sights among the tropical lakes, rivers, and shallow coastal waters the species favors.

The painted tatzylwurm's many eyes give it spectacular vision both in and out of the water. As it lurks beneath the surface of a lake or river, its eyes compensate perfectly for the natural refraction of light through the water, enabling it to strike prey on the surface without error. Similarly, a painted tatzylwurm above the surface can accurately track large aquatic prey without the water distorting its vision.

Painted tatzylwurms do not nurture their young. The female lays a large clutch of six to ten eggs at the fringe of its hunting range. Upon hatching, the young tatzylwurms must fend for themselves. Until they first shed their skins, the juveniles' dull grey-brown scales provide some camouflage, but even so, it is rare that two painted tatzylwurms from the same clutch reach adulthood. The young are extremely competitive, going so far as to consume each other in order to gain control of territory. When a painted tatzylwurm reaches adulthood, it establishes its own hunting ground.



Although somewhat less venomous than some related species, the painted tatzylwurm is second in size only to the pale tatzylwurm, and it is a fierce and lethal predator. This solitary hunter's diet consists primarily of large fish as well as any animals that come to the water's edge to drink or forage. Painted tatzylwurms typically catch their prey by moving slowly into its field of vision, mesmerizing it with a series of rapid chromatic shifts along their scales, and transfixing it with their supernaturally hypnotic gaze. Any prey animal unfortunate enough to lock eyes with a painted tatzylwurm will passively await the slow approach of its destruction. Once the tatzylwurm has closed the distance between them, it explodes into motion, its long body shooting forward with shocking speed to grab its victim with its long, backward-pointing teeth. Its bite injects a powerful toxin that debilitates the prey, ensuring the tatzylwurm has the upper hand in the final struggle. Smaller prey are swallowed whole, and larger animals such as oxen or even bull snappers are consumed in a few bites, their flesh flensed by the tatzylwurm's razor-sharp fangs.

Although ambushing is its primary mode of predation, the painted tatzylwurm possesses a unique and dangerous secondary hunting adaptation: specialized glands in its esophagus can rapidly heat a jet of water as the creature regurgitates it. This natural

ABILITIES:

Amphibious – This creature treats water as open terrain. While in water, this creature gains concealment.

Belligerent – This creature gains boosted Willpower rolls.

Native Beast – This creature is considered to be a beast native to the wilds of Immoren.

Regenerate – This creature automatically regains d3 vitality points per hour in addition to any normal healing.

Serpentine – This creature cannot be knocked down.

Transfix – As a quick action, this creature can make a contested Willpower roll against a living target that can see it. If the roll succeeds, the target is made stationary for one round. If the roll fails, nothing happens.

CREATURE TEMPLATES:

Alert, Juvenile, Lone Wolf, Starving

SKILLS:

NAME	STAT	RANK	STAT + RANK
Detection	**PER**	**2**	**6**
Sneak	**AGL**	**1**	**5**
Tracking	**PER**	**1**	**5**

alchemical process is poorly understood, but the resulting stream of scalding-hot liquid causes deep tissue damage, blistering, and skin ruptures in its target. The tatzylwurm can accurately spray to a surprising distance, hitting targets nearly fifty feet away. This ability is largely used in defense of its territory, although some explorers have claimed to observe painted tatzylwurms using this method to down entire flocks of geese and then devouring the carcasses at their leisure.

Painted tatzylwurms are most often encountered by explorers and adventurers who have the misfortune to cross into one's territory. They are notoriously territorial, staking out sections of riverbanks or coastline and tenaciously defending their chosen area against intruders, including other tatzylwurms. Although a painted tatzylwurm will stop at nothing to destroy anything it deems a threat to its hunting ground, it will rarely pursue interlopers far beyond those bounds. Possessed of a powerful regenerative factor, these serpents recover swiftly from even severe wounds, lending them a resilience that has allowed them to sometimes secure their territories against larger predators.

COMBAT

When a painted tatzylwurm is threatened or its territory is disturbed, it fights with single-minded determination, ceasing only when it has overcome or driven off intruders or when it has itself been killed. While closing the distance to its victim, the creature uses its scalding breath attack if it fails to mesmerize prey or to drive a creature away from its nest and young.

LORE

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

10: Painted tatzylwurms are named for their brilliantly colored scales. They are most often encountered in or near the water in tropical climates, although some have been known to follow waterways away from their traditional climate.

12: These creatures aggressively defend their territories from all intruders. They can use their brightly colored scales to mesmerize their prey. If wounded, they recover swiftly.

14: The painted tatzylwurm can blast its prey with a jet of scalding water.



TATZYLWURM, PALE

Just thinking of such a horrible beast is enough to cool my blood. The largest of the known tatzylwurm breeds, these scintillating vipers grow to staggering proportions and possess an almost unfathomable capacity for violence. A single pale tatzylwurm is powerful enough to kill and devour an entire village of humans, and packs of the beasts rove together for months every year, consuming all creatures unfortunate enough to cross their path.

—*Professor Viktor Pendrake*, Monsternomicon

PHYSIQUE	**PHY**	**12**
SPEED	**SPD**	**7**
STRENGTH	**STR**	**11**
AGILITY	**AGL**	**4**
PROWESS	**PRW**	**6**
POISE	**POI**	**4**
INTELLECT	**INT**	**2**
ARCANE	**ARC**	**—**
PERCEPTION	**PER**	**4**

ACIDIC SPRAY

RAT	RNG	AOE	POW
6	SP 10	—	12

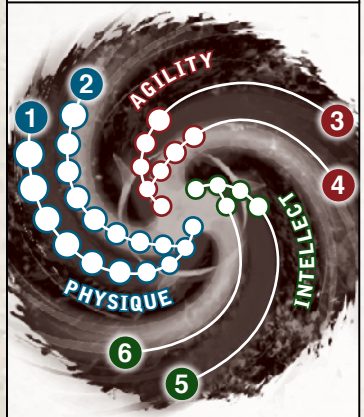
Abilities: This weapon causes corrosion damage. On a critical hit, targets suffer the Corrosion continuous effect.

BITE

MAT	POW	P+S
8	6	17

Paralysis – The base DEF of a living character damaged by this weapon becomes 7, and the target cannot run, charge, or make slam or trample power attacks. Paralysis lasts for one round.

INITIATIVE	**INIT**	**17**
DEFENSE	**DEF**	**15**
ARMOR (NATURAL ARMOR +5)	**ARM**	**17**
WILLPOWER	**WILL**	**14**



COMMAND RANGE: 2

BASE SIZE: LARGE

ENCOUNTER POINTS: 28

DESCRIPTION

The pale tatzylwurm is the largest breed of these deadly serpents, growing large enough to tower easily over a man when its head is raised atop its thick, muscular body. The creature's scales are a milky, opalescent white that catches and reflects light in scintillating ways, which helps lure prey close. Some pale tatzylwurms are born with a more muted, greyish cast to their scales, while others' scales take on tinges of a pale blue.

Solitary by nature, pale tatzylwurms live in extremely remote regions of untamed wilderness. A pale tatzylwurm will drive out or kill all other predators in its territory and will fiercely protect it from intrusion, particularly by other tatzylwurm breeds. Once it has claimed a territory, a pale tatzylwurm selects a mate; the breeding pair and their young form a loose pack. Members of this pack work together to drive prey into a centralized area, whether on land or in water, where they can encircle it, attack at their leisure, and feed with ease afterward.

The pale tatzylwurm sheds its skin several times a year as it grows, starting the process by rubbing against jagged rocks to cause tears in its old skin. Sheaths of discarded skin surround its nest—typically in a natural cavern or under a rocky overhang—and hang from nearby branches.



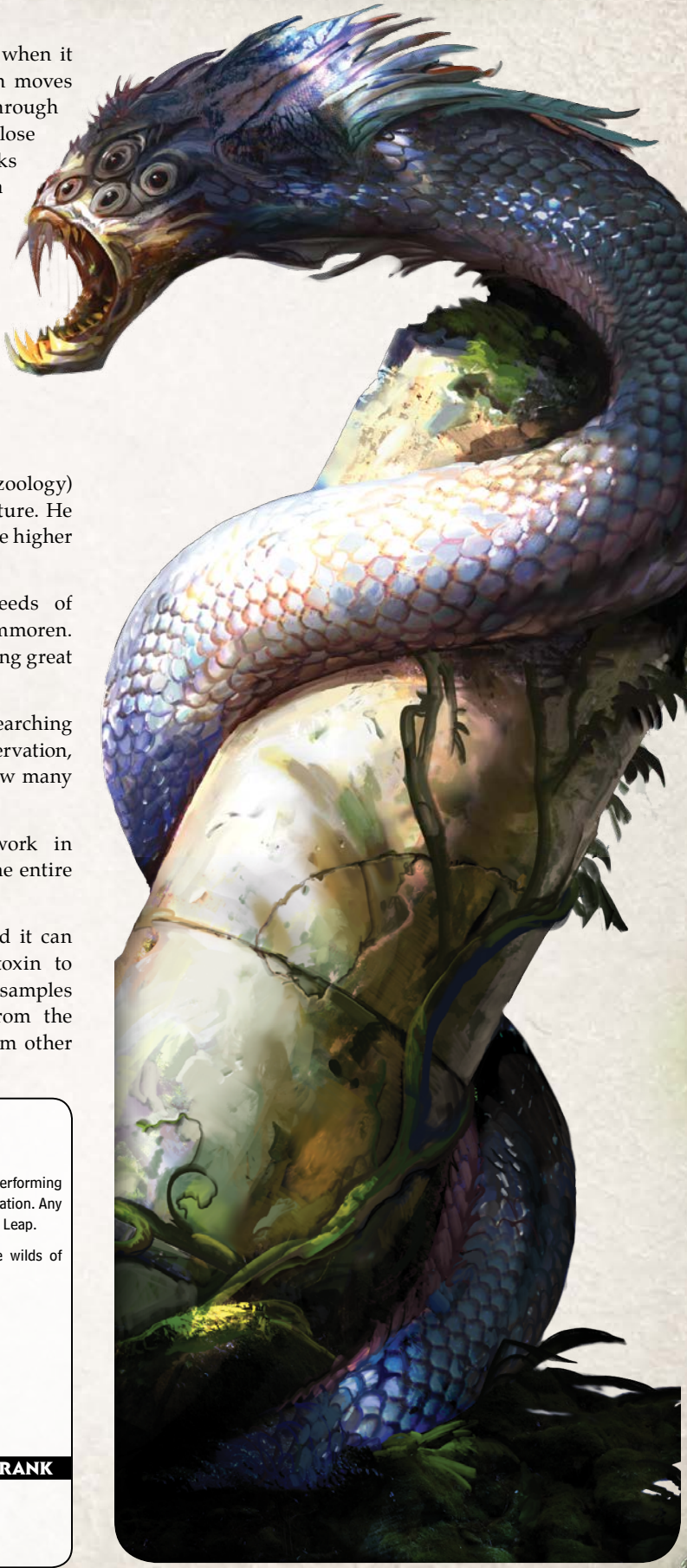
Utterly fearless and intractable, pale tatzylwurms will strike targets many times their own size. They have been observed killing for sport as often as they kill for food, although they will eat anything that moves. It strikes smaller prey animals, such as birds, directly, but larger fare it tracks and then kills with its debilitating venom and powerful jaws. In the rare case that a pale tatzylwurm feels threatened, it sprays a corrosive acid from special glands in its mouth. This acid is powerful enough to dissolve iron and gives the beast the opportunity to either retaliate immediately against a threat or slip away into the wilderness to prepare an ambush strike. This same powerful acid enables the pale tatzylwurm to consume its kills entirely, without even needing to regurgitate the teeth and dense bones of the animals it swallows as other breeds must do.

The beast's most alarming characteristic might be its incredible leaping ability. A pale tatzylwurm can jump an astounding distance by winding its coils beneath itself and quickly whipping its body against the ground in a sudden, sidewinding strike. Pale tatzylwurms use this ability to quickly strike at prey in the branches of trees overhead and to cross otherwise impassable gaps.

Pale tatzylwurms can grow to an incredible size, and some specimens have been reported at over twenty-five feet long. Every inch of this length is solid muscle covered with a thick layer of armored scales dense enough to turn aside blades and deflect bullets. The creature's bones are similarly dense, proving difficult for even steamjacks to damage.

COMBAT

A solitary pale tatzylwurm is typically encountered when it is hunting or defending its territory. The tatzylwurm moves cautiously to remain unseen, either crawling through thick underbrush or staying underwater until it is close to a potential meal. When a pale tatzylwurm attacks powerful prey or a threat to its nest, it sprays acid from a distance and uses the distraction to close rapidly. Pale tatzylwurms acting as a group try to drive prey into a central area where the pack can attack the encircled target's unprotected flanks. Smaller creatures are eaten whole; larger animals are ripped apart. Even when hunting as a pack, pale tatzylwurms often fight over a kill, sometimes tearing the carcass apart as they pull at it from different directions.



LORE

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

10: Pale tatzylwurms are one of the largest breeds of tatzylwurms that live in remote areas of western Immoren. They are incredibly powerful creatures capable of leaping great distances.

11: The lair of a pale tatzylwurm can be located by searching for the discarded husks of shed skin. Given proper observation, it might be possible to use these skins to determine how many members of a pack exist in a given area.

12: Familial packs of pale tatzylwurms often work in conjunction to drive prey into a central area, where the entire pack will attack.

14: The venom of a pale tatzylwurm is paralytic, and it can also produce an acidic spray. An alchemical antitoxin to counteract the effects of this venom can be made from samples of tatzylwurm venom; preferably this venom is from the pale tatzylwurm, but sufficient samples of venom from other tatzylwurms can also be used.

ABILITIES:

Belligerent – This creature gains boosted Willpower rolls.

Bounding Leap – Once per turn, after making a full advance but before performing an action, this creature can be placed completely within 5″ of its current location. Any effects that prevent charging also prevent the creature from using Bounding Leap.

Native Beast – This creature is considered to be a beast native to the wilds of Immoren.

Serpentine – This creature cannot be knocked down.

Terror [16] – This creature has Terror [16].

CREATURE TEMPLATES:

Alpha, Juvenile, Lone Wolf, Man-eater, Pack Hunter

SKILLS:

NAME	STAT	RANK	STAT + RANK
Sneak	**AGL**	**2**	**6**
Detection	**PER**	**2**	**6**
Swimming	**STR**	**2**	**13**

TATZYLWURM, VIPER

One of the more disturbing stories I've heard from the Broken Coast was told to me by a colleague engaged in field research in those jungles. It seems that while cutting a trail they encountered a powerful scent, similar to that of brewed black tea. Their guide grew pale and shouted for them to flee, but before they could make a move, a viper tatzylwurm bit one of my colleague's assistants on the calf. Knowing that the serpents can track an envenomated victim by scent alone, my colleague chose to free his assistant from his suffering on the spot for fear that he would doom the rest of the group by his very presence. Such are the grotesque choices we must sometimes face in the field.

—*Professor Viktor Pendrake*, Monsternomicon

PHYSIQUE	**PHY**	**6**
SPEED	**SPD**	**6**
STRENGTH	**STR**	**4**
AGILITY	**AGL**	**5**
PROWESS	**PRW**	**3**
POISE	**POI**	**1**
INTELLECT	**INT**	**1**
ARCANE	**ARC**	**—**
PERCEPTION	**PER**	**5**

BITE

MAT	POW	P+S
5	2	6

Abilities: A living character that suffers damage from this weapon is affected by the venom of the creature. During each of his Maintenance Phases, the affected character must make a PHY roll against a target number of 16. Outside combat, the character makes this PHY roll after every five minutes. If the character succeeds, nothing happens. If he fails, his INT is reduced by 1. If the character's INT is reduced to 0 as a result of the venom, he is incapacitated and his body goes into neural shutdown. If his INT is reduced below 0, he dies. If a character succeeds on three PHY rolls, the venom has run its course and no longer affects the character. A character recovers lost INT caused by the venom at a rate of 1 point per full day of rest.

INITIATIVE	**INIT**	**14**
DEFENSE	**DEF**	**16**
ARMOR (NATURAL ARMOR +5)	**ARM**	**11**
WILLPOWER	**WILL**	**7**

VITALITY: 8

COMMAND RANGE: 1

BASE SIZE: SMALL

ENCOUNTER POINTS: 4

DESCRIPTION

Despite being the smallest known species of its kind, viper tatzylwurms are counted among the most dangerous of these deadly serpents. They are tenacious and aggressive predators possessed of one of the most potent and uniquely adapted venoms known to the people of western Immoren. They hunt largely in packs, but even a lone viper tatzylwurm is capable of tracking and devouring almost any creature.

Native to the jungles and shores of the Broken Coast, viper tatzylwurms are believed to have developed their lethal adaptations as a result of competition with other dangerous fauna and the need to kill resilient prey. Regardless of the source of these adaptations, these creatures are uniquely suited to compete for prey in their hostile natural habitat.

Packs of viper tatzylwurms are capable of coordinating their hunting activities with chilling efficiency. Each serpent bears a rattle at the end of its tail that it uses both to communicate with its pack mates while on the hunt and to confuse its prey. The sound of the rattle is deceptive, as it seems to be produced from some distance away. Coordination among a pack of three or more vipers may drive prey away from the perceived direction of the predator and directly into a set of eager fangs.

The bite of a viper tatzylwurm spells almost certain doom. The venom itself is astoundingly powerful, capable of killing an adult human in a matter of minutes. Even the natural resilience of the trollkin may be no match for this toxin, which causes mania and delirium, disorienting its victim and causing him to lose focus and struggle to keep a clear mind. But the truly nightmarish aspect of such a bite lies in the venom's secondary characteristic: it rapidly alters the victim's sweat, causing him to emit a scent that is both irresistible and powerfully apparent to any viper tatzylwurm in the vicinity. Even if a victim successfully evades the viper that bit him, he will be relentlessly and unerringly tracked by the rest of the pack.

An envenomated victim's scent is similar to the distinctive scent of the viper tatzylwurm itself. Experienced explorers of the Broken Coast have described it as similar to that of strongly brewed tea and know to make a hasty retreat whenever they encounter such a scent in their travels.



COMBAT

Viper tatzylwurms hunt in groups of three or more, using the misdirected sounds of their rattles to set clever ambushes for their prey. Once the prey has been bitten, the pack will converge on it, delivering a large number of vicious bites and scattering only in the event of severe injury. Even if the bitten prey manages to break away from the hungry pack, the venom causes its sweat to produce a powerful scent similar to the smell of the viper tatzylwurm itself. An envenomated victim leaves a clear trail behind it as the toxin works its way into the creature's system. Viper tatzylwurms can thus track their prey easily, locating it wherever it falls when the deadly toxin takes its toll. Once the victim is disabled, the viper tatzylwurms swarm the corpse and gorge on its flesh.



LORE

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

11: Viper tatzylwurms are extremely venomous creatures native to the jungles of the Broken Coast. The venom of a viper tatzylwurm can kill even otherwise resilient individuals. Their tails terminate in a rattle that they sound while hunting.

13: These pack hunters use their rattles to coordinate their hunts. A pack consists of three or more individuals led by a dominant adult. Although viper tatzylwurms spend most of their time on land, they are fully amphibious and will swim long distances to secure new territory or find a mate.

15: Viper tatzylwurms can "throw" the sound of their rattles to conceal their true location and confuse their prey. The sound of the viper's rattle can seem to come from several yards from its true location. The serpents sometimes use this ability to herd prey away from potential routes of escape and drive it into striking distance of a fellow tatzylwurm. The viper tatzylwurm's venom produces a scent similar to that of strongly brewed tea, so in the wild this smell can indicate the beast's proximity.

17: Once bitten, a victim will be relentlessly tracked by any viper tatzylwurm in the vicinity. The venom changes the composition of the victim's sweat to take on the venom's distinct scent, thereby allowing the pack to track it. Viper tatzylwurms can follow this scent for many miles and will feed on the prey (or its corpse) once they catch up to it.

ABILITIES:

Amphibious – This creature treats water as open terrain. While in water, this creature gains concealment.

Gang – When making a melee attack that targets an enemy in melee range of another friendly character, this creature gains +1 to melee attack and melee damage rolls. When making a melee attack that targets an enemy in melee range of another friendly character who also has this ability, these bonuses increase to +2.

Native Beast – This creature is considered to be a beast native to the wilds of Immoren.

Serpentine – This creature cannot be knocked down.

Venom Tracking – This creature automatically succeeds in Tracking skill rolls to track a character suffering the effects of its venom.

CREATURE TEMPLATES:

Alpha, Pack Hunter

SKILLS:

NAME	STAT	RANK	STAT + RANK
Climbing	AGL	2	7
Detection	PER	2	7
Sneak	AGL	2	7



THORNWOOD MAULER

Western Immoren is home to an incredible range of ferocious and deadly creatures with the desire and ability to kill a man, but few take such delight in savagely tearing a victim to pieces as the Thornwood mauler. Creatures brought down by these massive predators are subjected to prolonged thrashing from the mauler's razor-sharp teeth and talons. Only once the unfortunate victim is reduced to bloody tatters will a Thornwood mauler feed.

—*Professor Viktor Pendrake*, Monsternomicon

PHYSIQUE	**PHY**	**12**
SPEED	**SPD**	**7**
STRENGTH	**STR**	**12**
AGILITY	**AGL**	**4**
PROWESS	**PRW**	**5**
POISE	**POI**	**1**
INTELLECT	**INT**	**1**
ARCANE	**ARC**	**—**
PERCEPTION	**PER**	**3**

BITE (H)

MAT	POW	P+S
7	4	16

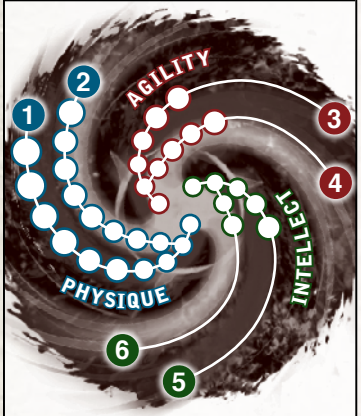
CLAW (L)

MAT	POW	P+S
7	3	15

CLAW (R)

MAT	POW	P+S
7	3	15

INITIATIVE	**INIT**	**15**
DEFENSE	**DEF**	**14**
ARMOR (NATURAL ARMOR +5)	**ARM**	**17**
WILLPOWER	**WILL**	**13**



COMMAND RANGE: 1

BASE SIZE: LARGE

ENCOUNTER POINTS: 21

DESCRIPTION

Stalking through the dense forests of the Iron Kingdoms, the Thornwood mauler is a massive and savage beast. Although closely related breeds are found in forests as far north as the Scarsfell, Thornwood maulers take their name from the dark and hostile Thornwood Forest of northern Cygnar.

Standing over fourteen feet tall while rearing on its hind legs, a Thornwood mauler is a creature built for rending the flesh of lesser beasts in a matter of moments. Even the smallest specimen is immensely strong, and the enormous fangs and sturdy claws of a Thornwood mauler can rip through steel and toughened hide. The beasts seem to take feral satisfaction in mauling their prey beyond recognition. With behavior that would seem almost playful if it were not so savage, they torment their prey, batting it back and forth with their oversized claws, charging it and tossing it to the ground, and then leaping to finish it off.

Thornwood maulers are roving hunters and scavengers with little regard for the territorial boundaries of other creatures, including other members of their own species. A Thornwood mauler will drive away a predator to steal its kill and will viciously shred any beast that attempts to defend a carcass. If two Thornwood maulers go to battle over a felled beast, the result is invariably a deadly combat that ends with the victor consuming the flesh of the loser.

Thornwood maulers are content to be near each other only during their mercifully brief mating season. A mated pair will defend their single offspring and teach it to hunt for the first several months. The possibility of encountering two grown adults at once is a terrifying prospect, particularly for the prey they injure just enough for a juvenile to finish off.

It takes little to rouse one of these beasts to violence, and once provoked a Thornwood mauler is intractable in its desire to rip an enemy asunder. Approaching this massive beast while it is feeding is a sure way to cause it to charge: a Thornwood mauler is never more savage than when it is defending a kill, even if one not brought down by the beast itself. Those who attempt to battle the creature quickly discover that its hide is thick enough to turn away all but the sharpest blades, and even bullets have difficulty piercing its flesh deep enough to do any real damage.

The Thornwood mauler's snout is marked by a radial array of protrusions filled with sensory bulbs that grant the creature an uncanny ability to track by scent. Able to detect carrion and prey from over a mile away, Thornwood maulers will travel incredible distances to acquire a meal. They have keen vision and can see in low light, a common condition in their forested homes.

These beasts keep no permanent territory or lair and will bed down wherever they can dig a sufficiently wide pit in which to sleep. As a result, they can be encountered almost anywhere in a forest. Although they remain within woodland areas for the most part, Thornwood maulers will move out into surrounding areas if hunting is scarce. If not for the unpleasant stink of coal smoke and tanning vats and the other strong smells of civilization, Thornwood maulers would almost certainly wander brashly through village streets, feeding on anything that crossed their paths.

Some Tharn tribes perceive the Thornwood mauler as a gift bestowed by the Devourer Wurm. Finding a Thornwood mauler in the tribe's territory is viewed as an auspicious event, as it allows the tribe to demonstrate its strength to the Beast of All Shapes. Tharn hunters young and old will set out from the village to track such a great beast. When combat ensues, it is a bloody affair of axes, claws, and fangs that often leaves many Tharn dead. The Tharn who lands the felling blow on the mauler takes the first draught of the beast's heart blood and chooses who among the tribe can partake of the heart flesh. The Thornwood mauler's killer has the Devourer's blessing and is often asked to lead hunting and raiding parties over the remainder of the year.



COMBAT

Thornwood maulers attack to feed or protect a kill, and they will not relent once combat is initiated unless they are clearly outmatched. Thornwood maulers will maul targets whenever possible in order to knock them down. Once a target is knocked down, a Thornwood mauler will use its full complement of attacks, striking with claws and fangs as often as it can. These predators focus their attention on a single creature at a time, preferring to kill one potential threat before moving on to another.

LORE

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

10: Thornwood maulers are massive predators found in the Thornwood Forest, known for brutally mauling their prey.

12: Thornwood maulers have a keen sense of smell. A Thornwood mauler uses this sense of smell to track its prey from a great distance.

14: Thornwood maulers will relentlessly track prey once they have caught its scent. They will stalk prey for miles and over the course of several days. It is extremely difficult to try to mask one's scent, as ordinary means will not deter the mauler's sensitive sense organs.

ABILITIES:

Maul – This creature can perform slam power attacks and gains +2 to slam attack rolls. When this creature slams an enemy, immediately after the slam is resolved the creature can advance directly toward the slammed character up to the distance the slammed character was moved. The creature can make claw attacks after resolving a slam.

Native Beast – This creature is considered to be a beast native to the wilds of Immoren.

Night Vision – This creature treats darkness as dim light and treats dim light as bright light.

Scent Tracker – This creature gains an additional die on Tracking skill rolls.

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

CREATURE TEMPLATES:

Ill-Tempered, Man-eater, Predator

SKILLS:

NAME	STAT	RANK	STAT + RANK
Climbing	**AGL**	**2**	**6**
Detection	**PER**	**3**	**6**
Jumping	**PHY**	**2**	**14**
Tracking	**PER**	**3**	**6**



TROLL, COMMON

Trolls are one of the most adaptable species in all of Immoren. Depending on a troll's diet and environment, eventually it will produce a new breed ideally suited to its surroundings. These adapted breeds of trolls undergo dramatic physiological shifts, taking on a new appearance and gaining new capabilities that allow them to thrive in areas hostile to other species.

—Professor Viktor Pendrake, Monsternomicon

PHYSIQUE	**PHY**	**10**
SPEED	**SPD**	**5**
STRENGTH	**STR**	**9**
AGILITY	**AGL**	**4**
PROWESS	**PRW**	**3**
POISE	**POI**	**3**
INTELLECT	**INT**	**2**
ARCANE	**ARC**	**—**
PERCEPTION	**PER**	**3**

BITE (H)

MAT	POW	P+S
5	4	13

Chomp – This creature can attack with this weapon only during its turn and can target only creatures and characters it first hit with a claw attack that turn.

CLAW (L)

MAT	POW	P+S
5	4	13

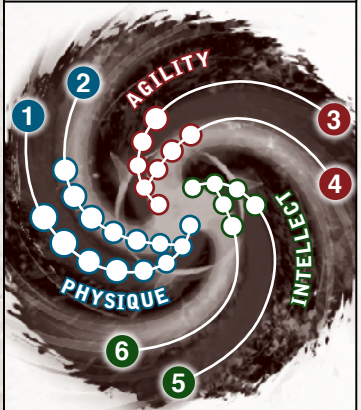
Abilities: Open Fist

CLAW (R)

MAT	POW	P+S
5	4	13

Abilities: Open Fist

INITIATIVE	**INIT**	**11**
DEFENSE	**DEF**	**12**
ARMOR (NATURAL ARMOR +6)	**ARM**	**16**
WILLPOWER	**WIL**	**12**



COMMAND RANGE: 2

BASE SIZE: MEDIUM

ENCOUNTER POINTS: 14

DESCRIPTION

Enormous, adaptable, and carnivorous humanoids found across Caen, trolls are a remarkable species. Since the days of ancient history, they have been a danger to mankind. They are among the most powerful and deadly creatures found in the wild, and encounters with them are not to be taken lightly. Even trollkin, their distant cousins, cannot guarantee meetings with full-blood trolls will end well: though trolls won't usually hunt them with the same enthusiasm they have for other races, in a pinch, meat is meat. A trollkin must be cautious when interacting with a full-blood troll to avoid angering it, but throughout history the two races have been able to establish mutually beneficial relationships. Full-blood trolls often speak a limited form of Molgur-Trul, and the shared language allows careful trollkin to communicate with their cousins.

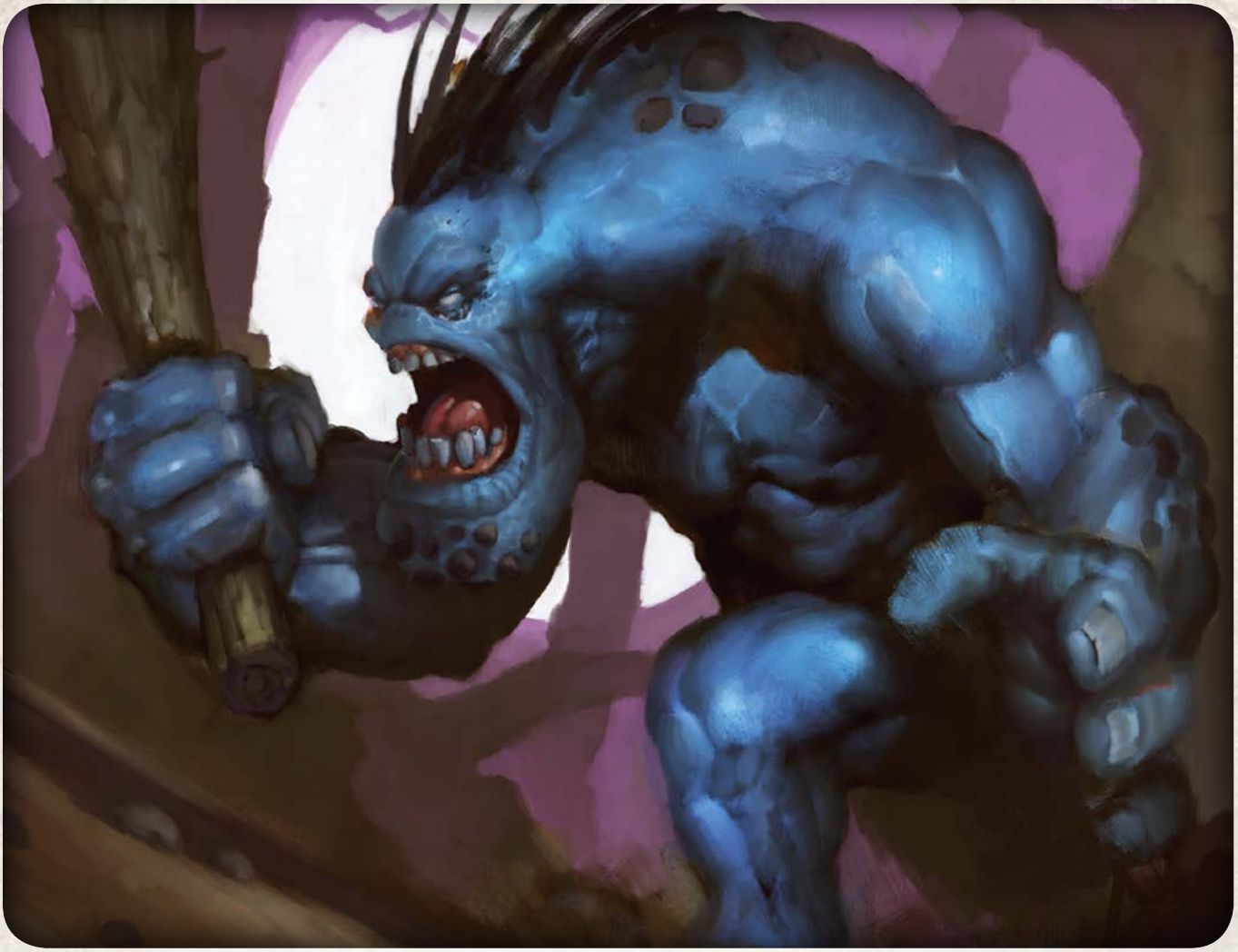
A troll's skin is an earthy shade influenced by its diet and environment, commonly ranging from deep blue to blue-green, and they grow pronounced quills in place of hair. Males have rocklike, calcified growths on their faces that become more pronounced with age, and some of the larger breeds have similar patches on their shoulders, backs, and arms. The common troll stands up to ten feet tall, and its body is packed with powerful muscle. Trolls have a basic intelligence and capacity for reason. These traits are not as developed as those of the intelligent races of Immoren, but they are certainly above those of a common beast. Some trolls use simple tools and weapons fashioned from stone or wood, though they are just as likely to hunt with their bare hands as they are to use any primitive weaponry. Trolls integrated into trollkin communities often possess more sophisticated weaponry and armor crafted by their distant cousins.

Wild males typically lead a solitary existence, but trolls sometimes gather into small family units. They tolerate the presence of other trolls to a degree, but most other creatures are met with hostility. Trolls have ravenous appetites, and they spend the great majority of their time and energy seeking ways to fill their stomachs. Though trolls are carnivorous, those that go too long without sufficient sustenance will consume virtually anything—and they always prefer meat. A starving troll lacks the capacity for good judgment and will do anything to quell its hunger: strip the bark from trees, rip up patches of flora, and even eat stones. Fortunately—for the trolls, at least—they are naturally resistant to most toxins, as this behavior often leads to the ingestion of a startling array of poisons.

All trolls are notorious for their regenerative capabilities. Their bodies can knit horrendous wounds, and even severed limbs cannot be entirely disregarded. Hands and feet cleaved from a troll will regrow a whole separate body, forced to drag around a dramatically disproportionate limb. Known as whelps, these malformed and degenerate creatures often follow in the wake of a larger troll, testament to combats the creature has faced. Whelps are simple-minded, content to follow after larger trolls in the hope of feeding on the scraps left behind. Left to their own devices, whelps will flee from any source of danger. They rely entirely on trolls to defend them from danger even though their progenitors are in the habit of turning them into quick meals.

COMBAT

An angry or hungry troll is a tenacious opponent that will fight until either its enemies are dead or the troll has suffered a mortal wound. Trolls sometimes wield primitive cudgels or wooden spears, though they are most likely to attack barehanded with claws and teeth. Trolls have strong family bonds and are most aggressive when their family members are threatened.



LORE

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

8: Trolls are massive humanoids found in a wide variety of different environments. Small groups of trolls occasionally band together in family units. They are highly motivated by a desire for food.

10: Trolls have remarkable regenerative capabilities. They can recover from wounds that would be fatal to other creatures. Some damage done to trolls results in the generation of malformed miniature trolls known as whelps.

12: For centuries trollkin have coerced or convinced their troll cousins to fight alongside them. Trolls are often less immediately hostile to trollkin and can sometimes be approached by them, particularly if offered food. Trolls speak limited Molgur-Trul, although they are capable of only simple sentences.

ABILITIES:

Poison Resistance – This creature gains boosted rolls to resist poisons and toxins.

Regeneration – This creature regains d3 vitality points per hour in addition to any normal healing.

Resonance: Troll – This creature can be bonded only by a warlock with Resonance: Troll Warbeast.

Spawn Whelps – Each time this creature suffers 5 or more damage points from an attack, it spawns a whelp. A spawned whelp grows to full size in d3 + 1 days.

Troll Resilience – If this creature loses an eye or a limb due to incapacitation (p. 217), it regenerates the eye or limb d6 + 3 days after fully recovering its vitality. When grievously injured, this creature can sometimes self-stabilize. Every turn (or every five minutes out of combat) roll a d6. On a roll of 6, the creature is stabilized. This creature never suffers from slow recovery.

CREATURE TEMPLATES:

Large Specimen, Lone Wolf, Man-eater

SKILLS:

NAME	STAT	RANK	STAT + RANK
Detection	**PER**	**1**	**4**
Great Weapon	**PRW**	**1**	**4**
Sneak	**AGL**	**1**	**5**
Thrown Weapon	**POI**	**1**	**4**
Tracking	**PER**	**1**	**4**

TROLL, DIRE



PHYSIQUE	PHY	13
SPEED	SPD	5
STRENGTH	STR	12
AGILITY	AGL	4
PROWESS	PRW	4
POISE	POI	3
INTELLECT	INT	2
ARCANE	ARC	—
PERCEPTION	PER	3

BITE (H)

MAT	POW	P+S
6	6	18

Chomp – This creature can attack with this weapon only during its turn and can target only creatures and characters it first hit with a claw attack that turn.

CLAW (L)

MAT	POW	P+S
5	4	16

Abilities: Open Fist

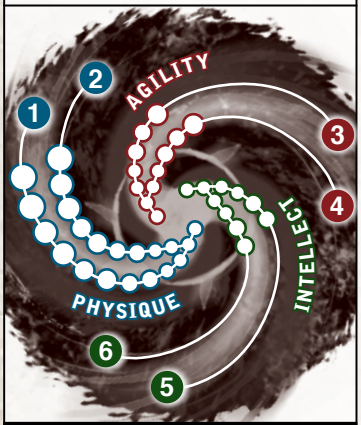
CLAW (R)

MAT	POW	P+S
5	4	16

Abilities: Open Fist

Grab and Smash – If this creature hits the same target with both claw attacks, after resolving the attacks it can immediately make a double-hand throw, head-butt, headlock/weapon lock, push, or throw power attack against that target.

INITIATIVE	INIT	12
DEFENSE	DEF	12
ARMOR (NATURAL ARMOR +5)	ARM	18
WILLPOWER	WIL	15



COMMAND RANGE: 2

BASE SIZE: LARGE

ENCOUNTER POINTS: 18

Every dangerous, feral, and terrifying thing about a troll is dramatically amplified in a dire troll. If any creature can be said to embody the predatory hunger of Menoth's ancient foe, the Devourer Wurm, it is the dire troll. A dire troll can rip the iron hull from a Khadoran warjack or tear through almost any obstacle in its path. We can be glad these creatures seem to prefer remote and inhospitable locales for their lairs, high atop mountain peaks or deep in the forests and swamps where man should fear to tread.

—Professor Viktor Pendrake, Monsternomicon

DESCRIPTION

The dire troll stands alone, a beast so fierce even other trolls will uproot themselves and migrate away when it enters the region.

Fortunately for other creatures walking Caen, dire trolls are not numerous. Their ferocity and territorial nature have kept them spread thin across wide regions of the wilderness. They are most numerous in the Wyrmwall Mountains and the Scarsfell Forest, with some few carving out territories in the Gnarls, the Cloutsdown Fen and other remote wilderness regions. Dire trolls hunt and roam across large areas and have been known to chase out and slay any creatures they consider competition, including smaller full-blood trolls. The only creatures they endure for extended periods are diminutive pygmy trolls, although in recent years Dhunian shamans have facilitated increased contact and cooperation between trollkin and dire trolls.

Just like other full-blood trolls, dire trolls can produce whelps when a body part is severed, and their whelps can live several years before expiring. Some scholars theorize the great brutes mistake pygs for their own whelps, but this could be a natural, symbiotic relationship. Even pygs and whelps can fall prey to a dire troll's hunger, but usually only after all other sources of food have been exhausted.

For obvious reasons, few have spent any time with dire trolls in the wild, which has led many to underestimate their intelligence. Though their culture is primitive, particularly compared to that of the trollkin, they are far from beasts. They possess a limited spoken vocabulary and a simple language—one uniquely their own and not based on Molgur-Trul. This language may predate the Molgur alliance, which dire trolls were never part of. Those that are exposed to Molgur-Trul through successful contact with trollkin may pick up words of that language as well. As with full-blood trolls, hunger and extreme aggression have been barriers to more sophisticated culture between dire trolls and their smaller brethren. The sheer amount of food required to support their metabolism makes them jealous of each other and prone to battles for territory.

The main interaction between dire trolls is mating, which requires searching outside their normal territory. Dire troll females rarely tolerate males after becoming pregnant and often drive them away. Dire trolls are born in pairs, and a mother will care for her young for over a decade. Once they can hunt and subsist on their own, however, they are driven away.

One of the most remarkable aspects of dire trolls is their longevity, which is a natural extension of their phenomenal regenerative powers. Scholars suspect that dire trolls may live upward of three centuries. Perhaps they have no natural mortality, only succumbing to maddened frenzies that bring about their deaths indirectly.

As a dire troll ages, it produces the hardened growths shared by other troll breeds to a lesser degree. Some are quills that serve in place of body hair, but they also produce toughened, calcified skin that becomes increasingly large and rocky with age. These growths are prominent on the dire troll's shoulders and back and provide considerable natural protection. Similar growths are found on full-blood trolls and even elder male trollkin, particularly on the chin and arms.

COMBAT

Dire trolls are creatures of pure violence and hunger, and they will throw themselves into combat without hesitation. A dire troll on the attack is more a force of nature than a thinking creature. It will tear apart opponents with its talons, bite them in half with its enormous jaws, and hurl them through the air with ease. The only way to stop a dire troll from attacking is to put it down, a task complicated by its natural resilience and ability to regenerate wounds.



ABILITIES:

Fearless – This creature never suffers the effects of fear.

Heightened Regeneration – This creature regains d3+3 vitality points per hour in addition to any normal healing.

Native Beast – This beast is considered to be a beast native to the wilds of Immoren.

Poison Resistance – This creature gains boosted rolls to resist poisons and toxins.

Power Attacks – This creature can make headlock/weapon lock, head-butt, push, slam, throw, double-hand throw, and trample power attacks.

Resonance: Troll – This creature can be bonded only by a warlock with Resonance: Troll Warbeast.

Snacking – This creature can spend a quick action to devour any living character destroyed within its melee range to immediately regain d3 vitality points.

Spawn Whelps – Each time this creature suffers 5 or more damage points from an attack, it spawns a whelp. A spawned whelp grows to full size in d3 + 1 days. Dire troll whelps gain +1 STR.

Troll Resilience – If this creature loses an eye or a limb due to incapacitation (p. 217), it regenerates the eye or limb d6 + 3 days after fully recovering its vitality. When grievously injured, this creature can sometimes self-stabilize. Every turn (or every five minutes out of combat) roll a d6. On a roll of 6, the creature is stabilized. This creature never suffers from slow recovery.

CREATURE TEMPLATES:

Large Specimen, Man-eater, Predator

SKILLS:

NAME	STAT	RANK	STAT + RANK
Detection	**PER**	**2**	**5**
Intimidation	**SOC**	**2**	*****
Tracking	**PER**	**2**	**5**

LORE

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

10: Dire trolls are massive, primitive trolls that are always hungry and exceedingly violent.

12: Dire trolls keep huge territories and roam through them, hunting and devouring anything they encounter except pygmy trolls, for whom they appear to have an affinity.

14: Though not particularly intelligent, dire trolls speak their own language. Some may also speak limited Molgur-Trul, which may also signify less hostility to trollkin.



TROLL, EARTHBORN DIRE

PHYSIQUE	**PHY**	**14**
SPEED	**SPD**	**5**
STRENGTH	**STR**	**12**
AGILITY	**AGL**	**4**
PROWESS	**PRW**	**4**
POISE	**POI**	**1**
INTELLECT	**INT**	**2**
ARCANE	**ARC**	**—**
PERCEPTION	**PER**	**3**

BITE (H)

MAT	POW	P+S
6	4	16

Chomp – This creature can attack with this weapon only during its turn and can target only creatures and characters it first hit with a claw attack that turn.

CLAW (L)

MAT	POW	P+S
6	3	15

Abilities: Open Fist

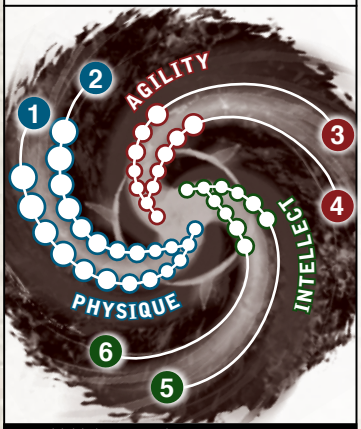
CLAW (R)

MAT	POW	P+S
6	3	15

Abilities: Open Fist

Adaptation – When the creature hits with a claw attack, it can replace the base POW of this weapon with the base POW of a melee weapon on a character in its melee range.

INITIATIVE	**INIT**	**12**
DEFENSE	**DEF**	**12**
ARMOR (NATURAL ARMOR +5)	**ARM**	**19**
WILLPOWER	**WILL**	**16**



COMMAND RANGE: 2

BASE SIZE: LARGE

ENCOUNTER POINTS: 31

Being confronted by the earthborn breed of dire trolls can be a disconcerting experience, particularly to those unfamiliar with their unusual ability to draw strength from the characteristics of their surroundings. My advice would be to find a large patch of relatively uniform terrain to make your stand, where the earthborn has only one environment from which to draw; running through a diverse region only gives it a greater arsenal to wield against you.

—Professor Viktor Pendrake, Monsternomicon

DESCRIPTION

Trolls of all kinds share a link with the natural world and are shaped by their environment in a number of ways both physical and psychological. Among trolls, though, nowhere is that link stronger than in the earthborn, a dire troll that adapts to its environment from moment to moment, drawing from its natural surroundings and changing its flesh in the blink of an eye.

Believed by some trollkin to be among the first trolls created by Dhunia, the earthborn dire troll is a remarkable breed that can draw from the natural world around it to become stronger, faster, and more durable. With each step, the earthborn's body changes. When it passes near boulders and rocks, its skin hardens and deforms like chiseled stone. By contrast, moving through water gives it speed and fluid grace.

Most terrifying of all, these trolls have a resonance with the creatures they hunt and battle. An earthborn's claws will twist and reshape into dracodile talons or the sickle-shaped claws of a spine ripper, depending on the enemy. Even unnatural opponents like wolds and steamjacks give the earthborn power, allowing it to bash its enemies with fists of granite or steel.

Earthborns are the rarest of all troll breeds, and only a few hundred exist throughout western Immoren. They were much more common in the time of the Molgur, but for many generations the people of western Immoren believed them to be mythical beasts. They roamed atop unreachable mountains and hunted in the distant peaks, far from the sight of men and trollkin alike. There they kept dens at the convergence of natural features, such as where mountain streams cut through the rock and among the tough foliage at the tree line, where they could move from one natural feature to the next.

Earthborn dire trolls are simple-minded, even by the standards of other dire trolls. Only the simplest urges of feeding, mating, and protecting their territory motivate them. An earthborn is difficult to communicate with, and even trollkin experienced in the language of dire trolls find them hard to reach. Communication with earthborns requires an incredible amount of patience and tact.

These creatures are beings of primeval hunger and violence. They take savage glee in combat and in tearing prey asunder with their giant, protean fists. In their mountain homes, earthborns frequently battle over both territory and food, and only the strongest and most violent survive to breed. Anything they kill is ripped apart with their enormous fangs and eaten, even other trolls.

There have been many theories that attempt to explain the transmutative capabilities of the earthborn dire troll. The prevailing theory is that the earthborn's ability to alter itself is connected to its regenerative power. Rather than just knitting the earthborn's flesh, its power allows it to rapidly alter the very structure of its body to suit its needs. Other theories suggest that the breed was simply blessed by Dhunia with a special link to her and the wilderness. Whatever the source of its unique trait, the earthborn dire troll is a ferocious throwback to an ancient time.

COMBAT

When an earthborn dire troll attacks, it selects the largest target first, using its power of elemental communion to become more powerful whenever possible. Its tactics are based on taking advantage of natural features in the landscape, such as rocky patches and water features. Unlike other trolls, the earthborn dire troll will even fall back from a fight to lure an opponent

ABILITIES:

Elemental Communion – While within 2″ of deep or shallow water, this creature gains +2 DEF. While within 2″ of an obstacle or obstruction, this creature gains +2 ARM. If this creature begins its activation within 2″ of rough terrain, it gains +2 SPD this activation.

Heightened Regeneration – This creature regains d3 + 3 vitality points per hour in addition to any normal healing.

Native Beast – This creature is considered to be a beast native to the wilds of Immoren.

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

Poison Resistance – This creature gains boosted rolls to resist poisons and toxins.

Resonance: Troll – This creature can be bonded only by a warlock with Resonance: Troll Warbeast.

Snacking – This creature can spend a quick action to devour any destroyed living character in its melee range to immediately regain d3 vitality points.

Spawn Whelps – Each time this creature suffers 5 or more points of damage from an attack, it spawns a whelp. A spawned whelp grows to full size in d3 + 1 days. Whelps spawned by this creature gain +1 STR and have Pathfinder.

Troll Resilience – If this creature loses an eye or a limb due to incapacitation (p. 217), it regenerates the eye or limb d6 + 3 days after fully recovering its vitality. When grievously injured, this creature can sometimes self-stabilize. Every turn (or every five minutes out of combat) roll a d6. On a roll of 6, the creature is stabilized. This creature never suffers from slow recovery.

CREATURE TEMPLATES:

Gluttonous, Man-eater

SKILLS:

NAME	STAT	RANK	STAT + RANK
Detection	**PER**	**2**	**5**
Intimidate	**SOC**	**2**	*****
Tracking	**PER**	**2**	**5**

into an area with geographic features it can use to its advantage. Earthborns attack either to protect their territory or while hunting, but the end result in either case is the same: the creature consumes its kills on the spot, either eating them in several messy bites or swallowing them whole.

Attacking an earthborn dire troll only makes it angrier. If attacked while eating, the earthborn will finish whatever bite it is currently chewing and then break off its meal to hunt down whatever dared strike at it. An irate earthborn dire troll will go out of its way to repay an attack with violence, even if such an action draws it past the borders of its territory.



LORE

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

13: The earthborn dire troll is a rare dire troll breed with remarkable transmutative ability. Dhunians credit this as a gift of the goddess, though others would say it is instead an affinity with the Beast of All Shapes.

15: Earthborn dire trolls draw strength from the world around them. Proximity to certain types of natural features gives them different strengths.

17: Earthborn dire trolls can alter their forms to mimic the qualities of creatures they battle, reshaping their flesh to strike with claws imbued with the strength of their prey.



TROLL, NIGHT

When these remarkable trolls hunt, they produce a glow from their elongated spines to lure prey. Creatures lost in their underground caverns sometimes mistake this light as coming from the surface and draw close, not knowing they are approaching the source of their demise. Such an adaptation is truly remarkable, for most of the creatures that share the night troll's caverns lack the ability to see it. This paradox points to the night troll as a creature of the underground that preys often, if not exclusively, on the creatures of the surface.

—*Professor Viktor Pendrake*, Monsternomicon

PHYSIQUE	**PHY**	**9**
SPEED	**SPD**	**5**
STRENGTH	**STR**	**8**
AGILITY	**AGL**	**4**
PROWESS	**PRW**	**3**
POISE	**POI**	**2**
INTELLECT	**INT**	**2**
ARCANE	**ARC**	**—**
PERCEPTION	**PER**	**4**

WICKED CLAW (L)

MAT	POW	P+S
5	4	12

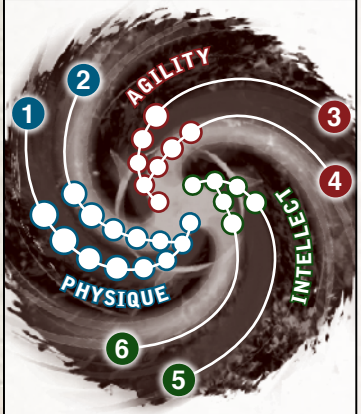
Paralysis – The base DEF of a living character damaged by this weapon becomes 7, and the target cannot run, charge, or make slam or trample power attacks. Paralysis lasts for one round.

WICKED CLAW (R)

MAT	POW	P+S
5	4	12

Paralysis – See above.

INITIATIVE	**INIT**	**11**
DEFENSE	**DEF**	**12**
ARMOR (NATURAL ARMOR +6)	**ARM**	**15**
WILLPOWER	**WILL**	**11**



COMMAND RANGE: 2

BASE SIZE: MEDIUM

ENCOUNTER POINTS: 10

DESCRIPTION

Dwelling in lightless caverns beneath the mountains of western Immoren and in the ruins of ancient labyrinths, night trolls have adapted to life away from the light of the sun. Many generations of living in the pitch darkness underground have atrophied their ability to see, rendering the breed blind and their eyes enormous vestigial organs of cataract white. When they emerge from their lairs near subterranean rivers and pools, night trolls are as deadly as they are unusual.

Like all trolls, night trolls are incredibly strong, possess a terrifying capacity to withstand physical damage, and are driven by seemingly endless hunger. Unlike some other breeds, though, night trolls are patient and quiet hunters that rarely emit more noise than a guttural hiss. Their behavior resembles nothing so much as that of a hungry spider, and they stalk soundlessly from chamber to chamber through the darkness of their buried dominion.

Patches of faintly luminescent material akin to crystals grow from a mature night troll's skin as a variant of the calcified protrusions seen on most troll breeds. Older trolls have larger and more complex patches, which grow throughout the creature's life. The row of long spines that runs prominently down the night troll's back emits a stronger glow, pulsing with a strange, hypnotic light when the creature comes out to feed.

Night trolls rely on senses other than sight to navigate their domains. Heightened senses of smell and taste serve the night troll far better in its darkened lair, allowing it to detect even the faintest trace of potential prey moving through its tunnels. Its incredibly long tongue is packed with sensory buds that allow it to taste the air for hints of sweat, blood, and other telltale signs of prey. The creature's hearing is no better than that of a common troll, but it focuses on sounds more than other troll breeds do. Any noise louder than the drip of water from a cavern ceiling is immediately investigated on the chance it will yield a meal. When unable to locate more substantial nourishment, the night troll subsists on blind cave salamanders, albino crayfish, and other troglofauna.

Nocturnal predators, night trolls utilize an unusual method of acquiring prey. Whereas other predators stalk their prey or wait for it to blunder close, the night troll lures its meals through a biological adaptation. When it hunts, a night troll crawls up from its lair to a cavern where surface animals sometimes shelter. As it crouches in the darkness, the long spines along its back begin to pulse and glow with an eerie light. Intelligent creatures that see this bioluminescent glow are often compelled to investigate and are thus drawn within reach of the troll's talons. Humans and gobbers seem particularly susceptible to this tactic, perhaps as a result of racial curiosity.

The night troll's long claws carry a potent, paralytic venom that debilitates its prey and prevents the target from escaping. Victims of this venom are completely conscious but cannot move to save themselves from their fate. Paralyzed animals are dragged into the darkness of the troll's lair to be eaten at its leisure.

COMBAT

A night troll is typically encountered in its underground lair. When it detects a nearby creature, it stalks closer in the darkness toward the potential meal and attempts to lure its prey close with its glowing spines. Anything drawn close enough to strike is raked by the monster's claws, paralyzed, and dragged back into the darkness. Any creature that pursues a night troll into its lair will become the hunted: the beast will stalk it from the shadows, either relying on its natural stealth to stay out of sight before attacking or attempting to lure the target once more with the glow of its spines.

ABILITIES:

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

Lure – This creature can spend a full action to gain Lure. For one round, when a living enemy character begins its activation within 5˝ of the creature, the character can advance only toward the creature.

Native Beast – This creature is considered to be a beast native to the wilds of Immoren.

Poison Resistance – This creature gains boosted rolls to resist poisons and toxins.

Prowl – This creature gains stealth while in terrain that provides concealment, the AOE of a spell that provides concealment, or the AOE of a cloud effect.

Regeneration – This creature regains d3 vitality points per hour in addition to any normal healing.

Resonance: Troll – This creature can be bonded only by a warlock with Resonance: Troll Warbeast.

Spawn Whelps – Each time this creature suffers 5 or more points of damage from an attack, it spawns a whelp. A spawned whelp grows to full size in d3 + 1 days. Whelps spawned by this creature have Eyeless Sight.

Troll Resilience – If this creature loses an eye or a limb due to incapacitation (p. 217), it regenerates the eye or limb d6 + 3 days after fully recovering its vitality. When grievously injured, this creature can sometimes self-stabilize. Every turn (or every five minutes out of combat) roll a d6. On a roll of 6, the creature is stabilized. This creature never suffers from slow recovery.

CREATURE TEMPLATES:

Predator, Stealthy

SKILLS:

NAME	STAT	RANK	STAT + RANK
Detection	**PER**	**2**	**5**
Sneak	**AGL**	**2**	**6**
Tracking	**PER**	**2**	**5**

LORE

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

10: Night trolls are a breed of subterranean trolls found in mountain regions throughout western Immoren.

11: Night trolls hunt by luring prey. The spines on their backs glow with a hypnotic light that can lure man and beast alike.

13: Night trolls are blind. They hunt by tasting their prey in the air or in water using their extremely long and sensitive tongues.

14: The claws of night trolls carry powerful paralytic venom. Even a tiny scratch from a night troll's claw can render a creature immobile instantaneously.

15: Some trollkin warlocks brave the danger of confronting a night troll in its subterranean lair in hopes of capturing it and training it as a warbeast.





TROLL, PYRE

Be wary when confronting a pyre troll. This irritable breed spit up gobbets of pyrophoric tar that can sear the flesh from your bones, and simply standing near it is like walking through flame. The waves of heat that pour off its body are strong enough to burn and blister flesh—or, if you manage to bring one down and are quick about it, to boil water for a hot cup of tea.

—*Professor Viktor Pendrake*, Monsternomicon

PHYSIQUE	**PHY**	**10**
SPEED	**SPD**	**5**
STRENGTH	**STR**	**9**
AGILITY	**AGL**	**4**
PROWESS	**PRW**	**3**
POISE	**POI**	**2**
INTELLECT	**INT**	**2**
ARCANE	**ARC**	**—**
PERCEPTION	**PER**	**3**

SPEW FIRE (H)

RAT	RNG	AOE	POW
4	8	3	12

Abilities: This weapon deals fire damage. Targets hit suffer the Fire continuous effect.

CLAW (L)

MAT	POW	P+S
5	3	12

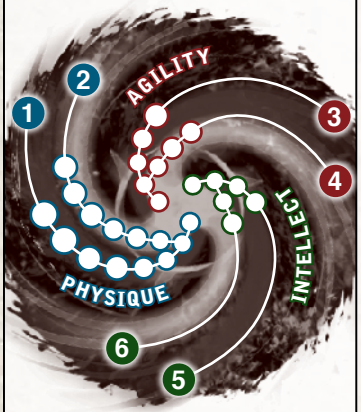
Abilities: Open Fist

CLAW (R)

MAT	POW	P+S
5	3	12

Abilities: Open Fist

INITIATIVE	**INIT**	**11**
DEFENSE	**DEF**	**12**
ARMOR (NATURAL ARMOR +6)	**ARM**	**16**
WILLPOWER	**WILL**	**12**



COMMAND RANGE: 2

BASE SIZE: MEDIUM

ENCOUNTER POINTS: 12

DESCRIPTION

The troll's unique metabolism and adaptive qualities have led to the establishment of a bewildering variety of subspecies, typified by the pyre troll. Slow-witted and ill-tempered even by troll standards, pyre trolls are living furnaces whose very skin causes the air to shimmer with the heat of their passage.

Pyre trolls have the same gait and general appearance as their cousins. Corded muscles and sinews ripple beneath their deep burgundy or ochre hide, and lung-searing waves of heat, hot enough to set alight any nearby flammable material, shimmer in the air around them. As terrifying as these creatures are, they are even more frightful when they vomit forth balls of flaming black ichor that sticks to anything it touches.

Pyre trolls inhabit the sun-blasted red sands at the fringes of the Bloodstone Marches, particularly those east of Ternon Crag and near Scarleforth Lake—a habitat pyre trolls are adapted to survive in, given their remarkable tolerance for heat. Indeed, pyre trolls revel in high temperatures, basking in the midday sun on flat stretches of desert rock. They evince delight when consuming a rank, tar-like liquid that bubbles to the surface of the sands in the scattered oases dotting the northern and southern Marches. The remaining diet of these creatures is also astounding: rocks, plants of extreme toxicity, venomous animals such as snakes and scorpions, and even scraps of metal all make their way into their voracious maws.

Pyre troll territories overlap with those of other great desert predators, and these solitary creatures are notoriously foul-tempered. Proximity to competitors has only increased the pyre troll's aggressive nature. When defending its territory from incursion or attempting to kill large prey for food, the pyre troll charges forward and vomits a glutinous gobbet of burning pitch. Creatures able to withstand the incredible pain of adhesive fire are pounded into the sand by the pyre troll's powerful fists.

It was initially thought that pyre trolls relied exclusively on the flammable tar they happily quaff to fuel their incendiary abilities, but this belief has proven unfounded. Trollkin warbands that have brought these creatures west have discovered that pyre trolls continue to produce their conflagrant bile if provided rocks to consume, supplemented by any local toxic plants or venomous animal species. Since the pyre trolls' first exposure to the wider world, they have shown a fondness for coal and oils of all kinds, including the peat moss found in abundance in certain areas of Ord.

The bone grinders of western Immoren make great use of the pyre troll's bizarre diet. The crude sludge the trolls consume becomes refined during the digestion process and transforms into a violently pyrophoric substance not unlike the volatile Menoth's Fury. If harvested from the body of a pyre troll, its gastric juices and most recent meal can be used in a number of alchemical solutions. Acquiring the compound is not without its risks, of course. Killing a pyre troll is no mean feat, and many perceive the traditional method of acquiring Menoth's Fury a simpler task.

COMBAT

A pyre troll's ill temper causes it to fight without any semblance of artifice or strategy. Whether it sees another creature as an intruder or a meal, a pyre troll utilizes the same tactics: close to vomit fire on the target, spew flame onto its fists to set them ablaze, and then charge the opponent to rip it apart bare-handed.



LORE

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

9: Pyre trolls are a subspecies of troll adapted to the searing heat of the Bloodstone Marches and able to vomit forth globs of burning pitch.

11: A pyre troll is completely immune to the effects of fire, and its skin exudes intense heat that can itself burn flesh.

13: A pyre troll's ability to spew flame is a by-product of its unusual diet of inorganic and toxic matter. Pyre trolls are particularly drawn to the taste of the oil that is refined into Menoth's Fury and will go out of their way to consume it if they detect a source nearby.

ABILITIES:

Fire Immunity – This creature has Immunity: Fire.

It Burns! – If this creature is hit by a melee attack, immediately after the attack is resolved the attacker suffers the Fire continuous effect unless the creature was destroyed or removed from play by the attack.

Native Beast – This creature is considered to be a beast native to the wilds of Immoren.

Poison Resistance – This creature gains boosted rolls to resist poisons and toxins.

Regeneration – This creature regains d3 vitality points per hour in addition to any normal healing.

Resonance: Troll – This creature can be bonded only by a warlock with Resonance: Troll Warbeast.

Spawn Whelps – Each time this creature suffers 5 or more points of damage from an attack it spawns a whelp. A spawned whelp grows to full size in d3 + 1 days. Whelps spawned by this creature have Immunity: Fire.

Troll Resilience – If this creature loses an eye or a limb due to incapacitation (p. 217), it regenerates the eye or limb d6 + 3 days after fully recovering its vitality. When grievously injured, this creature can sometimes self-stabilize. Every turn (or every five minutes out of combat) roll a d6. On a roll of 6, the creature is stabilized. This creature never suffers from slow recovery.

CREATURE TEMPLATES:

Gluttonous, Large Specimen

SKILLS:

NAME	STAT	RANK	STAT + RANK
Detection	**PER**	**2**	**5**
Tracking	**PER**	**1**	**4**



TROLL, SLAG

Is there anything a troll won't eat? These living scrapyards are physical evidence the answer is no. They must be particularly stupid, even by the standards of a troll, not to connect the constant pain of their day-to-day existence with the shards of consumed scrap metal that pierce their flesh. I wonder whether an alteration to their diet would improve their temperament.

—Professor Viktor Pendrake, Monsternomicon

PHYSIQUE	**PHY**	**11**
SPEED	**SPD**	**5**
STRENGTH	**STR**	**10**
AGILITY	**AGL**	**4**
PROWESS	**PRW**	**4**
POISE	**POI**	**3**
INTELLECT	**INT**	**2**
ARCANE	**ARC**	**—**
PERCEPTION	**PER**	**2**

SPEW ACID (H)

RAT	RNG	AOE	POW
5	8	—	12

Abilities: This weapon deals corrosion damage. This weapon gains an additional die on damage rolls against non-living targets.

CLAW (L)

MAT	POW	P+S
6	3	13

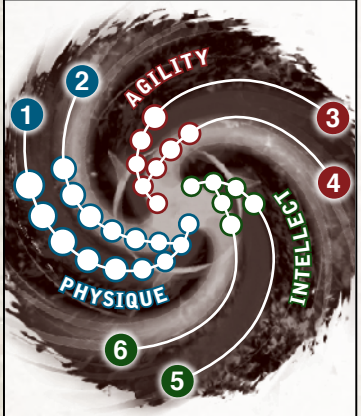
Abilities: Open Fist

CLAW (R)

MAT	POW	P+S
6	3	13

Abilities: Open Fist

INITIATIVE	**INIT**	**12**
DEFENSE	**DEF**	**12**
ARMOR (NATURAL ARMOR +6)	**ARM**	**17**
WILLPOWER	**WILL**	**13**



COMMAND RANGE: 2

BASE SIZE: MEDIUM

ENCOUNTER POINTS: 15

DESCRIPTION

Slag trolls are a strange subspecies of troll found in areas of volcanic activity, where they dwell in the fumaroles of old volcanoes and along pyroclastic flows. The natural malleability of trollkind and their willingness to eat anything, even inorganic matter, gradually altered the slag troll's physiology. Whereas other creatures are compelled away from such hostile environments, trolls are not so easily discouraged and always find a way to sustain themselves, even if they must resort to extraordinary measures. The domain of a slag troll leaves it with limited prey to consume, so the creature has adapted to derive nourishment from an altogether more unusual food source: metal ore and hot volcanic stone. Even a hungry dire troll might balk at such a meal, but a slag troll makes a regular habit of feasting on such repast.

Such a diet would undoubtedly kill a lesser creature, but the impressive regenerative ability and natural adaptability of trolls has caused slag trolls to thrive in their strange environment. The powerful acids that flood the creature's digestive tract can dissolve even tempered steel, and a slag troll will not hesitate to gulp down fistfuls of scrap, ripping through the metal with teeth like iron chisels.

This potent gastric acid gives slag trolls a powerful tool for both attack and defense. Slag trolls can voluntarily vomit up a narrow stream of acid that is both alarmingly accurate and potent enough to dissolve inches of steel or stone in moments. Those brave enough to confront a slag troll in close combat are certain to be burned, whether by the excess acid that mixes with the troll's saliva or by sprays of the material emitted when the creature's stomach lining is punctured during an attack.

Despite this adaptation, the metal consumed by a slag troll is not relegated solely to its digestive tract. Metal invariably migrates through a slag troll's body even as its tissues rebuild themselves in its wake. These shards eventually work through the troll's skin, protruding from its body in dozens of places. These accumulations of metal toughen the slag troll's hide and make it much harder to harm. Bullets and blades are as likely to strike a metal deposit as to connect with the creature's flesh, providing slag trolls a natural defense against attack.

This is not a comfortable process for a slag troll, and those that have recently feasted are often gripped by searing pain and cramping stomachs, which adds to their unpleasant disposition. The entire subspecies is notoriously ornery due to this constant discomfort, and slag trolls require little motivation to seek targets for their aggression. As much as they enjoy a repast of iron ore, they are always eager to enjoy a simpler and less painful meal of flesh and blood.

COMBAT

The incessant pain of a slag troll's digestive processes leaves it in a perpetually foul mood. Combined with a troll's natural territoriality, this pain makes it quick to attack other creatures. A slag troll will go out of its way to attack anything it encounters, particularly targets perceived to be a threat. When a slag troll attacks, it focuses first on larger creatures, spewing acid before moving in to pummel anything that survives.

The slag troll's teeth and claws are made of the same raw metal as its primary diet. Combined with the sheer strength of the creature, these reinforced natural weapons rend most enemies with little resistance. A slag troll will spew its corrosive bile on a particularly tough opponent first to soften it up before closing the gap and striking with its oversized fists. Once it slaughters a creature, the slag troll consumes the body, though it will eventually be forced to return to its staple diet of raw ore and rock.

ABILITIES:

Corrosion Immunity – This creature has Immunity: Corrosion.

Native Beast – This creature is considered to be a beast native to the wilds of Immoren.

Poison Resistance – This creature gains boosted rolls to resist poisons and toxins.

Regeneration – This creature regains d3 vitality points per hour in addition to any normal healing.

Resonance: Troll – This creature can be bonded only by a warlock with Resonance: Troll Warbeast.

Spawn Whelps – Each time this creature suffers 5 or more points of damage from an attack it spawns a whelp. A spawned whelp grows to full size in d3 + 1 days. Whelps spawned by this creature have Immunity: Corrosion.

Troll Resilience – If this creature loses an eye or a limb due to incapacitation (p. 217), it regenerates the eye or limb d6 + 3 days after fully recovering its vitality. When grievously injured, this creature can sometimes self-stabilize. Every turn (or every five minutes out of combat) roll a d6. On a roll of 6, the creature is stabilized. This creature never suffers from slow recovery.

Vitriol – If this creature is hit by a melee attack, immediately after the attack is resolved the attacking character suffers the Corrosion continuous effect unless this creature was destroyed or removed from play by the attack.

CREATURE TEMPLATES:

Gluttonous, Large Specimen

SKILLS:

NAME	STAT	RANK	STAT + RAN
Detection	**PER**	**2**	**5**
Tracking	**PER**	**1**	**4**



LORE

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

9: Slag trolls dwell in volcanic areas as well as areas with high mineral and metal density. They are known for eating metal and having a vicious temper.

11: Though slag trolls enjoy the taste of metal, they seek out easier fare, including fresh meat. Despite their fierce tempers, they can be distracted by a sufficient offering.

12: Slag trolls can vomit a powerful digestive acid that is able to dissolve steel.

13: The caustic gases of their volcanic habitat and naturally powerful digestive acid have rendered slag trolls immune to any other corrosive substances.

TROLL, STORM



PHYSIQUE	PHY	10
SPEED	SPD	5
STRENGTH	STR	9
AGILITY	AGL	4
PROWESS	PRW	3
POISE	POI	2
INTELLECT	INT	2
ARCANE	ARC	—
PERCEPTION	PER	3

LIGHTNING (H)

RAT	RNG	AOE	POW
4	8	—	12

Abilities: This weapon deals electrical damage.

When a target is hit with this weapon, lighting arcs from the target to d3 consecutive additional targets. The lightning arcs to the nearest target it has not already arced to within 4˝ of the last target it arced to, ignoring this target. Each character the lighting arcs to suffers a POW 10 electrical damage roll.

CLAW (L)

MAT	POW	P+S
5	3	12

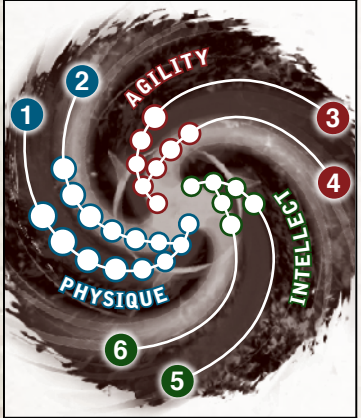
Abilities: Open Fist

CLAW (R)

MAT	POW	P+S
5	3	12

Abilities: Open Fist

INITIATIVE	INIT	11
DEFENSE	DEF	12
ARMOR (NATURAL ARMOR +6)	ARM	16
WILLPOWER	WILL	12



COMMAND RANGE: 2

BASE SIZE: MEDIUM

ENCOUNTER POINTS: 12

I was climbing the mountains of the Watcher Peaks when I first observed this remarkable creature. An electrical storm was rolling through the valley below me, and the lightning had just begun to flash. Waiting in the open on a raised rock outcropping stood a towering storm troll. It was struck by lightning at least three times, its quills illuminating spectacularly with each strike. The troll did not merely endure this electrical barrage but actually seemed invigorated by it. I would have stayed and studied it further, but the storm was closing in and—in my armor, as I was—I did not share the storm troll's enthusiasm for lightning.

—Professor Viktor Pendrake, Monsternomicon

DESCRIPTION

Storm trolls are thought to have originated in the punishing Stormlands of the Bloodstone Desert, a freakish region unlike any other in Immoren. There, these creatures eke out their existence in a blasted wasteland of biting winds, earthquakes, and constant electrical storms. The only beasts capable of enduring this environment are those specifically adapted to it, the storm troll among them. Despite their special fit with this desolate land, storm trolls have long felt compelled to roam west and settle in other regions. These creatures eventually reached such remote locales as the mountain peaks of northern Khador and the Wyrmwall Mountains of Cygnar. There they persist, making use of their unique abilities to drive away competing predators and emerging amid raging lightning storms to howl at the sky and call down the thunder.

Due to the scarcity of food in their scarred homeland, storm trolls have adapted to gain limited sustenance from an unusual source. Where other trolls have quills or rocky protrusions growing from their thick skin, a storm troll has a series of natural conductors consisting of spires made of multiple layers of metal and mineral deposits. These growths, which constantly crackle with threads of electrical discharge, stretch down the length of the troll's spine. Lightning strikes are drawn to these protuberances and will arc directly into a storm troll even if other potential conductors are closer. How this exchange of energy partially sustains the creature is not well understood, although it is presumed that the electrical exchange aids some sort of internal chemical process. Lightning strikes cannot replace a storm troll's need for meat, but they allow it to subsist on a noticeably smaller quantity of food than other troll breeds do, at least during periods when it is regularly exposed to lightning storms.

Storm trolls are living electrical conductors. Tendrils of blue lightning arc constantly between the protrusions on their backs and crawl along their skin. Contact with a storm troll causes some of this energy to discharge, and this transfer is sufficient to numb an opponent's limb or frazzle a steamjack's cortex. Worse yet, an agitated storm troll can produce a powerful bolt of lightning capable of electrocuting a target. The condensers along its back build up a charge that ripples through the troll's body and crawls along its sides, culminating in a blast of pure electricity spewed from its mouth. The storm troll can accurately direct this blast to strike targets nearly fifty feet away, and this eruption carries enough charge to arc across a wide area, frying everything it touches. Most creatures struck by one of these bolts die immediately; anything that survives is charged by the storm troll and beaten down with its oversized fists, each strike flashing with another powerful blast of lightning.

The previously infrequent exodus of these trolls from the Stormlands has recently escalated due to the movements of the skorne. As skorne military columns have moved west, a number of these creatures have been driven before them. These storm trolls have moved into certain hills along the Bloodstone Marches or ventured deeper into the Iron Kingdoms, preferring areas with intense local weather. The storms in these areas are not nearly as intense as those of their native land, but this has simply forced the creatures to hunt living prey more often. One effect of this change is that these storm trolls grow larger than those found amid the Stormlands, an adaptation that has helped them compete with rival predators.

Although they prefer to seek out lightning storms to maintain their favored bodily equilibrium, storm trolls are capable of sustaining themselves entirely on meat. When storms are rare,

a storm troll's hunger can equal that of a dire troll. These creatures also demonstrate a craving for unusual substances, perhaps to encourage the growth and health of their conductive spines. It is not uncommon to see storm trolls seeking out sources of silver, copper, and gold to devour and sometimes eating mechanikal devices found on intelligent prey. Because this increased dietary need can tax smaller kriels who hope to keep storm trolls as warbeasts, storm trolls are rare outside geographic regions where electrical storms are common.

Storm trolls that are kept too long without their preferred food rapidly lose control and lash out in violence, greedily stuffing themselves with anything they can fit in their mouths—including any trollkin or pygs who happen to wander too close. Even so, some warlocks feel the storm troll's capabilities far outweigh the potential risks of keeping them.



COMBAT

By and large, storm trolls are solitary creatures prone to rage when approached. Because of the creature's particular dietary needs, most storm troll attacks are not due to it hunting but are the result of an intruder coming too close for the troll's comfort . If possible, a storm troll will stay back and spew lightning at an opponent until the target comes within charge range, at which point it will charge and rely on its melee abilities.

LORE

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

9: This strange breed of troll has been seen more often in western Immoren since being displaced from the Bloodstone Marches and the wastelands beyond.

11: Storm trolls are a breed of troll adapted to life in the hostile Stormlands. They can unleash lightning as well as absorb it.

13: A storm troll is a living source of electrical energy that consumes lightning as a secondary source of nourishment. It can vomit a bolt of pure electricity at a target, and even touching its skin can be hazardous. Hitting one with lightning might serve a similar capacity as giving meat to a regular troll, although this remains an equally risky proposition. There is no simple way to "glut" a storm troll on voltaic energy.

14: Storm trolls seem to enjoy eating mechanikal devices geared to manipulate lightning, perhaps to accumulate highly conductive metals.

ABILITIES:

Electrical Immunity – This creature has Immunity: Electricity.

Electrostatic – If this creature is hit by a melee attack made by a steamjack, immediately after the attack is resolved the steamjack suffers Disruption unless the creature was destroyed or removed from play by the attack. (A steamjack suffering Disruption loses its focus points and cannot be allocated focus or channel spells for one round.)

Native Beast – This creature is considered to be a beast native to the wilds of Immoren.

Poison Resistance – The creature gains boosted rolls to resist poisons and toxins.

Regeneration – This creature regains d3 vitality points per hour in addition to any normal healing.

Resonance: Troll – This creature can be bonded only by a warlock with Resonance: Troll Warbeast.

Spawn Whelps – Each time this creature suffers 5 or more points of damage from an attack, it spawns a whelp. A spawned whelp grows to full size in d3 + 1 days. Whelps spawned by this creature have Immunity: Electricity.

Troll Resilience – If this creature loses an eye or a limb due to incapacitation (p. 217), it regenerates the eye or limb d6 + 3 days after fully recovering its vitality. When grievously injured, this creature can sometimes self-stabilize. Every turn (or every five minutes out of combat) roll a d6. On a roll of 6, the creature is stabilized. This creature never suffers from slow recovery.

CREATURE TEMPLATES:

Alert, Juvenile, Large Specimen

SKILLS:

NAME	STAT	RANK	STAT + RANK
Detection	PER	1	4
Tracking	PER	1	4

TROLL, SWAMP



PHYSIQUE	PHY	12
SPEED	SPD	5
STRENGTH	STR	9
AGILITY	AGL	4
PROWESS	PRW	3
POISE	POI	3
INTELLECT	INT	2
ARCANE	ARC	—
PERCEPTION	PER	3

TONGUE LASH (H)

RAT	RNG	AOE	POW
4	8	—	10

Consume – If this attack incapacitates a small-based character, this creature swallows the character whole. The character will die in a number of turns equal to its PHY score unless the creature is killed.

Drag – If this weapon damages an enemy with an equal or smaller base, immediately after the attack is resolved the damaged character can be pushed any distance directly toward the creature. After the damaged character is moved, the creature can make one normal melee attack against the character pushed. After resolving this melee attack, this creature can make additional melee attacks during its combat action.

CLAW (L)

MAT	POW	P+S
5	3	12

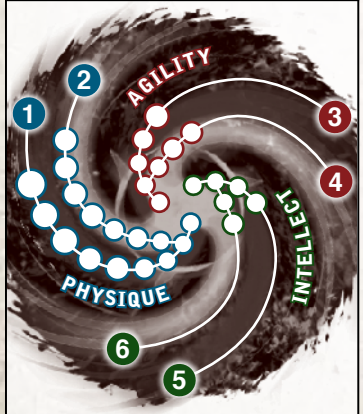
Abilities: Open Fist

CLAW (R)

MAT	POW	P+S
5	3	12

Abilities: Open Fist

INITIATIVE	INIT	11
DEFENSE	DEF	12
ARMOR (NATURAL ARMOR +3)	ARM	15
WILLPOWER	WILL	14



COMMAND RANGE: 2

BASE SIZE: MEDIUM

ENCOUNTER POINTS: 11

The swamp troll is rife with unusual physical characteristics, but I think its tongue is worthy of special attention. Over twelve feet long from root to tip and coated with a thick layer of tacky mucus, this powerful lingual organ can clear the skies above of gnats or wrench a man in full plate from his saddle. The beast at the other end of it is both stout enough and strong enough to remain planted while this extraordinary tongue, often thicker than a man's forearm, drags whatever hapless prey the swamp troll fancies through the murk and into its waiting mouth. One wonders how much other matter the troll inadvertently swallows during this process.

—*Professor Viktor Pendrake*, Monsternomicon

DESCRIPTION

The swamp trolls of the Bloodsmeath, the Wythmoor, and the Fenn Marshes are squat, squamous creatures adapted to the forbidding terrain of deep wetlands. They are most common in the largest wetlands of western Immoren, but swamp dwellers in dozens of different regions claim swamp trolls lurk in their bogs.

Like all full-blood trolls, these creatures possess incredible strength, powerful regenerative abilities, and what appears to be an endless capacity to eat; unlike their relatives, though, they are amphibious and can remain beneath the water for a seemingly indefinite time due to their massive lung capacity. The skin of a swamp troll is slick and covered with a protective layer of mucus that helps the troll regulate its temperature, which is important because of the amount of time the troll spends submerged in cool swamp waters. Beneath its skin, a thick layer of protective fat aids this temperature regulation, allowing a swamp troll to remain absolutely still in the water for many hours at a time.

Active predation is common among its cousins, but a swamp troll is a lazy hunter that prefers to ambush prey. Swamp trolls lurk mostly submerged in water and wait patiently for prey to wander near, the tops of their exposed heads and eyes the only signs of their presence. When an animal or bird comes close, the swamp troll lashes out with its incredibly long, sticky tongue to ensnare its prey. Any creature snagged by a swamp troll's tongue is dragged to its waiting maw and crushed between its teeth. A swamp troll can pull a fully grown man a long distance with its tongue, and it can distend its throat pouch to accommodate such a target, swallowing its prey whole in one prolonged, disturbing gulp. A swamp troll also can feed by whipping its overlong tongue through the massive clouds of flying insects that swarm above the water's surface. A single swipe can capture hundreds of gnats, flies, and mosquitoes, netting enough of a snack to tide the troll over.

The swamp troll's sedentary behavior contributes a great deal to its success as a hunter. It can remain still in the water long enough for algae and other wetlands flora to flourish on its skin, thereby obtaining a thick layer of natural camouflage that makes it nearly invisible in the water.

A swamp troll moving through the water is alarmingly quick for a creature of its size and weight. Like those of some species of frogs, a swamp troll's feet are webbed with thick skin that allows it to propel itself underwater with short, powerful kicks. As a swamp troll swims, it grasps underwater tree roots or submerged stones with its enormous hands and pulls itself along beneath the surface. Swamp trolls occasionally scoop up sediment with their gigantic hands, using them as crude filters to locate turtles, catfish, and crayfish hiding in the mud.

Swamp dwellers know to steer clear of the deep pools and lazy rivers the swamp trolls call home. A swamp troll will not hesitate to pick the fish from a swampies' net—and then surface to drag the screaming fisherman from his boat as well. The only creatures that can reasonably coexist with swamp trolls are trollkin, who sometimes capture the beasts and train them for war.

COMBAT

Swamp trolls lie in wait for potential meals to approach, relying on their camouflage to keep them concealed until an opportune moment to strike arises. When a swamp troll attacks, it uses its long tongue to pull a meal close and strikes with its fists and



jaws to finish any creature that withstands its initial attack. A swamp troll that consumes a creature often submerges in the nearest body of water to avoid a counterattack, only to rise again moments later to attack anew.

LORE

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

9: Swamp trolls are an amphibious breed of troll found in swamp regions.

11: A swamp troll possesses extraordinary camouflage in the form of duckweed and algae that grows on its skin. Trolls are lazy ambush hunters that remain still for many hours at a time, allowing the plants to grow.

12: A swamp troll's tongue can lash out with unnerving speed and accuracy to entangle a target a great distance away and drag it back for the troll to consume.

14: These creatures are sometimes found in the company of swamp-dwelling trollkin who somehow manage to control them enough to use in their conflicts.

ABILITIES:

Amphibious – This creature treats water as open terrain. While in water, this creature gains concealment.

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

Native Beast – This creature is considered to be a beast native to the wilds of Immoren.

Poison Resistance – This creature gains boosted rolls to resist poisons and toxins.

Regeneration – This creature regains d3 vitality points per hour in addition to any normal healing.

Resonance: Troll – This creature can be bonded only by a warlock with Resonance: Troll Warbeast.

Spawn Whelps – Each time this creature suffers 5 or more damage from an attack it spawns a whelp. A spawned whelp grows to full size in d3 + 1 days. Whelps spawned by this creature have Amphibious.

Troll Resilience – If this creature loses an eye or a limb due to incapacitation (p. 217), it regenerates the eye or limb d6 + 3 days after fully recovering its vitality. When grievously injured, this creature can sometimes self-stabilize. Every turn (or every five minutes out of combat) roll a d6. On a roll of 6, the creature is stabilized. This creature never suffers from slow recovery.

CREATURE TEMPLATES:

Gluttonous, Ill-Tempered

SKILLS:

NAME	STAT	RANK	STAT + RANK
Detection	PER	2	5
Sneak	AGL	2	6

TROLL WHELP



No surer proof exists of a full-blood troll's regenerative capability than its unintended and degenerate offspring, the whelp. Just as cutting a roundworm into sections results in the growth of new and distinct creatures, hacking off a troll's hand or foot results in new life. The missing limb will do little more than inconvenience the troll until it grows back, but the severed appendage will sprout its own body, becoming a whelp. Though invested with limited intelligence, whelps are capable of autonomous activity and able to live for years if given enough nourishment. They function only on a rudimentary level and can never grow to full size, a fact I find enormously relieving.

—*Professor Viktor Pendrake*, Monsternomicon

PHYSIQUE	**PHY**	**5**
SPEED	**SPD**	**5**
STRENGTH	**STR**	**2**
AGILITY	**AGL**	**4**
PROWESS	**PRW**	**2**
POISE	**POI**	**1**
INTELLECT	**INT**	**1**
ARCANE	**ARC**	**—**
PERCEPTION	**PER**	**3**

BITE

MAT	POW	P+S
2	0	2

INITIATIVE	**INIT**	**10**
DEFENSE	**DEF**	**12**
ARMOR (NATURAL ARMOR +6)	**ARM**	**11**
WILLPOWER	**WIL**	**6**

VITALITY: 3

COMMAND RANGE: 1

BASE SIZE: SMALL

ENCOUNTER POINTS: 1

DESCRIPTION

Whelps are one of the inevitable consequences of the tremendous regenerative powers of trolls: short-lived, degenerate creatures arising from severed limbs or other substantial pieces of disconnected tissue. Humans have great difficulty comprehending the existence of these creatures. When a man loses a foot, hand, or leg, that flesh becomes dead meat, no more than a rotting reminder of what is missing. The tenacious resilience of full-blood trolls and pygmy trolls, however, is so strong that even severed limbs can take on life. A hand cut from a troll will soon regenerate its own head, torso, and limbs, echoing the shape of the troll that gave rise to it. The resultant creature will follow its progenitor by sheer instinct.

Whelps spawned from the same troll tend to cluster together. They squabble over the best scraps the true troll leaves behind, picking gnawed bones clean of every scrap of meat. This sometimes turns into outright brawls, to the amusement of the troll, as whelps hammer on each other with tiny fists in a battle for dominance.

A whelp typically takes a day or so to grow to full size, but provided it finds enough food to eat—and provided the troll doesn't feel inclined to eat the whelp as a light snack—it can accompany the troll that spawned it for years. Though the rapid growth of a whelp is amazing, the process does not produce a full-fledged troll. The resulting creature is much smaller, with a disproportionate limb matching the appendage from which it was spawned and without the mental faculties of even a true troll. Troll whelps are not particularly dangerous individually, and they rarely live longer than a few years.

Whelps are particularly emboldened by the presence of a troll. When one is nearby, the creatures are seemingly without fear. They leap into combat by the dozens with much larger creatures, shrieking unintelligible war cries and clamping down on enemies with their jaws. Attempts to scare the little creatures off in such circumstances are met with defiant cries and, alarmingly, more biting.

Troll whelps mimic the behavior of their progenitors. Because of its minuscule intellect, however, a whelp sometimes takes actions that can be extremely detrimental to its health. Whelps are tolerated only if their antics somehow amuse the perpetually hungry troll from which they spawned, and those that irritate it enough are eaten immediately. Even the most amusing whelp rarely lives out its already brief lifespan. If no other food source is handy, trolls will eat their whelps with no more regard than for any other gob of meat. Indeed, whelps make a ready source of emergency nourishment to fuel the troll's own regenerative powers, which is one of the main reasons trolls keep them around. It is not at all uncommon to see a troll chuckle at the antics of a whelp one moment and then toss the creature into its mouth as a tasty snack the next.

Because troll whelps are literally the flesh and blood of the troll that spawned them, they retain the resistances and capabilities of their forebear. A winter troll's whelps are inured to the freezing cold, and the whelps of pyre trolls can move through flames unharmed. Other characteristics of some full-blood trolls carry over as well. For instance, the swamp troll's long, adhesive tongue and the storm troll's ability to discharge electric shocks are echoed in any whelp they spawn. Whelps are small enough and contain little enough of the troll's essence that such effects are usually negligible, serving as little more than an additional level of annoyance to those who must confront a pack of the small beasts.

A moment of distraction caused by a horde of whelps can quickly turn lethal, though, when it grants the troll that spawned them an opening to attack. Turning to swat away a whelp can all too often result in being crushed by the troll in return.

COMBAT

A full-blood troll may be followed by a small number of whelps that pick scraps off the ground in its wake and harass creatures it attacks. Older trolls and those frequently caught in conflicts can have dozens of whelps following them. Whelps in the presence of their progenitor are difficult to scare off, but if the troll dies they will flee from a fight, quickly scattering away from harm. Troll whelps will gang up on a target, attacking it with their teeth and claws and biting off chunks of flesh.



LORE

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

8: Whelps are small, degenerate creatures that often accompany trolls and feed off the scraps of their kills.

10: Whelps are born of severed troll tissue. The troll's natural regeneration is so great that the amputated flesh grows its own body and becomes an autonomous creature.

12: A troll will not hesitate to eat whelps as a convenient snack, particularly if it is damaged and requires sustenance to help fuel its regeneration.

14: Whelps spawned from different breeds of trolls share a portion of the true troll's abilities.

ABILITIES:

Comfort Food – A full-blood troll can spend a quick action to devour a whelp within its melee range to immediately regain d3 vitality points.

Distracting – Living creatures and characters other than trolls within 1″ of one or more creatures of this type suffer –1 on attack rolls.

Hide behind the Big Guy – While within the command range of a friendly troll, this creature can use the troll's Willpower in place of its own.

Spawned – This creature may have special abilities based on the type of troll that spawned it.

CREATURE TEMPLATES:

Swarm

SKILLS:

NAME	STAT	RANK	STAT + RANK
Detection	**PER**	**1**	**4**
Sneak	**AGL**	**1**	**4**

TROLL, WINTER



PHYSIQUE	PHY	10
SPEED	SPD	5
STRENGTH	STR	9
AGILITY	AGL	4
PROWESS	PRW	3
POISE	POI	2
INTELLECT	INT	2
ARCANE	ARC	—
PERCEPTION	PER	3

ICE BREATH (H)

RAT	RNG	AOE	POW
4	SP 8	—	12

Abilities: This weapon deals cold damage. On a critical hit with this weapon, the target becomes stationary for one round unless it has Immunity: Cold.

CLAW (L)

MAT	POW	P+S
5	3	12

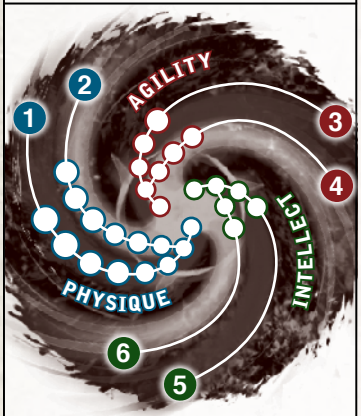
Abilities: Open Fist

CLAW (R)

MAT	POW	P+S
5	3	12

Abilities: Open Fist

INITIATIVE	INIT	11
DEFENSE	DEF	12
ARMOR (NATURAL ARMOR +6)	ARM	16
WILLPOWER	WILL	12



COMMAND RANGE: 2

BASE SIZE: MEDIUM

ENCOUNTER POINTS: 11

The larder of a winter troll is a marvelous resource for zoological study, provided one can first drive off the beast that keeps it. Winter trolls often dwell in the same caves or caverns for many generations, and, being dull-witted hunters, they constantly drag prey back to their lair for safekeeping, occasionally losing carcasses as ice piles up and new meat is added to old. More than one extinct species has been preserved in such a way, safely kept from decay but with large portions of its anatomy partially consumed.

—*Professor Viktor Pendrake*, Monsternomicon

DESCRIPTION

Winter trolls are nine-foot-tall carnivores with powerful limbs capable of tearing trees in half or punching holes in the steel hides of warjacks. The skin of a winter troll is icy blue, and the creature possesses a thick mane of white fur where other trolls have quills. Southern troll species have a lean and knotted physique, but the winter troll has a thick layer of blubber across its midsection. An aura of palpable cold follows the creature. A single touch from a winter troll can freeze water, and a gust of its chill breath stings like the bitterest gale. Winter trolls are most often found in frozen mountain regions like those in northern Khador and throughout Rhul. The Borokuhn, Share Spires, and Nyschatha Mountains in particular are host to large populations of winter trolls.

The winter troll is a keen predator but a somewhat finicky eater. It prefers to eat meat that has been frozen or chilled, and although it will eat fresh meat if it is particularly hungry, it will usually take the time to chill the flesh of its prey before consuming it. A glutted winter troll may drag its prey back to its lair, where the corpse will be frozen for later consumption. A winter troll's den is the stuff of nightmare, covered with terrified faces frozen in silent screams, half-devoured limbs jutting from walls of ice, and crimson icicles of spilled blood. The troll stores its food in this manner out of necessity: in the extreme cold of its habitat, food sources are far from secure, and all food must be carefully stored so that the beast can survive the lean months. Indeed, the band of fat around a winter troll's waist is visible proof of its unusually frugal metabolism.

Winter trolls are generally solitary and territorial. The wide expanses of their northern home keep the trolls from interacting frequently, but winter trolls occasionally cross paths while hunting at the fringes of their individual territories. If one has made a kill, both will fight viciously over the prize.

Winter trolls supplement their diet with copious scavenging. They are frequently forced to compete for food with frost drakes and packs of winter argus, which are immune to the effects of their gelid breath. Against such opponents, winter trolls rely on their prodigious strength and powerful jaws; afterward, it adds the carcasses of defeated foes to its grisly larder.

Although the territory of the winter troll has been little impacted by the activities of man, the harsh competition among predators makes finding meals quite difficult. Accordingly, a number of these adaptable trolls have begun moving south. They have been sighted more frequently in recent years among Khador's northern communities, where local militias and garrisons attempt to slaughter them whenever possible.

For most of recorded history, winter trolls had intermittent contact with the northern trollkin kriels. These trollkin respected the territories of the winter trolls out of simple pragmatism: there are few things more frightening than dealing with one of these predators on its home turf. Winter trolls occasionally aided trollkin kriels in exchange for access to more regular food but were not often seen living among them with the same regularity as other full-blood troll breeds.

Only in recent years have a good number of winter trolls joined their strength to the northern kriels. As warbeasts, winter trolls aided the trollkin in breaking the forward press of Ruscar tribes, which threatened to seize vital trollkin lands. Brought from the frozen wilderness by the northern warlock Borka, winter trolls helped the trollkin shatter the Ruscar forces and drive them back out of trollkin lands.

ABILITIES:

Cold Immunity – This creature has Immunity: Cold.

Native Beast – This creature is considered to be a beast native to the wilds of Immoren.

Poison Resistance – This creature gains boosted rolls to resist poisons and toxins.

Regeneration – This creature regains d3 vitality points per hour in addition to any normal healing.

Resonance: Troll – This creature can be bonded only by a warlock with Resonance: Troll Warbeast.

Rime – If this creature is hit by a melee attack, the attacking character becomes stationary for one round at the end of his activation unless the attacking character has Immunity: Cold or the creature was destroyed or removed from play by the end of the attacking character's activation.

Spawn Whelps – Each time this creature suffers 5 or more points of damage from an attack, it spawns a whelp. A spawned whelp grows to full size in d3 + 1 days. Whelps spawned by this creature have Immunity: Cold.

Troll Resilience – If this creature loses an eye or a limb due to incapacitation (p. 217), it regenerates the eye or limb d6 + 3 days after fully recovering its vitality. When grievously injured, this creature can sometimes self-stabilize. Every turn (or every five minutes out of combat) roll a d6. On a roll of 6, the creature is stabilized. This creature never suffers from slow recovery.

CREATURE TEMPLATES:

Gluttonous, Large Specimen, Man-eater

SKILLS:

NAME	STAT	RANK	STAT + RANK
Detection	**PER**	**1**	**4**
Sneak	**AGL**	**1**	**5**
Tracking	**PER**	**1**	**4**

COMBAT

Winter trolls are typically encountered while they are hunting for food and therefore quite hungry. They often go after the largest creature first in an attempt to secure the most meat to drag off and consume, but they will lash out at any opponent if attacked. When a winter troll brings down a large creature, it will sometimes be distracted enough to allow smaller quarry to escape unharmed, but it will always attempt to store surplus meat in its frozen den.



LORE

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

10: Winter trolls are a subspecies of troll found in cold northern mountains.

12: A winter troll emits an aura of extreme cold that can freeze a man in his tracks, and it can discharge a freezing blast of icy breath. Winter trolls are immune to all effects of extreme cold.

14: Winter troll dens often have a larder of frozen prey kept as a reserve for leaner months. These dens sometimes contain valuable items carried by men the winter troll has frozen.



WARPWOLF, FERAL

Take a man—any man—and know that within him lurks the seed of an ancient predatory spirit that can transfigure him into a hulking monster. This is the hand of the Devourer Wurm. The warpwolf demonstrates how easily the restraints of civilization can be undone. I have met those who have resumed their human form after this transformation. Invariably, I find their minds shattered, their eyes reflecting an awareness of the horror they have become. This is a curse I wish on no one.

—Professor Viktor Pendrake, Monsternomicon

PHYSIQUE	**PHY**	**12**
SPEED	**SPD**	**6**
STRENGTH	**STR**	**11**
AGILITY	**AGL**	**3**
PROWESS	**PRW**	**5**
POISE	**POI**	**3**
INTELLECT	**INT**	**2**
ARCANE	**ARC**	*
PERCEPTION	**PER**	**4**

BITE (H)

MAT	POW	P+S
7	3	14

CLAW (L)

MAT	POW	P+S
7	4	15

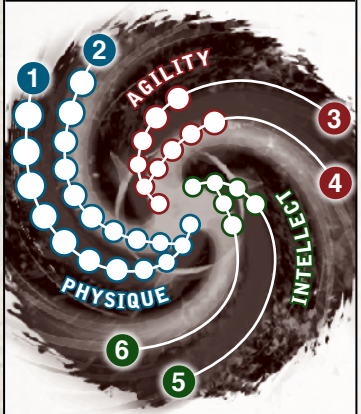
Abilities: Open Fist

CLAW (R)

MAT	POW	P+S
5	3	12

Abilities: Open Fist

INTELLECT	**INT**	**1**
DEFENSE	**DEF**	**13**
ARMOR (NATURAL ARMOR +4)	**ARM**	**16**
WILLPOWER	**WIL**	**14**



COMMAND RANGE: 2

BASE SIZE: LARGE

ENCOUNTER POINTS: 22

DESCRIPTION

A warpwolf is a horrifying aberration, a condition or affliction rather than a natural creature. Warpwolves are men who are capable of unleashing the predatory beast within them to transform into a murderous beast, taking on a massive, powerful new body that blends aspects of both wolf and man. They are mad predators who feel the pull of Caen's moons over their minds and spirits, empowered by a mystical formula jealously guarded by the blackclads.

When transformed, a warpwolf is a bipedal predator twelve or more feet tall with a lean but muscular form, a coat of thick fur, extremely powerful jaws, and strong arms that end in rending claws. While superficially wolflike in appearance, these creatures are not actually lupine. A warpwolf is a killing machine, a perfect and adaptable predator whose protean body can change in seconds to adapt to its needs, whether thickening its muscle mass, growing leaner and longer-legged, or erupting in bony spikes. For some, becoming a warpwolf is a curse, but there are those who undergo this horrific transformation voluntarily to assume a shape closer to that of the Devourer Wurm.

During transformation the warpwolf's body undergoes a series of brutal changes that are horrifying to behold. The skin stretches grotesquely as muscles rapidly increase in size and bones beneath snap like dried wood, elongating and twisting into new configurations. Long barbs of bone erupt from beneath the creature's forearms, shoulders, and brow, while its jaw dislocates and distends to accommodate the growth of elongated, sharp fangs. As the creature shifts from one form to the other, the tortured screaming of a man mingles with the deep-throated growls and snarling of a wolf, taking on a deep, resonant tone as the chest cavity grows ever larger. Transforming warpwolves gain tremendous physical strength and savagery, power awakened by the call of the moons, but they surrender control of their conscious minds to unleash the beast within.

The reversal of this transformation process is no less horrifying. A warpwolf returns to its human form in wracked throes as bones crackle back into their original shape, muscles and tendons snap back to their normal size, and overall mass drops. With time warpwolves become accustomed to the process of shifting between their two forms and are eventually able to do so within a moment.

As the warpwolf passes from one form to the other, its body is remade. Wounds close and heal over, thanks to the supernatural regenerative properties bestowed upon the beast. Despite this, shapeshifting is both physically painful and destructive to the internal organs, causing accelerated aging. Those who do not die in battle typically do not reach more than forty years of age. Usually it is the heart that gives out after years of pumping at an accelerated rate and enduring scarring from transformation.

While the exact origins of the warpwolf are not widely known, the secrets of their creation lie with the blackclads of the Circle Orboros who oversee the rituals whereby those who would undergo this transformation are fed a magical elixir. These rituals correspond to the complex triple lunar cycle of Caen. The blackclads create warpwolves primarily to serve as weapons of terror and destruction. They have been known to inflict this transformation on noteworthy enemies, timing the victim's first change to maximize destruction on particular urban centers and towns. Should the new feral warpwolf survive its initial murder sprees and escape to the wilds, the blackclads will cautiously approach and recover it in order to train it as a warbeast.

Individuals who ingest the warpwolf elixir are forever changed. There is no known "cure" for those who become warpwolves. Instead, over time they find the transformation happening

ABILITIES:

Beast Form – While in beast form, this creature can use only natural weapons and cannot cast spells. In beast form it cannot speak other than basic guttural utterances. It retains knowledge of any skills it has training in but can use only the following skills while transformed: Climbing, Detection, Jumping, Sneak, Survival, Swimming, Tracking, and Unarmed Combat.

Controlled Warping – At the beginning of this creature's activation, choose one of the following warp effects. Warp effects last for one round.

- Protective Plates – This creature gains +2 ARM.
- Warp Speed – This creature gains +2 SPD.
- Warp Strength – This creature gains +2 STR.

Regeneration – This creature regains d3 vitality points per hour in addition to any normal healing.

Resonance: Devourer – This creature can be bonded only by a warlock with Resonance: Devourer Warbeast.

Shapeshifter – This creature's physical stats are based on its human stats. When it transforms into its beast form it gains +6 PHY and STR and +1 PRW and PER but suffers –1 POI and –2 INT. The stats listed above represent an average example.

Transform – A character afflicted with the warpwolf's curse transforms into a warpwolf at certain uncontrolled times, such as failing a Willpower roll to resist Terror, emotionally trying moments—especially those that arouse anger—or if the character suffers over half his total vitality in damage points. During the transformation both to and from the beast form, the character heals as if he had rested for a full day. This change is a full action. Warpwolves can attempt to resist this change by making a Willpower roll against a target number of 14. If this roll succeeds, the character avoids transformation. If this roll fails, he transforms normally.

In addition to these triggers, the curse causes the character to transform every 4d6 + 10 days. This change cannot be resisted and occurs seemingly at random, though usually at night. The warpwolf remains changed for d3 days. This transformation is addictive, and the target number to resist transformation increases by 1 for each time the character transforms.

CREATURE TEMPLATES:

Degenerate Warpwolf, Large Specimen, Lone Wolf, Predator, Starving

SKILLS:

NAME	STAT	RANK	STAT + RANK
Detection	**PER**	**2**	**6**
Intimidation	**SOC**	**2**	*****
Survival	**PER**	**2**	**6**
Tracking	**PER**	**2**	**6**

Note: The above skills represent the skills a typical warpwolf possesses, though it can have a different set of available skills depending on its human form.

Lunar Warp – A warpwolf's natural ARM, STR, SPD, and Initiative vary based on the lunar phase of the three moons: Artis, Calder, and Laris. Consult the table below and apply the bonus listed to the warpwolf's appropriate statistics.

	ARTIS	CALDER	LARIS	CONJUNCTION
NEW	–1 INITIATIVE	–1 STR	–1 STR	PROWL
WANING	+0 INITIATIVE	+0 SPD	+0 STR	TRACELESS PATH
WAXING	+1 INITIATIVE	+1 SPD	+1 STR	BLOOD SPILLER
FULL	+1 INITIATIVE	+2 SPD	+2 STR	SNACKING



more naturally, and eventually they completely lose the will to resist changing into their bestial form. Transformation can be triggered by a variety of circumstances, including heightened stress, violence, or certain phases of the three moons.

The influence of the moons appears to also have an impact on a warpwolf's form, with the creature's might and speed increasing with the fullness of the moons. So too is their unpredictable and violent behavior amplified. Each moon holds a special sway over the body and spirit of the warpwolf, calling up latent talents within it and granting it abilities beyond its normal limits.

After a person has changed into a warpwolf several times, his mind will often crack, resulting in eventual madness. Whether this is intrinsic to the process or simply a result of remembering the deeds done while one is a beast is not clear. Even those who are willing volunteers change over time, however, so a shift in mental state may be unavoidable, perhaps connected to surrendering one's identity and self-control. Those who have been warpwolves



for years generally avoid interacting with other people and can stomach only the company of their own kind. Warpwolves that have surrendered to their bestial existence may mate with others to produce purebloods—creatures that never take on human form.

All warpwolves are predators, subsisting entirely on a diet of meat. Even while in human form a warpwolf eschews other food, unable to resist an all-consuming desire to sate its hunger on freshly slaughtered prey. When transformed, a warpwolf pursues any game, even men. It eagerly devours all creatures it encounters and relishes nocturnal hunts, chasing quarry through forests or dragging victims screaming from their beds.

Most warpwolves are solitary hunters, although those among the Circle Orboros are drawn into a structure that echoes a wolf pack. Long-transformed warpwolves live together in small communities and hunt together in packs, laying waste to any living things in their path.

Outside the Circle, warpwolves are deemed both abominations and dangers to society, hunted down and killed as quickly as possible. Warpwolves not accompanied by a Circle master have typically escaped from the druids, fleeing in human form while still able to call upon whatever human intellect they have left. These wretched individuals live brutal lives. Those who seek to limit the damage done by the beast within often dwell far from any other people, living as hermits while in their human form and hunting at night. Some other warpwolves return home upon their escape, only to cause devastation in their communities the first time they cannot contain their transformation. The blackclads sometimes let such men go willingly, knowing the horrors they will visit upon a settlement or city.

COMBAT

While transformed, a warpwolf is a creature driven by rage. It does not hesitate to attack any creature on sight and rend it with its massive claws. Occasionally its attacks are the product of hunger, but it is just as likely to strike out of pure pleasure for slaughter. As it fights, the warpwolf will shift through many different forms, sprouting defensive spines to turn away powerful blows, growing stronger to rip apart durable foes, and increasing its speed to chase down fleeing prey.

LORE

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

12: Warpwolves are massive bipedal creatures that stalk the wilderness, slaughtering everything they encounter.

14: Warpwolves are shapeshifters, men who transform into giant wolflike beasts. Their power to shapeshift is so great that they can alter their form while transformed to gain additional capabilities.

16: A warpwolf's capabilities are tied into the cycle of Caen's moons. When one or more of the moons are full, it can become stronger, faster, or harder to kill.

18: Warpwolves are created by the Circle Orboros in a ritual that uses a powerful elixir. Once the elixir is administered, the condition is irreversible.

WARPWOLF ELIXIR AND STATES OF BEHAVIOR

The manufacture of the elixir that transforms men into warpwolves is a closely guarded secret of the Circle Orboros. The process is rarely shared outside high-ranking members of the order. Shortly after consumption of the elixir, the imbiber gains the transformative power of the warpwolf and all of its special qualities.

Unfortunately, the strength and power of a warpwolf comes with a price: sanity. Even when they revert to their human forms, warpwolves soon become deranged, violent, and prone to vicious outbursts. Transformation into a warpwolf may be alluring for the power it provides, but taking that path is to sacrifice oneself to the Devourer Wurm. Those who are transformed are doomed to live short, violent lives of madness and bloodshed.

A warpwolf undergoes several stages of behavior after drinking the elixir. The changes to the victim's sanity occur after the first physical transformation, which will not happen until the moon Calder is full. Until then, the victim will not act appreciably different, although he may experience periods of restlessness during which his heart races and he finds it uncomfortable to be still. On the night of the full moon, at midnight, his body will transform. His clothing is torn asunder and any items he was carrying are left behind. He becomes utterly incapable of controlling himself. Hunger consumes him as though he were starving, and he loses all reason, his thinking becoming that of a maddened wild animal. This animal immediately seeks to kill and eat any living creature in reach, barring only other warpwolves, which it will avoid if possible. Even after eating its fill, the warpwolf may continue its killing spree, particularly if confronted by those seeking to destroy it.

Once the warpwolf gluts itself, it will flee into the wilderness, seeking a secure place to sleep. It will rest until the next night, when it will hunt again, as hungry as before. It will remain in the warpwolf state for two more days and nights, alternating between hunting and resting. At this point the warpwolf's frenzy dies down, and it transforms back into human form, with full memory of what it has done and those it has killed. Most people who have gone through this become utterly deranged: babbling to themselves, paranoid of others, lashing out if approached. Such individuals still feel great hunger and are repulsed by any food other than raw meat. New warpwolves prefer to remain in their human form in the daytime, which is their least active period, and to transform at night, when they hunt. They seek isolation while human and are easily provoked into transforming. Only the blackclads of the Circle Orboros know how to calm them during this period.

After about a month, most warpwolves become more accustomed to their state. Their behavior changes and they prefer to remain in the warpwolf form during most of their waking hours, only transforming back to human to sleep. If tended by a blackclad, they can still turn human at other times, but they do not feel comfortable in that form. While they are in human form, their speech patterns are usually confused, they are subject to powerful mood swings, and they demonstrate gaps in memory, sometimes significant ones. Many warpwolves remember only glimmers of their past or forget their former lives entirely within a few months of transformation.

After a year, a warpwolf has come to view its wolf form as its natural state and rarely transforms back to human. He might even remain a warpwolf while sleeping, only changing to human if he is both exhausted and glutted on food or if prompted by a blackclad. By this point, the human form is far more placid than before. All the rage and anger is reserved for its warpwolf form, and its human form becomes somewhat listless. Such a man spends hours staring off into space, speaks only to answer direct questions from a blackclad, and remembers only recent actions. Feral warpwolves that become warbeasts are trained to remember their actions while transformed so they can report on them in human form afterward, but their memories tend not to last beyond a week or two. Otherwise by this point, except when directed by a blackclad, a feral warpwolf is utterly a predator of the wilds, living moment to moment and focused only on its hunger, the hunt, and its prey.

Trained warpwolves can recognize friend from foe and refrain from attacking certain people, but those in the wild acknowledge only other warpwolves as friends. They will seek mates from among their own kind, and males will fight to compete for females in behavior akin to that of wild wolves.



GAME MASTERING *UNLEASHED*

Iron Kingdoms Unleashed is a game set in the unforgiving wilderness of western Immoren, where the denizens of this world must rely on their own strength and skill to survive. Innumerable savage beasts lurk in the dark forests and mountain passes of the wilderness, eager to make a meal of careless and unwitting travelers. The player characters are creatures of this world, living in villages within the wilderness and fighting invisible wars beyond the kingdoms of men.

It falls to the Game Master to present this hard and unforgiving world and the rules of the game in a manner that is entertaining and challenging to his players. Despite the dangers that abound in the wilds, remember that roleplaying groups are symbiotic in nature: the Game Master and players work together through the game system to create a unique storytelling experience.

THE ROLE OF THE GAME MASTER

The first and most important job of the Game Master is to tell a compelling story. He comes up with interesting challenges for his players and gives them the chance to prove their might. He directs the action of the story, whether the tale involves a desperate trollkin kriel defending its home from the incursion of the industrialized world, blackclads and their agents conspiring against their enemies both within and outside of the Circle Orboros, or a gang of bandits preying on the weak. The Game Master is responsible for creating the world, realizing its characters, and giving them life. He strikes a balance between the setting, story, and rules to fashion a narrative starring the players of the group.

The tools presented in this book can help a Game Master find a starting point for the stories he wants to tell, but he will determine the shape those stories will take.

THE ESSENTIALS

The following ideas are essential to remember when taking on the role of the Game Master. They are not rules so much as suggestions that will help your games of *Iron Kingdoms Unleashed* be as smooth and rewarding as possible.

Do not compete against the players; play with them. At first glance, it might seem the game places you in the role of an antagonist who counters your players' every move. After all, you challenge them, set target numbers, pit antagonists and monsters against them, and weave all manner of machinations to keep their lives interesting. The players might sometimes feel like you are the enemy, but you should definitely not be out to get them!

If you have created a scenario, an encounter, or an event with the intent to "win" against the players, you are defeating the purpose of running a roleplaying game in the first place. How can you tell your story if you wipe out all the main characters? If you make your players miserable because you are playing to beat them, they might begin to wonder why they are playing your game at all. On the other hand, a story without any challenges can grow dull. Nothing is sweeter for players than a victory pulled from the jaws of defeat, so provide your players with challenging situations they can overcome through teamwork and cunning.

Know the rules. It is important for the Game Master to have a good understanding of the rules. The players look to him to make judgments and to interpret the rules for their games, and flipping back and forth through the rulebook takes up precious time that could be spent killing and eating giant monsters.

The Game Master does not need an encyclopedic understanding of every rule, but a grasp of the basics is vital. Not knowing how many feet a character can jump with a particular roll is no reason to be concerned, but being able to provide the player with a reasonable target number for success should be second nature to the Game Master. If you have trouble remembering a particular rule, simply make a reasonable judgment.

Once you are well versed in the rules, do not worry about breaking them. No one knows the needs of your story and your players better than you, and you should feel free to mold *Iron Kingdoms Unleashed* into the shape that best suits your game and your players. Feel free to adjust rules as you see fit, but remember to be consistent with any rules you modify. Your players could become frustrated if your adjustments to the rules keep changing between sessions.

Make the players the main characters of the story. Always keep in mind that your players are the focus of your story. The wilds are filled with powerful personalities that can overshadow the actions and intentions of your players. You should never make the players feel irrelevant. Fighting alongside a band of trollkin warriors led by the famous chieftain Madrak Ironhide could be a thrilling encounter the players will love, but having Madrak follow the characters around and eclipse their own heroics would be far less endearing. Non-player characters, even those of the Game Master's own creation, should be used to highlight the player characters' actions, not the other way around.

Be fair and flexible in all things. You are not just the storyteller; you are also the arbitrator of rules disputes. You create scenarios in which the players have to think quickly—and perhaps in ways you had not considered. You need to set fair target numbers for skill rolls and come up with unique solutions for determining outcomes when the rules do not cover the player

characters' actions. If those unpredictable actions help tell a great story and fit within the framework of the setting you have created, be reasonable about letting them succeed. Give the characters the chance to be the protagonists you want them to be. Inflexibility stifles player creativity, which is the very fuel of your ongoing story.

Be consistent. Try to be consistent when you adjudicate the rules. When you encounter a situation not easily resolved by the rules, use your own judgment to determine how best to resolve the situation, and be sure to uphold that ruling in the future. Your players will appreciate your consistency. Once they understand how you interpret the game, they will come to depend on your interpretation of the rules. Avoid frustrating them by suddenly changing your rulings.

Have a sense of humor. *Iron Kingdoms Unleashed* is designed to provide an over-the-top play experience. Roll with it! Players are encouraged to play savage, man-eating beasts. They truck with soul-devouring cannibal gatormen, ravenous trolls, feral shape-shifters, and arcane vivisectionists who create talismans from the bodies of the dead. These encounters are not normal, and they will lead to uncomfortable moments of grim humor and stark pragmatism. Don't be afraid to indulge in the madness! After all, it's a jungle out there.

STORY AND THEMES

Iron Kingdoms Unleashed is a game about an untamed wilderness crawling with angry monsters, its lands fought over by the fierce warriors of competing tribes. A Game Master wishing to evoke the themes of this savage world would do well to incorporate some of the following in his campaigns and reinforce them in the minds of his players. Stories can focus on just one of these themes or include many, and any of them can be the starting point for building an entire campaign.

Struggle – Life in the wilderness is not easy. The comforts and luxuries of the civilized world are difficult, sometimes impossible, for the inhabitants of the wilds to imagine. Their lives are frequently a struggle for even the most basic staples of survival. Finding sufficient food is a daily concern, as is securing a ready source of drinkable water. Territory is constantly at risk, either from the incursions of enemy tribes seeking to expand their holdings or from predatory monsters looking for an easy meal. In many cultures, a character must fight to keep his place in society, struggling against those who would take his position, his belongings, and possibly his life. In some cases, the characters even struggle against one another, as they may have secret agendas at odds with the desires of the group.

Violence – The wilderness is a nasty place. In most cases, if you're not a predator, you're prey. Violence is commonplace and often a necessary part of survival. Tribes clash with one another and with the encroaching forces of the Iron Kingdoms, pitting warbeast against warjack and warrior against warrior. Creatures attack anything they think they can make a meal out of, brigands ambush travelers to steal their supplies, and rivals fight duels to the death for control of their tribe. Even when disputes do not escalate to this, each side must prove their readiness and willingness to fight to the death. Violence is a part of life for most of western Immoren's inhabitants, and those dwelling in the untamed reaches of its forests, mountains, and swamps are no exception. The wild peoples of Immoren usually cannot rely on a city's or nation's political influence or expect its military or lawkeeping forces to help defend them. In the wild, characters have to fight and win their own battles.

Progress – Though it may seem strange, the progress of the industrialized nations of western Immoren is one of the central themes of *Iron Kingdoms Unleashed*. The advancements made in the human kingdoms have an undeniable impact on those who dwell in the last bastions of the natural world. Expeditions set out to map new routes and roads, and human settlements grow from small villages into significant towns. Every day, the edges of the forests are driven slowly back, and humanity pushes deeper into territories once controlled by the trollkin, Tharn, and gatormen. Mankind comes seeking resources to fuel its industries and keep its militaries supplied with coal and steel. As humanity expands its influence into the undeveloped places of the continent, it often seeks to drive out the indigenous inhabitants of these substantial swamps and forests. Unless the people of the wilderness do something to slow or halt them, the Iron Kingdoms will one day claim every scrap of land, crossing it with iron highways for their massive locomotives. This possibility has pushed groups like the Circle Orboros to organize violent opposition, conspiring to make intrusion into the wilds as cost-prohibitive as possible. Other groups might find themselves caught up on either side of such conflicts, whether hired as mercenaries or manipulated into the line of fire.

Exploration – The inhabitants of the wilds are no strangers to exploration, but their motivations differ from those of the men of the Iron Kingdoms. Rather than explore the wilderness for artifacts of ancient civilizations that will expand their knowledge of history, the people of the wilds most frequently explore their surroundings in search of resources to exploit, territory to conquer, and vulnerable communities to raid. Only the bravest and strongest members of a tribe strike out from the small measure of safety afforded by their villages, and they often do so in pursuit of personal glory and conquest. Mystics of the wild might have more esoteric motives to explore, such as securing occult relics or hunting down powerful beasts to transform into totems.

PLAYER CHARACTERS

The Game Master should work closely with the players when they create their characters and should encourage them to discuss their characters openly. Teamwork and compatibility among the characters in a party are essential to their survival and success. The Game Master should not stifle the players' creativity but should challenge them by tailoring the stories to account for their strengths and weaknesses.

It is also a good idea to suggest the players use the rules for an adventuring company (p. 147) that suits the campaign. The diversity of race and career options available in *Iron Kingdoms Unleashed* can result in character combinations that would be ill-advised. Adventuring companies allow a group to be thematically appropriate and also rewards them for this.

The type of campaign the Game Master intends to run and the themes he is interested in exploring can also guide character creation. See "Campaigns" on p. 452 for more on this.

Starting characters in *Unleashed* are meant to represent exceptional individuals who have already proven themselves on the field of battle. Combating the threats of enemy tribes, the armed military forces of the Iron Kingdoms, and treacherous rivals within the tribe are not tasks for the meek and unprepared. Instead, player characters are intended to be confident masters of the tools of their trade, whether bow and arrow, cunning words, or fetishes fashioned from the dead. They still have plenty of room to grow and new tricks to master, but they are ready for the challenging adventures that await them and can perform remarkable feats of coordinated mayhem.

Some Game Masters prefer to run games with characters who are even more experienced, increasing the threats, the scope of the story, and the potential rewards of success accordingly. If you are interested in such a campaign, start the player characters in your group with a number of experience points (XP). The amount of XP you allow your players to start with should be determined by the scale of the game you want to run. If you simply want to give your players some options for customization at the start of the game, start them off with 10 XP. If you want more seasoned characters in the players' party, consider starting them off with 25 XP or more and up to 1,000 gold coins for extra gear. Such options are not recommended for inexperienced players or first-time Game Masters due to the increased time and complexity that goes into character creation as well as understanding the characters' various abilities.

On the other hand, you and your players might prefer to play with characters even less powerful than those generated by the default character creation rules. You can use a number of methods to generate less powerful characters. For example, you can have characters start without any archetype abilities, gaining just the core feature of the archetype and picking up abilities later. You can have players select just one career for their characters at character creation instead of two. You can skip the "Increase Stats" step of character creation or reduce the characters' starting gold. When building encounters, remember that the enemies presented in this book were not designed with the reduced capabilities of such player characters in mind.

As the Game Master, you confront your players with threats and challenges appropriate to the abilities of their characters. To help drive your plot, sometimes you will present them with an overwhelming opponent. By and large, however, you should craft your campaign so it gives the players a solid chance of success—provided they plan accordingly and do not rush into battle every time you offer them the chance to parley!

AWARDING FEAT POINTS

Feat points are the fuel that drives a combat encounter. Feat points grant player characters the edge they need to take on dangerous enemies and fierce monsters. Once engaged in combat, players are expected to spend this resource freely to accomplish all manner of heroic feats, avoid lethal damage, and pass difficult skill rolls. View feat points not as a reward but as a resource that ebbs and flows with the tide of battle, and distribute them accordingly.

It is vital that this supply of feat points is given out at a controlled pace appropriate to the intended challenge level of an encounter. When you hand out feat points quickly and easily, battles can become trivial but will also be full of over-the-top action, suitable for letting the player characters show off as they overwhelm the foe. When feat points are few and far between, the player characters might not have the resources they need to deal with incoming damage or overcome their foes. Although this can result in a frustrating slog, if carefully managed a depletion of feat points can be useful to increase the tension and provide a sense of imminent peril.

Game Masters should keep in mind the abilities and specialties of the player characters. Though some characters have no problem surviving on the feat points earned through defeating enemies in combat, other characters might have difficulty earning those points despite contributing to combat in less direct ways. Do not be afraid to offer feat points to these players for their contributions to the group. Tactical advice or support from an Intellectual character to the frontline fighters might generate a feat point for the character if it results in success. Casting a Wall of Fire spell that blocks a rampaging warbeast from slaughtering a family of innocents might be heroic enough to grant the spellcaster a feat point. Be generous with your players and give them the tools they need to be the heroes of your story.

USING OTHER *IRON KINGDOMS ROLEPLAYING GAME* MATERIAL

Though this book provides a great deal of content, other Iron Kingdoms roleplaying books and supplements also provide a multitude of careers, equipment, and spells that you could use in any game set in western Immoren. *Iron Kingdoms Full Metal Fantasy Roleplaying Game: Core Rules* covers the "civilized" nations of the setting, while supplements such as the *Monsternomicon*, *Urban Adventure*, and *Kings, Nations, and Gods* provide a wealth of other material players and Game Masters can draw upon for their games.

These books are a fantastic resource for interesting non-player characters (see next section). The denizens of the Iron Kingdoms and the inhabitants of the wilds often clash, whether over territory or resources or for myriad other reasons.

These volumes provide races, careers, spells, and equipment specifically tailored to the civilized inhabitants of western Immoren—essentially, everything a Game Master needs in order to pit his players against the well-armed mercenary and military forces of the Iron Kingdoms.

A Game Master should carefully consider what other material from these books to include in his *Iron Kingdoms Unleashed* games in order to avoid combinations that are unbalanced, unintended, or just plain silly. Although some careers they offer might work well for an *Iron Kingdoms Unleashed* character, particularly for some trollkin character concepts, most will require at least minor adjustments before they are ready for use in *Iron Kingdoms Unleashed* games, and some should be set aside entirely. For example, several of the Gifted careers—including Arcane Mechanik, Arcanist, Gun Mage, and Warcaster—draw on specific aspects or traditions of the civilized world. Though a non-player character might turn up with one of those careers, they are generally considered unsuited to the denizens of the wild. Certainly there are no gatorman, farrow, or bog trog arcane mechaniks, arcanists, gun mages, or warcasters prowling the Immorese wilderness.

It is advised that characters originating from the civilized nations be created entirely with races, careers, and abilities from *Iron Kingdoms Full Metal Fantasy* and its supplements, while characters originating in the wilderness be created entirely from options presented in *Iron Kingdoms Unleashed* and its supplements.

Groups including characters from each side of this divide are possible, given the right backgrounds and motivations as well as a campaign that will support them. The Bounty Hunter, Cutthroat, Explorer, Highwayman, Horseman, Mage Hunter, Ranger, and Rifleman careers represent professions from *Iron Kingdoms Full Metal Fantasy* that are common among individuals who spend time in the wilds. A human Explorer/Ranger might ally with a farrow tribe and join them in tracking down a mutual enemy, for example. Many trollkin kriels and members of the Circle Orboros maintain useful relationships with outsiders. Giving outsider player characters access to one or more Connections from this book can facilitate integration. That same Explorer/Ranger could have Connections (farrow tribe) in the place of Connections (isolated tribe or people). Such a group could still qualify for a number of the less restrictive adventuring companies.

Ultimately any combinations the Game Master allows are entirely up to his discretion. You have been warned!

NON-PLAYER CHARACTERS

Non-player characters, or "NPCs," are among the most important of a Game Master's tools. Every person or beast the player characters meet during their adventures is an NPC under the Game Master's control. From the soldiers of the Iron Kingdoms to savage warriors from rival tribes, the Game Master must approach the creation of his NPCs with an eye to how they will be used.

This chapter presents several different methods of creating NPCs for encounters, and you should choose the method best suited to the needs of your particular game or scenario. At times, you will want to create NPCs who are as fully realized and powerful as your player characters, particularly when crafting archvillains or long-term allies. In these situations, you can use **comprehensive NPCs**. At other times, you will need NPCs who use a few key abilities but not enough to justify the creation of a full character sheet. For these purposes, you should create **single-career NPCs.** When creating the enemies your player characters meet in combat, you will most often need **battle NPCs.** Finally, you will often need NPCs who represent the common people of western Immoren: hunters, merchants, farmers, and so on. For these kinds of characters, you most likely want to use **simple NPCs.**

NPCs AND FEAT POINTS

Some NPCs can gain and spend feat points like player characters. Unlike player characters, NPCs do not gain feat points based on critical successes or from incapacitating or destroying enemies. Instead, an NPC with feat points gains a set number every round, generally limited to 1 or 2. Unspent feat points should not accumulate. An NPC who gains 1 feat point each round can have only up to 1 feat point at any time. NPCs should start each combat encounter with their feat point allotment and replenish their feat points at the start of each of their turns.

NPCs can spend these points the same way player characters do.

COMPREHENSIVE NPCs

The most comprehensive way for a Game Master to construct an NPC is to follow the rules for building a player character. NPCs created in this way are starting-level heroes in *Iron Kingdoms Unleashed*. If a more experienced NPC is required, simply assign XP and use the advancement rules under "Player Characters" on p. 153 to create a more seasoned character.

Once you have determined the NPC's starting stats, skills, abilities, and the rest, arm and equip the character. The starting assets for the NPC's careers make a good jumping-off point, but you should feel free to tailor his gear to your concept of the character. If he is particularly poor or inexperienced, he will have shabbier gear than he would if he were more successful and experienced. Truly powerful characters might even have high-end weapons and armor. Keep in mind that whatever you supply your NPC with is likely to fall into the hands of your player characters after their relationship with the NPC turns oppositional and violent.

The benefit of building comprehensive NPCs is that the Game Master knows their relevant stats, abilities, archetype benefits, careers, and XP, plus everything else that could possibly be needed during the adventure. The drawback of building comprehensive NPCs is the amount of time this sort of NPC generation takes.

A comprehensive NPC should be allotted at least 1 feat point each round. The exact number depends on how powerful and pivotal the NPC is. Most comprehensive NPCs should be allotted only 1 feat point each round. Characters intended to

be exceptionally powerful or substantial threats to the player characters could be allotted 2 or even 3 feat points each round.

Comprehensive NPCs are best used as adventuring companions who join the party for some period of time, important individuals with whom the player characters repeatedly interact, or recurring villains who require more detail than a handful of combat stats.

SINGLE-CAREER NPCs

A simpler way for a Game Master to construct an NPC is to follow the standard process for character creation but choose just one career for the character instead of two. A Game Master can even forgo giving a single-career NPC an archetype. If you want the NPC to be more skillful or experienced, feel free to give him some XP and advance him accordingly.

The gear possessed by a single-career NPC reflects his career's starting assets. As with the comprehensive NPC described above, the character's gear and weapons should reflect his concept.

The benefit of building single-career NPCs is that such characters have nearly as much gameplay detail as comprehensive NPCs but require fewer choices during character creation since you choose only one direction for the character and then flesh out that role. The drawback of building single-career NPCs is that they do not have the same room for growth as comprehensive NPCs.

Single-career NPCs can be allotted feat points each round, though seldom more than 1.

Single-career NPCs are best used as short-term adventuring companions who join the party, townsfolk who play supporting roles, or villainous lieutenants who need some detail but less character than their overlords.

BATTLE NPCs

Moving away from highly detailed NPC creation into more rapid-fire NPC generation techniques, battle NPCs give a Game Master a supporting cast of enemies without the time commitment required to create complex characters. These NPCs are typically created to provide simple foes for the player characters to fight in combat encounters.

To make a battle NPC, select a race normally, but then abandon the standard character generation and advancement process. Battle NPCs do not have archetypes or careers. Instead, use the following chart for increasing the character's capabilities.

LEVEL	STAT ROLL CALCULATION
HERO	+1 to all stats (to a limit of Hero racial limits), 3 abilities, level 2 in one military skill, and level 1 in all other military skills
VETERAN	+2 to all stats (to a limit of Veteran racial limits), 5 abilities, level 3 in one military skill, and level 2 in all other military skills
EPIC	+3 to all stats (to a limit of Epic racial limits), 7 abilities, level 4 in one military skill, and level 3 in all other military skills



The abilities you select for your battle NPCs should support their roles in the encounter. You are free to mix and match abilities from the "Abilities" section of the "Characters" chapter (p. 153), or you can pick from among the following suggestions.

ARCANE BATTLE NPCs

Arcane battle NPCs are Gifted characters with the Will Weaver tradition (p. 232) and ARC 3. Select one COST 2 and two COST 1 spells from the Bokor, Shaman (any), or Sorcerer (any) spell lists.

Abilities: Aegis, Balm of Dhunia (farrow and trollkin only), Blood Trade, Empower Weapon, Grave Man, Great Power, Immunity (any), Unhallowed

COMMAND BATTLE NPCs

Command battle NPCs coordinate small groups of fighters in battle and usually act as lower-ranking underlings of single-career or comprehensive NPCs. A command battle NPC does not need to spend feat points to use a battle plan but may use only one battle plan per round.

Abilities: Battle Plan: Call to Action, Battle Plan: Coordinated Strike, Battle Plan: Shadow, Battle Plan: Take Cover, Find Cover, Go to Ground, Iron Will, Natural Leader

MELEE BATTLE NPCs

Melee battle NPCs fight at the front lines of combat. Armed with a variety of different melee weapons, they engage the player characters toe-to-toe.

Abilities: Anatomical Precision, Backstab, Cleave, Defender, Defensive Line, Gang, Hack, Load Bearing, Precision Strike, Relentless Charge, Two-Weapon Fighting, Waylay

RANGED BATTLE NPCs

Ranged battle NPCs fight from afar. Armed with bows, thrown weapons, pistols, and rifles, they wear down the player characters with volleys of fire.

Abilities: Blur of Motion, Camouflage, Crackshot, Dual Shot, Fast Reload, Find Cover, Go to Ground, Keen Eyed, Knife Thrower, Marksman, Sentry, Shootist, Targeteer

SUPPORT BATTLE NPCs

Support battle NPCs provide their comrades with special benefits, allowing allies to deal with threats more effectively.

Abilities: Astute, Binding, Charmer, Defensive Line, Gang, Language, Shield Guard, Skilled Trapper

Once you determine the battle NPCs' stats, abilities, and skills, select some basic arms and armor. Battle NPCs are typically used in groups, so feel free to experiment with using arms and armor to lend some distinction to a band of brigands or mercenaries.

Bear in mind that the player characters are likely to loot weapons and armor from the corpses of their defeated foes, so be sure not to equip battle NPCs with anything you do not want your players to have!

Battle NPCs are never allotted feat points.

The main benefit of building battle NPCs is that they enable the Game Master to quickly customize challenging enemies for his players to face. He can also pit the party against a greater number of battle NPCs in a single encounter because their power level is lower than that of NPCs who have access to archetypes, archetype benefits, and career abilities.

The drawback of building battle NPCs is their limited scope of use. Battle NPCs are strictly supporting cast for combat encounters and are best used to flesh out the numbers in an encounter with other enemies.

SIMPLE NPCs

Another way for a Game Master to construct an NPC is to apply a bare minimum of stats, skills, and abilities to accomplish a specific purpose. After all, it is not necessary to know much about a traveling merchant the players encounter on the road beyond his Perception stat (to avoid thievery) and his Negotiation skill roll (to make deals). Similarly, a common fisherman most likely requires little more than his Negotiation, Sailing, and Swimming skills.

Most often, Hero-level simple NPCs are the Game Master's best choice, though sometimes a Veteran- or Epic-level NPC is more appropriate. A tribal elder who is cutting a deal with the characters over the price of supplies, for example, is likely to be a tougher negotiator than a juvenile tribe member.

For stats, use the following table.

LEVEL	STAT ROLL CALCULATION
HERO	Racial starting stat +1
VETERAN	Racial Hero stat limit
EPIC	Racial Veteran stat limit

For skills, use the following table for the most relevant skill rolls and the stat table above for skills that are not central to the character's role or occupation.

LEVEL	STAT ROLL CALCULATION
HERO	Racial starting stat +2 for applicable occupational skills
VETERAN	Racial Hero stat limit +3 for applicable occupational skills
EPIC	Racial Veteran stat limit +4 for applicable occupational skills

Simple NPCs are never allotted feat points.

The benefit of building simple NPCs is that they can be generated extremely quickly with all the information necessary for non-combat interaction.

On the other hand, simple NPCs have minimal depth of character and are of no use in combat situations. Should your players decide to engage in violence with simple NPCs, you might grant the party an automatic victory unless they are facing off against a crowd. Even a mob of farmers can be deadly to adventurers. In such situations, the Game Master can give some impromptu combat skills to the simple NPCs, making them antagonists, and improvise as best he can.

Simple NPCs are best used for the masses of non-combat characters found throughout western Immoren. Villagers, woodsmen, herders, craftsmen, miners, loggers, and merchants are common throughout the land, but you do not need to build extensive NPC profiles for all of them.

ENCOUNTERS, SCENARIOS, AND CAMPAIGNS: THE BUILDING BLOCKS OF THE GAME

Before planning a game, the Game Master should consider its constituent elements. **Encounters** are like scenes in a movie. They focus on combat, clandestine meetings, high-speed chases through a burning forest, or anything else the Game Master wants. A **scenario** is a story for the characters to play through, made up of a number of encounters. Some scenarios are very short, encompassing a few encounters and taking a single play session to complete. Other scenarios are quite long and require several sessions to play. When a number of scenarios are linked together, they become a longer, more fully realized story called a **campaign.**

As you plot the story of your scenario, you come up with challenges for the characters to overcome. If you expect an encounter to be resolved through violence, that is a combat encounter. Encounters that can be resolved through diplomacy, negotiation, or investigation are narrative encounters. In some cases, an encounter could begin as a narrative encounter and end as a combat encounter, depending on the choices the characters make and how the NPCs react to those choices.

Often you will want to present combat encounters filled with adversaries that offer a challenge equal to the characters' capabilities. Every foe, monster, or antagonist in the game has an Encounter Point value that allows you to tailor your fights accordingly (see "Combat Encounter Building," p. 447).

Be sure to choose foes that speak to the material of your scenario's story. If the story involves characters confronting a band of gatormen in the heart of the Bloodsmeath Marsh, you probably should not throw in a frost drake! Your players will appreciate your consistency with the setting just as they do with rules. Small changes can keep things interesting within the story you are telling. Instead of just sending gatormen after your player characters, you can add a bog trog mist speaker pressed into service by a gatorman bokor or throw a pack of captured swamp shamblers into the mix.

Not every fight needs to be to the death. At your discretion as Game Master, some combat victims might live long enough to breathe a few last words that give the characters important information, or fallen NPCs could miraculously survive the battle, having only been rendered unconscious as a result of wounds. Situations like these facilitate the transition from a combat encounter to a narrative encounter.

Combat encounters serve to resolve situations that arise from narrative encounters. As you tell your story, make sure that your combat encounters make sense within that context and that the players are invested in the outcomes. This will make your story compelling and could lead into future scenarios.

ASYMMETRICAL ENCOUNTERS

Sometimes your story calls for you to present the characters with insurmountable odds from which they must flee. Asymmetrical encounters can be exciting for the players, but you must take care to ensure the players understand the risks they take if they try to stay and fight it out. When presenting an encounter like this, consider making the characters aware of how they can successfully flee from their enemies to escape battle. Simply making this statement at the beginning of the encounter is often enough to give players the hint.

Alternatively, every so often your characters will find themselves in combat encounters for which they are much more than a match for their enemies. Although a regular stream of such encounters can lead to bored and overconfident players, occasionally letting them flex their muscles against lesser foes, especially those who presented a significant threat earlier in their adventuring lives, can be a fun reward for players used to much tougher encounters.

NARRATIVE ENCOUNTERS

Essentially all interactions, plots, and plans the characters engage in outside of battle are narrative encounters. Narrative encounters are the heart and soul of the game. They allow the player characters to meet and talk with your NPCs and give you the opportunity to describe the world of western Immoren in detail.

Social and investigative skills and the encounters that involve them are crucial and integral parts of the roleplaying experience. How characters interact with the world around them involves not only the skills the player characters possess but also the players' ability to articulate their characters' emotions and desires. Narrative encounters bring life to the setting by combining these two aspects to determine how successfully the player characters interact with each other and with NPCs.

Many, if not most, narrative encounters occur without a player ever rolling a die. Some narrative encounters ultimately hinge on the use of the characters' skills, such as Negotiation or Intimidation, whereas others revolve around efforts at theft, tribal politics, or the detection of important clues. No matter the situation, the Game Master should not feel obligated to stick to straight die rolls every time. For example, a player who



roleplays his negotiations particularly well should be rewarded with either an automatic success or a bonus on any rolls he makes related to that negotiation.

SOCIAL ENCOUNTERS

A social encounter is a non-combat encounter that involves conversation. This conversation can take many forms, including negotiations, intimidation, and even stirring speeches on the eve of battle. Social encounters can be short and straightforward, such as a single Intimidation skill roll to drive off a weak-willed brigand; they can also be a significant component of a campaign, such as the complex and interconnected scheming often employed by the blackclads of the Circle Orboros. Handled correctly, a social encounter can be just as dramatic and exciting as the most challenging combat encounter.

When a character uses a social skill, the Game Master determines which stat best represents the character's use of that skill. The way the character chooses to leverage his skills in social interactions can dramatically change the stats he uses in order to achieve the desired result. For example, a character attempting a moving oratory to improve the morale of a group of his tribe's warriors before battle could do so in several ways. The Game Master might decide that a character who speaks to the logic of the plan of attack adds his Intellect stat when making his Oratory skill roll, whereas one who makes an impassioned speech using grand gestures, clasping the shoulders of his audience, and emphasizing his past victories with great confidence instead uses his Strength stat for the roll.

Savvy and experienced players roleplay to their characters' strengths. Characters who depend on their strength of arms to intimidate their foes should not expect much success making complicated threats if their Intelligence is very low. The flexible nature of social skills makes it easy to include the entire group in a narrative encounter, which will in turn make it more involving for all the participants. The Game Master should work to allow each character a part in this portion of the story, just as he would during combat. Complications and twists—such as when the group's primary orator loses his voice halfway through his speech to incite the tribe to battle readiness, for example—can be useful to bring in those who would otherwise be sitting on the sidelines.

The most important aspect of any narrative encounter is the act of roleplaying itself—players acting the roles of their characters believably and fulfilling their roles as the protagonists of the story.

INVESTIGATIVE ENCOUNTERS

Sometimes a scenario involves the uncovering of mysteries or other opportunities for the player characters to investigate hidden or obscure knowledge and locations. Investigative encounters can involve recent mysteries such as discovering the perpetrator of a fresh murder, or they can delve deep into the past to expose the truth about an event from long ago. When characters use their skills and knowledge to learn what really transpired, they are in an investigative encounter.

Investigative encounters heavily rely on the characters' skills. Investigation, Lore, Research, Survival, and Tracking skill rolls are made to find evidence, recall obscure knowledge, and glean information from a variety of sources. The appropriate skill depends greatly on the specifics of the situation. For instance, a character trying to discover the truth about an ancestor's death may rely on his Lore (tribal) skill to recall the oral history of his people, or he may use his Research skill to examine his tribe's written sagas. An apparent accidental death from exposure to the cold might be scrutinized with Survival.

On the other hand, a character trying to find the culprit responsible for a murder in his tribe would rely on his Investigation skill to examine the scene for physical evidence pointing to the criminal's identity. Successful use of the Investigation skill allows the character to analyze the scene of the crime for bits of evidence and piece together their meaning. A scrap of foul-smelling leather at the site would be meaningless to some, but to a character with the Investigation skill, it could point to a leatherworker in the tribe. With a successful Investigation skill roll, the wounds left on the dead could be revealed as the product of the leatherworker's hooked knives, and strange fingerprints on the bodies the product of a tanner's dyes. Don't be afraid to provide your players with a twist, though! A high enough roll of the dice may reveal that the evidence pointing to the obvious criminal is merely a ruse, placed by the real killer to throw the characters off his scent.

Investigations can be simple, requiring only a short amount of time to resolve, but some Game Masters will want to create elaborate mysteries for their players to unravel over the course of many game sessions. The first and most important issues in these longer investigations are the nature of what the players will uncover and the identities of those responsible. After considering these factors, the Game Master should look at the skills the player characters possess, flesh out ways they could proceed, and select clues for them to discover. For longer investigations, each clue should point the player characters in the direction of the next. As they discover each piece of the puzzle, the picture will gradually become clearer. It is particularly important with extended investigations that a single character with the most obvious skills is not in a position to do all the work. One good method in this event is to engineer false leads that can be sussed out by characters with less obvious skills.

Another type of investigative encounter arises when the characters prepare themselves to head into the unknown. Characters might find themselves investigating the bloody rites of the cannibalistic Tharn in preparation for a journey through Tharn territory. Use of the Research skill can help prepare the player characters for that journey or even shed light on the purpose of a mysterious Tharn relic found in the course of their travels.

If player characters use skills like Lore to uncover knowledge about their foes, consider granting them and their allies bonuses in combat against those enemies. For example, if they expect to traverse the wastelands of the Bloodstone Marches and a player character uses his Lore skill to gain information about the environment and the monstrous creatures in the region, it might be appropriate to grant him and his allies a +1 bonus on Survival skill rolls in that region or even a bonus on damage rolls against certain creatures inhabiting that area. Naturally, some investigative encounters provide less tangible benefits. For example, a character might need to make a successful Cryptography skill roll to decipher a communiqué before the party can attempt to intercept a supply convoy described therein.

MISCELLANEOUS NARRATIVE ENCOUNTERS

Some kinds of encounters require the characters to engage in challenges that measure their physical prowess but are not related to combat. Characters might need to use the Survival skill to construct a shelter or make a successful Sneak skill roll to avoid discovery while evading a predator or infiltrating the village of a hated enemy. These situations are highly varied but can be extremely important when designing scenarios and stories. When constructing your scenario, provide opportunities for the characters to become involved in their environment, whether that effort involves scaling walls or swimming across dangerous rapids.

THE HUNT

The hunt is an important component of life in the wilderness. Bone grinders, monster hunters, wilderness travelers, Devourer shamans, and warlocks with hungry mouths to feed all have their own reasons to track down the many creatures inhabiting the wilderness. Hunting encounters can be an interesting hybrid of skill use and combat, following the characters as they stalk their intended prey through the wilds and culminating in a fight between an angry beast and the characters pursuing it.

Locating and bringing down a particular creature is the climax of a hunting encounter, so the Game Master should build to that point with evocative description. Hunting encounters give the Game Master ample opportunity to describe the environments around the player characters in detail as they search for signs of a beast's passage. As they draw closer to their target, offer them more and clearer signs of its presence, and perhaps allow them a glimpse of its distant form through the trees. Remember that the beast in question is (sometimes) a living, breathing animal with its own needs and desires, such as food, water, and shelter. Best of all, some of the more intelligent creatures may realize they are being stalked and try to turn the tables on the hunters, going from prey to predator in a heartbeat.

RITUALISTIC ENCOUNTERS

The wilds are rife with omens, rituals, and strange rites. In scenarios incorporating these elements, do not hesitate to layer on weirdness. The mysticism of the wild is both real and terrifying. Ritualistic encounters allow characters like bokors, priests, and shamans to step into the spotlight. Leveraging their knowledge of the metaphysical world, they solve problems that cannot be handled through strength of arms. Destroying wayward spirits and performing important religious rites are strong options for ritual encounters. Ritual encounters rely heavily on the Lore skill, but other skills, such as Oratory and Research, may come up as well. A priest or shaman may wish to rouse a group of worshipers with a well-worded blessing, execute a lunar rite, or study the history of a haunted battlefield to cleanse it of the spirits plaguing it.

Ritual days are prevalent throughout the cultures of western Immoren. Each group has its own traditions, from the blood rites of Devourer worshipers to the more peaceful, seasonal rites observed by those of the Dhunian faith. Feast days and competitive events are similarly common, though they may incorporate only a minor degree of religious observance. On days of such importance, a chieftain often cedes authority to the religious figures of his tribe and joins his people in worship. Characters not versed in the spirit world will have to rely on those who are, trusting in the skill of their companions to see a ritual to its completion. Depending on the significance of the rite as well as the race's view of outsiders, those not of the tribe may be seen as an auspicious addition to the observance (particularly as a human sacrifice among the Tharn) or be required to leave lest they sully the rite.

SURVIVAL SCENARIOS

Surviving in the wilderness of western Immoren can be as challenging as any battle. Often the characters will have to scrape and scrounge for food and supplies, particularly in harsh environments such as the frozen landscape of northern Khador or the sun-blasted stretches of the Bloodstone Desert. Survival scenarios are about finite resources and how the characters respond to their dwindling supplies. These stories could be based on a tribe's forceful removal from its homeland and its search for a new land to call home, or on a gang of desperate brigands willing to do anything to fill their empty bellies—even if it means eating each other. Survival obstacles are typically resolved through the use of skill rolls. Animal Handling, Detection, Navigation, Survival, and Tracking skill rolls are frequently made during survival encounters as player characters try to address each concern as it arises.

Because survival encounters typically take place over weeks or even months, the Game Master may want to periodically jump ahead in his chronology. Early on, characters need to secure necessities such as food, shelter, fresh water, and supplies. Once the characters address these preliminary concerns, survival encounters occur when circumstances change. For instance, the changing of the seasons presents a new set of challenges to the players as the herds they hunt migrate and their water sources freeze over. Other examples include a new predator moving into the territory and driving away potential food or the incursion of a mining or logging team from one of the Iron Kingdoms. Survival encounters are useful as a bridge between other types of encounters, such as social and combat encounters, and they give the players a sense of the day-to-day struggles their characters must endure. The player characters can focus on the challenges of hunting to gather sufficient food to feed the group, building shelter, or battling against the unfeeling forces of nature.

COMBAT ENCOUNTERS

Combat encounters are a vital aspect of *Iron Kingdoms Unleashed*. They allow your players to pit their characters against savage monsters, well-equipped antagonists, and other inhabitants of the wilds. A combat encounter can involve a host of different types of enemies, from the members of a rival tribe to vicious invaders or the deadly beasts that inhabit the wilderness. The most dramatic combat encounters include rival battlegroups, which bring to bear the full force of battle-hardened warriors, cunning warlocks, and savage warbeasts. These kinds of scenarios are perfect for the dramatic final encounter in a story arc, where the player characters clash against the most powerful combatants their enemies can muster.

Combat encounters are a central component of any story set in western Immoren's untamed lands. The visceral danger they offer, coupled with the player characters' chance for victory over a deadly foe, places them at the heart of what makes a compelling story of *Iron Kingdoms Unleashed*.

Combat encounters occur when player characters face off against their enemies. These encounters could be initiated as an ambush or a headlong attack, or they could be the result of a standoff. In some cases, a narrative encounter evolves into a combat encounter when one character issues a threat to another or when one character simply attacks another.

Most combat encounters begin when the Game Master calls for initiative at the start of a battle. If one group of characters attempts to get the drop on another group of characters, the combat encounter begins with a surprise round (p. 202).

The Game Master generally plans out a number of combat encounters as part of his scenarios. In preparation for running these encounters, the Game Master should draw simple maps of the areas that characters typically fight in and keep them nearby in anticipation of a fight. When the shooting starts, the Game Master can pull out the appropriate map and place models on it that represent the player characters and the NPCs taking part in the battle.

MAP DESIGN

Don't worry if your map isn't a work of art. Just make sure it has terrain, buildings, and cover drawn in a clear manner. You should be sure of where you place these features, as moving them once combat begins can be confusing and unfair to the players.

COMBAT ENCOUNTER BUILDING

As with any other element of a roleplaying game, the composition and difficulty of an adventure's encounters are up to the Game Master. Each battle can be a harrowing, life-threatening ordeal or just a minor bump on the road. The specific NPCs and player characters involved, as well as the type of adventure or campaign, should inform the types of encounters you create and their level of difficulty. The three-step process below outlines how to build balanced threats for a player character party. Each creature and antagonist in the "Creatures" chapter (p. 352) has an Encounter Point (EP) value you will use to determine how many creatures of a given type you can throw at your players. Do not hesitate to deviate from the official encounter-building process to suit your own games!

Some encounters do not require these guidelines for encounter creation. If a player character initiates an unexpected brawl with an aging chieftain, or if an entire raiding party is camped over the next ridge, you do not need to determine EPs for the battle; your player has done that for you. But when you intend for the player characters to go toe-to-toe with enemies in a challenging (yet winnable) combat, the following guidelines can help you design the encounter.

Step 1: Tally the number of player characters in the party, determine their average XP, add the number of warbeasts in the party to the number of player characters, and then consult the chart below to determine the base quantity of EPs you have to build the combat encounter.

	NUMBER OF CHARACTERS IN PARTY					
PLAYER CHARACTERS' XP	3	4	5	6	7	8+
0–10	12	28	35	42	49	56
11–20	24	32	40	48	56	64
21–35	27	36	45	54	63	72
36–50	30	40	50	60	70	80
51–75	36	48	60	72	84	96
76–100	42	56	70	84	98	112
101+	42-55	56-69	70-83	84-97	98-112	113+

Step 2: Adjust the quantity of EPs based on the following factors.

When designing the encounter, consider its context. Is the encounter a brief fight intended as a prologue to your real story, a standard battle in the course of the adventure, or the climactic finish to a scenario or campaign? Warm-ups should use substantially fewer EPs (up to 40% fewer) while climactic finishes should use more (up to 40% more).

You should also consider how many encounters are included in the game session. Characters start out healthy, with healthy warbeasts and plenty of feat points and ammunition, but how much of their resources will they have remaining at the start of the encounter in question? If you are planning just a single encounter for a game session, you can amp up the difficulty quite a bit without killing everyone, but if you are planning for multiple battles, each individual combat needs to be adjusted accordingly. Preliminary fights to deplete the party's resources can be an effective tool for a Game Master to increase the difficulty of a final "boss" fight, so long as this factor is kept in mind.

Next, are there environmental factors to consider? Will the party be ambushed or get the drop on their foes? Does either side have a substantial advantage in terms of cover or elevation? These factors are the most wildly variable elements, since the setup for an encounter can range from being attacked by flying enemies while scaling a cliff wall to ambushing a caravan from the trees overhead. Additionally, the environmental effects and hazards described in the game rules (see p. 226) can greatly affect the outcome of an encounter. Feel free to alter the EPs substantially to account for such environmental considerations, but take care not to go overboard.

Is the party geared toward investigation and social interaction? Does it have a limited amount of combat ability and equipment? If so, adjust the EP amount for the encounter to be significantly less difficult than the encounter table recommends (up to 40% fewer EPs). On the other hand, if the party is optimized for destruction, amp up the difficulty of combat encounters to better suit the game at hand (up to 40% more EPs).

Last but not least, are the characters equipped with the best gear that can be scavenged, or are they barely scraping by and counting every last bullet and arrow? Both options have their place in the setting, but the answer can greatly impact the balance of an encounter and should be factored into its construction (up to a 20% variance in EPs, based on equipment quality and availability). Warbeasts should not be considered equipment because they are added to the character count and are therefore already factored into the EP quantity.

Step 3: Once you have your EP budget all sorted out, choose some antagonists for the player characters to face. The "Creatures" chapter (p. 352) lists the profiles of a multitude of monsters, including their EPs. You do not need to keep strictly to your EP total for an encounter—a few points more or less will not have a major influence. Simply add the enemies that fit your concept for the encounter until you roughly hit the EPs called for. Try to provide your players with a mix of more powerful and less powerful antagonists in an encounter. The weaker foes not only support the strong ones but also provide the player characters with a source of fresh feat points. A handful of lower-cost antagonists and one or more powerful ones help build a more dynamic combat encounter.

The creature templates (p. 458) allow a Game Master to further fine-tune his encounters, offering a range of options for adjusting the skills and abilities of creatures to suit his needs. A creature can have one or more templates, each providing unique benefits or hindrances. Keep in mind that templates can increase the EP value of a creature and that adding too many can be overkill. Be judicious in your use of these templates, and avoid the temptation to apply every available one at the same time.

NPCs AS ENEMIES

Not all encounters require hulking monsters or packs of wild animals. NPC encounters afford the Game Master a wide degree of customization when building an encounter.

The rules for creating NPCs that begin on p. 440 do not include EP values for these foes. It might be tempting to simply pit four comprehensive NPCs against four player characters, but that is as likely to lead to a total party kill as it is to the players' defeat of their adversaries. Instead, use the chart below as a general guideline for NPC EP values.

ENCOUNTER POINTS FOR NON-PLAYER CHARACTERS

	NPC TYPE			
NPC XP LEVEL	COMPREHENSIVE	SINGLE-CAREER	BATTLE	ANTAGONIST
STARTING	14	10	5	SEE PROFILE
HERO	18	14	5	SEE PROFILE
VETERAN	23	18	7	SEE PROFILE
EPIC	28	23	9	SEE PROFILE

When creating NPCs for a combat encounter, remember to consider the NPCs' equipment as potential loot for the player characters. Repeated encounters with overly well-equipped NPCs can lead to a steady increase in the player characters' power. On the other hand, feel free to discount the EP values of NPCs who are particularly poorly equipped. A comprehensive NPC with leather armor and a club does not pose a major threat to a well-equipped player character.

ENCOUNTER AFTER ENCOUNTER

These rules are intended for encounters that have a distinct start and end, but some adventures are more suited to dynamic encounters in which one combat flows smoothly into another. Such encounters can be memorable and compelling, but the constant flow of battle can also be deadly. When building dynamic encounters that do not allow a party any downtime between battles, be sure to tone down the difficulty of individual clashes within the overall battle. Even the final confrontation should not be as taxing as a standard climactic battle that player characters enter with full health, full feat points, and fully loaded weapons, unless the Game Master wants to increase the chance of characters being incapacitated as well as the possibility of total failure.

SCENARIOS

A scenario is the basic story unit of gameplay. Often a scenario can be completed in a single play session of a full afternoon or evening. Some scenarios can be extended over multiple game sessions. Before you plot out the specific challenges the players will face within the scenario, you should consider the overall plot. What goal will the player characters be pursuing? What antagonists will they face, and what will motivate them? Where will the course of the story take the characters? Will it be focused on their home territory, or will it force them into a new and unfamiliar region? What allies will they encounter along the way? What obstacles will they have to overcome as they pursue their goal? Naturally, these kinds of questions are nearly endless, but thinking about them will give you some good starting points as you begin to craft your scenario.

Western Immoren is a vast place filled with many opportunities for adventure. As the Game Master, your concepts determine the scope of where your players will go and what they will experience along the way. Will your story focus on the struggles of a small tribe trying to survive against many challenges, or will you tell a continent-spanning story that draws the player characters from their homes into strange and hostile lands?

The breadth of possibilities may seem somewhat overwhelming, but there is no need to touch on every aspect of the world. Focus on a few ideas or themes you find compelling—whatever you think your players will enjoy. You may want to set your story in the dark and forbidding Widower's Wood and focus on the necromantic abilities of a power-hungry gatorman bokor. You may want to tell the story of a displaced trollkin kriel seeking a new place to call home and forced to deal with hostile forces who oppose them. You may even want to tell a story set on the blood-soaked battlefields between two feuding cultures, where the player characters and their enemies clash in gory conflict, bringing every resource they have to battle. Any of these ideas could be the seed for a great scenario involving combat, subterfuge, or the deprivation of surviving the harsh wilderness. As the Game Master, you choose the elements most important to your story and build the scenario around them.

Once you know the broad strokes of the kind of story you want to tell (combat, intrigue, exploration, or some other theme), you can begin plotting the major points. You likely already have some ideas, but taking at least a few notes on the important plot points helps you craft a compelling tale for your players. At the very least, you should know how your story begins, how the characters will become involved, and how the story might end. Knowing the beginning and climax is already half the work, but you will need to consider the events that occur between those points as well, and possibly what happens after the story's climax.

Those events in the middle of your story are open to a great deal of variability, especially if the players react to the events in an unexpected way. Be ready to move your plot points around, change the order in which they are presented, or even drop elements of the story if the players come up with a course of action you did not anticipate. Do not punish your players for

SCENARIO THREADS

Every scenario starts with a brief concept. It is a jumping-off point that the Game Master expands, pulling multiple threads together to create a complex and compelling story. These starting points can be very simple, or they can involve more elaborate concepts and cover many different parts of the world. In order to help new Game Masters get started running campaigns of *Iron Kingdoms Unleashed*, the following scenario threads are provided. An *Unleashed* game can cover many different concepts, and these examples are intended to illustrate the diverse adventures a group of characters may experience over their careers.

- A band of trollkin warriors is sent north to recover lost lore from ancient krielstones buried beneath the snow for generations. In addition to confronting the rigors of the hostile terrain, the player characters must face savage beasts, Khadoran patrols, and the predations of the scattered Nyss shards that cling to this frozen wasteland.
- An upcoming ritual must take place among the trees of a sacred grove, but a vicious tribe of farrow or Tharn has recently claimed the land for its own. With the night of the ritual approaching, the player characters must clear out the savages before the ritual can commence.
- Pressed by an external peril, a pair of rival tribes must come together and hammer out a tenuous peace so they can confront the threat together. But can these two old enemies truly trust one another, or is the peace a sham orchestrated so one can gain the upper hand and destroy the other? The player characters are thrown into the middle of these negotiations as ambassadors, agents, or bodyguards for one of the tribes.
- A contagion spreads unchecked through the wilds, claiming one village after another. When one of the player characters shows symptoms of the sickness, the group must find a cure. The wizened bone grinders say they know of a remedy, but they require a component from a rare and deadly beast. With no time to lose, the player characters must find this beast and return with the component before it is too late.
- A trusted comrade or associate, a Nyss elder, has died, and the party must return him to his homeland for burial. If they are to see their friend laid to rest, the player characters must trek through the frozen north to the very heart of the blasted Nyss territories and face the blighted horrors there.
- In the aftermath of a massive battle between wilderness factions, the player characters are cut off from their main army. Now they must journey through enemy lands in order to make it home again. Unfortunately, the shortest route takes them through the heart of a savage region.
- When an entire village of innocents is slaughtered without reason, it falls upon the player characters to investigate the crime. After gathering clues from the site of the massacre, the characters must track down those responsible.
- A new and unknown predator is picking off members of the tribe one by one. Every night, a villager is discovered missing or dead. Strangely, the beast seems to be choosing the warriors and hunters of most renown, and it is certain to select one of the player characters next.
- On the run and low on supplies, the player characters get word of a well-armed merchant caravan about to pass through the region. Almost down to their last bullet, the group is sure to get more than they bargained for.
- Lacking an easy way to replace the warlock's last warbeast when it falls in battle, the player characters must venture deep into the wilderness to find and subdue the biggest, meanest creature in the region. It's all fun and games until the dire troll eats their last ulk.
- A displaced dracodile has moved into the swamp and is consuming every living thing it can find. Unless the swampies, bog trogs, and gatormen can figure out a way to kill it or drive it away, within weeks there will be nothing left for them to eat.
- A ruin in the Thornwood Forest is said to contain powerful relics of the Kingdom of Morrdh. Many believe that these relics will grant their wielder incredible power. All an enterprising explorer has to deal with is a legion of undead and even more terrible creatures still dwelling within the ruin.
- Times are hard, and the player characters' people are being driven from their ancestral lands. The characters must either scout out new fertile lands for their people or personally escort them through hostile territory to a region of relative safety.
- Years ago, a powerful farrow warlord rescued a tribe allied to the player characters from certain destruction, and now he has come to collect his debt. He needs the best fighters in the tribe to mount an all-out attack on a walled town that stands in the way of his ever-expanding empire.
- A member of a bog trog tribe has come begging for assistance. His entire tribe has been enslaved by its gatorman neighbors and is being used as sacrifices to meet the bokor's need for undead servants. The bog trog promises the fealty of his tribe to any who help him liberate it and implies certain destruction for all should the bokor's plans go uninterrupted.
- A group of human loggers has captured a member of a player character's tribe and is holding him hostage to discourage the tribe from trying to drive the loggers out. Too bad for them that the hostage is the tribe's shaman. Now the characters must ready themselves for war as they prepare to rescue their spiritual leader and drive the humans back out of the forest.



going off-course or force them back on track with your story. Much of the fun of a roleplaying game comes from the unfolding of events and how the characters react to them.

When creating scenarios, consider the characters in the party. Though some characters are more combat-focused and others are more socially oriented, you should make sure each one has the chance to meaningfully participate in the story as it unfolds. This makes giving your players insight into the style of game you want to run as important as tailoring the stories, scenarios, and encounters to the characters in your party.

With your story plotted, you can begin working out the details of how each scenario will unfold.

SCENARIO SETTINGS

Western Immoren is a big place, and the Game Master is advised to read over "The Wilds" (p. 8) before beginning to design stories and scenarios. Once you know what part of the world you want to explore, you can focus on its gritty details.

THE WILDERNESS

The wilderness regions of western Immoren are where the majority of *Iron Kingdoms Unleashed* scenarios take place. Western Immoren is home to a diverse range of climates and environments, from the parched desert stretches of the Bloodstone Marches to the frozen tundra of northern Khador, and almost any kind of scenario can be set in one or more of these regions. Each region has its own style, and similar environments can vary greatly across the continent. For instance, though the Scarsfell Forest and Widower's Wood are both forests, the first is a frigid northern expanse of dense pines and permafrost hunted by predatory griffons, while the second is a dark swampland home to shambling undead and amphibious threats.

When designing wilderness scenarios, consider the season, the climate, and the beasts found in a particular region. The turn of the seasons can drastically alter the landscape of a region and the behavior of creatures currently inhabiting it. Storms, blizzards, and hurricanes can transform normally hospitable areas into life-threatening danger zones.

In scenarios based in the wilds, characters can hunt the great beasts that stalk the hinterland of their own territory, or they can strike out beyond regional boundaries and drive deep into lands controlled by rival tribes. A wilds game can even take the characters into distant lands where they must contend with strange creatures, unfamiliar environments, and new challenges. While they contend with any other threats present during the game, characters in wilderness settings have to deal with a number of challenges inherent to the wilds. They will have to find adequate shelter, sufficient provisions, and a supply of potable water to sustain them—all while fighting off anything else the Game Master throws at them.

Deserts – In western Immoren, the largest and best-known desert is the Bloodstone Desert. This area stretches for trackless miles and served for centuries as a barrier between the skorne of eastern Immoren and the western half of the continent. Every creature that calls the Bloodstone Desert and its surrounding areas home is incredibly hardy. It is a land of scorpions and vipers, where native Idrian tribes and massive bands of farrow must toil just to survive.

A campaign set in the Bloodstone Desert or the nearest habitable fringes along the Bloodstone Marches will definitely involve issues related to survival and finding adequate resources, and it may also involve the skorne as they expand west. With skorne in the western desert, this is a time of unlikely alliances, and old rivals must throw in together if they want to have a chance of surviving.

If your story takes place in a desert, remember to stress the effect of the environment on the player characters. Securing water is a primary concern, as is finding adequate shelter to protect against scorching heat during the day and freezing cold at night. Any resources the characters find are sure to draw the attention of other creatures, and they will have to fight to protect those resources from monsters and rival groups alike.

Forests – Found across the continent, forests are a major feature of the wilderness of western Immoren. Their composition varies from the dark and foggy forests of Ord and northern Cygnar to the imposing dark conifers of Khador. Forests are home to beasts and plants of many varieties. From the massive Thornwood to the mysterious and dangerous Glimmerwood, forests are compelling backdrops for any story.

A campaign set in one of the major forests of western Immoren brings with it numerous options for adventure. In the Thornwood Forest, indigenous tribes of Tharn come into conflict with the occupying forces of Khador's military. In the Widower's Wood surrounding Corvis, swampie tribes, gatormen, and bog trogs fight over land and resources. Among the cold pines of the Blackroot Wood and the Scarsfell Forest, tribes of Wolves of Orboros, savage humans, and trollkin kriels battle each other and the forces of the blighted Nyss in a constant struggle for dominance. Forests also draw the attention of the Iron Kingdoms, which seek to exploit them for their abundance of natural resources. This desire can bring the player characters into direct conflict with the soldiers of one of these nations seeking to drive them out of their land.

Mountains – Across western Immoren, great mountain ranges shape the landscape. They create natural barriers between regions, navigable only through narrow and sometimes treacherous passes. This bleak but majestic backdrop fits any game that focuses on harsh and brutal survival, and it works well with stories of conflict between civilization and the wilds. The deadly creatures and fierce tribes that dwell among these mountain peaks endure harsh and bitter winds, and the tallest mountains are perpetually capped in snow and glacial ice, which makes any crossing a hazardous proposition. Northern mountains, such as the Shard Spires and Thundercliff Peaks, see some of the harshest winters in western Immoren, and a blizzard can white out the landscape in mere moments. Those who travel in such conditions must be careful—even a single misstep can cause them to plunge into a deep crevasse or slip off a precarious mountain path.

Despite these dangers, governments and industrial interests of the Iron Kingdoms often send explorers and excavation teams into the mountains to exploit their vast mineral wealth, and numerous mining camps dot the mountain ranges throughout western Immoren. Escorted by heavily armed mercenaries, these groups often come into conflict with local tribes seeking to protect their ancestral land. Mountains are also home to brigands and gangs of highwaymen, as the terrain affords ample places to set up hidden encampments away from the scrutiny of law enforcement. Mountains are dynamic and dangerous terrain, ideally suited to high-tension combats set on dangerous ground and next to precipitous drops.

Swamps – The dark and dangerous swamps of western Immoren are home to many dangers. Visibility is often cut low by a tangled canopy of trees blocking out the light of the sun and by thick curtains of moss hanging from their branches. Vicious aquatic predators lurk beneath the scummy surface of the water, eager to devour anything that comes near. What little ground can be found is often covered in thick, gnarled vegetation and dotted with patches of quicksand. Venomous serpents call the swamps home, as do feral bogrin tribes, powerful gatormen, and conniving bands of bog trogs. In some swamps, rotting plant and animal matter creates volatile pockets of swamp gas that can be ignited with the smallest spark. Undead creatures are common in some of the largest swamps in western Immoren, including boneswarms, hollowed, and packs of deadly swamp shamblers.

Swamps are places of death and decay, and stories set there often draw upon these themes. They are an ideal setting for a Game Master who wants to explore the dark and unusual magic of the gatormen and tell tales of the undead. A swamp offers a variety of dangers for player characters—from the natural hazards of the swamp itself to the machinations of bokors commanding legions of undead. Perfect for games bent toward horror, swamps offer the Game Master many different tools for telling dark and unsettling stories. Swamps also allow a Game Master to invoke all the senses in his descriptions. They are full of strange noises echoing in the distance, the fetid smell of decay wafting over the water, and peculiar and unsettling lights barely visible through the trees. Characters not native to the swamps should feel constantly on edge, worried about what might spring out of the water and try to devour them next.

VILLAGE LIFE

Western Immoren is peppered with the villages of many different races. Some are small places sheltering only a few dozen souls; others are minor cities in their own right, home to hundreds. Games set in and around one of the player characters' villages are an interesting option for many different kinds of campaigns, particularly those involving warfare and intrigue. Characters in these settings can be vying for positions of leadership or authority within the village, or they could be the village's foremost hunters and warriors, tasked with defending it against a myriad of threats. Setting a campaign in a centralized location such as a village can offer the Game Master a great deal of storytelling opportunities because the NPCs he generates to populate the village will recur throughout multiple game sessions. Giving these NPCs their own personalities, talents, and goals will go a long way toward breathing life into a village campaign. The allies and rivals the player characters meet help shape the story and experience of any village game. Villages are also places where goods can be bought or bartered. Most are at least minor centers for trade, where wilderness characters can acquire the unusual gear produced within the foundries of the Iron Kingdoms. These villages are likely the largest settlements most wilderness characters will ever venture into.

RUINS

Many great empires have risen over the millennia, building mighty works that outlasted their societies. The priest-kings of the Menites built their walls, the warlords of Khard constructed their fortresses, and the dark empires of Morrdh and the Orgoth left their mark in the ruined stones that lie long-forgotten across the face of western Immoren.

Adventurers deliberately seek out these ruins in search of hidden resources, rarefied lore, or items of power lost to time. Others are forced to take refuge from pursuers or the elements in obscure and ruined temples or vaults. Ancient ruins are most often left abandoned for a reason, though. In addition to housing treasures and forbidden lore, those sites might be guarded by restless spirits, mindless undead, or monstrous creatures. Some ruins contain hidden passages that connect with caves and tunnel systems, leading to darker places populated by entities that moved in after the demise of the original inhabitants. One way to turn the typical ruins adventure around in an *Iron Kingdoms Unleashed* scenario might be to establish the player characters as the protectors of a forbidden ruin rather than being its desecrators. Gatormen led by a bokor might be in league with the spirit denizens of such a place, keeping out civilized plunderers who seek to rob its sunken depths.

URBAN SETTINGS

The contrast between the wilderness of western Immoren and the cobbled streets of the Iron Kingdoms can be a compelling backdrop for a number of different scenarios. The inhabitants of the wilderness might find themselves in the home of their civilized neighbors for any of several reasons. Wilderness characters who move into the world of mankind are usually viewed with hostility and, depending on their nature, might even be attacked on sight. Some villages on the fringe of the wilds allow such characters to enter and trade or may make specific exemptions for individuals they know. Other times, player characters will enter an urban setting to attack vital targets, recover abducted allies, or raid for supplies. One such setup for a campaign involves simply having a group of wilderness characters trapped inside a human city try to fight their way through city watch patrols and terrified citizens in an attempt to get back to their own lands. Characters from the wilds must be cautious when moving through the cities of the Iron Kingdoms. Most who do so rely on their natural talents to avoid detection, such as gatormen and bog trogs swimming up river channels and canals to establish urban colonies in the sewers beneath the city.

CAMPAIGNS

A campaign is a complete story arc that links all the different encounters and challenges your players overcome along the way to achieving their goal, whatever that might be. It is a story told over multiple scenarios and sessions of play, thereby allowing characters and stories alike to develop. Each scenario in a campaign builds toward the conclusion of the storyline, adding new threats and challenges the player characters must overcome in pursuit of their ultimate goal.

Put simply, when the story you tell in one scenario is continued by the same player characters in a subsequent scenario, it becomes a campaign. Campaign play can be one of the most rewarding ways to game in *Iron Kingdoms Unleashed*. It allows the players to see their characters gain experience and develop over time as they confront long-term nemeses and ultimately engage them in a final conflict after many game sessions of ups and downs.

As the Game Master, the first thing you need to do is determine the sort of campaign you want to run for your players and how involved you want it to be. Your campaign could be very structured, following the rise and fall of important NPCs as you tell your overarching story in the form of linked, serialized scenarios. Or it could be simpler and more free-form, simply tracking the lives of your players' characters as they play through stand-alone scenarios with few continuous links and little overarching structure.

However you choose to run your campaign, you should give your players a solid indication of what they can expect from the campaign so they can create appropriate characters.

Some Game Masters choose to take a more interactive approach to their campaigns by soliciting feedback from their players before getting too deep into creating the campaign. If a Game Master wants to tell tales of hungry brigands among the Wyrmwall Mountains but some of the players are more interested in a United Kriels campaign, the group might enjoy a campaign in which the player characters take on the role of trollkin bandits and pyg bushwhackers raiding for supplies to support the larger trollkin effort. The best campaigns are ones in which both the players and the Game Master feel invested.

Just as he would with a scenario, the Game Master should plot out a campaign with a beginning, a middle, and (usually) an end. Each scenario becomes a chapter in the ongoing story and creates rising tension through the challenges the player characters confront. As the Game Master crafts each scenario, he should consider how it continues the themes and events set up in previous scenarios and how it ties into those that follow. If the characters ambush a military convoy on a remote stretch of road in one scenario, the next scenario might cover the details of the characters' return home with their loot. During their travels, they could encounter scavengers and learn that a larger military force has been sent to their village in retaliation for their attack. This provides a hook for a climactic third scenario in which the characters must race against time to confront the soldiers before the village is wiped out.

A Game Master might want to present the wilds of western Immoren as a "sandbox" for his players to play in, heavily improvising the events as they go. This sort of campaign is less focused, at least initially, but as the player characters take action, the consequences of those actions provide the framework of a story that shapes the campaign. A sandbox campaign requires a great deal of improvisation on the part of the Game Master, but many groups find this a very satisfying way to play.

Depending on the sort of campaign the Game Master decides to run, he might guide his players through character creation to some extent. Some careers and races could clash with the envisioned campaign. For example, if a Game Master intends



to run a campaign focusing on a tribe of Tharn preying on Khadoran soldiers in an isolated fort in the forest, a Dhunian shaman would be out of place. As the individual responsible for both running the game and ensuring its continuity, the Game Master has the right to disallow characters who clash with his concepts. He should explain his concerns to his players and work with them to create characters who fit into his concept for the campaign yet are still enjoyable to portray. It is important for this conversation to go both ways. A Game Master might even allow an oddly fitting character he initially rejected if an innovative player comes up with an intriguing pretext for the character's inclusion.

Adventuring companies (see p. 147) can be an excellent tool for a Game Master who wants to inform his players about the sort of campaign he intends to run and the sorts of characters most appropriate for the campaign.

CAMPAIGN CONCEPTS

The opening chapter of this book, "The Wilds," contains the seeds for many kinds of stories and campaigns. The options for adventure can seem overwhelming, but the wilds are especially fertile ground for certain campaign concepts. In most cases, these concepts focus on small, tight-knit groups of characters, a dynamic that provides more freedom and opportunity for adventure.

The Game Master should not feel limited to choosing from the following concepts; they are starting points, not hard-and-fast rules for structuring a campaign. A Game Master is also not restricted to only one of these options. Combining multiple concepts allows the Game Master to fine-tune the campaign concept to suit his needs. It also gives him an immense variety of concepts to draw upon. Artfully blending these elements, he can shape an infinite number of complex and compelling stories.

BANDIT LIFE

A group of characters who draw from a diverse set of backgrounds is ideal fodder for a campaign themed around bandit life. With no loyalties to any larger organization or its goals, the characters are free to roam the countryside as they will, always on the lookout for new and more valuable targets to raid. It is worth noting that this style of game works particularly well for farrow characters, in which case some degree of tribal affiliation can be added into the mix.

For the Game Master, a bandit campaign offers interesting opportunities for a variety of adventures. As the characters amass fortunes, they will undoubtedly draw the attention of individuals with a vested interest in seeing them brought to justice. The characters will earn bounties that attract a string of adversaries seeking to claim them. Eventually the characters may find themselves on the wrong side of ruthless bounty hunters or even a nation's military might, under attack from trained soldiers backed up by steamjacks.

A group of bandits is always looking for the best score, and a clever Game Master may want to create one or more rival gangs as competition for the player characters. The rivalry between the player and NPC gangs can grow over time, with one gang ultimately striking against the hideout of the other in a final, bloody confrontation.

THE ENCROACHMENT OF MANKIND

One of the central themes of *Iron Kingdoms Unleashed* is the struggle between the civilized nations of mankind and the last bastions of the wilderness. Whether these vanguards of the Iron Kingdoms come in the form of military forces trying to clear threats out of the interior or greedy industrialists seeking to exploit the wilderness for their own gain, more and more often the wild inhabitants of western Immoren must confront humans trespassing in their territory.

A Game Master who wants to run a game dealing with this aspect has a number of different angles he can use. He can confront his players with an armed envoy of a nation instructing them to vacate the king's land, the expanding operations of a growing corporation as it seeks fresh resources in the wilds, or a sudden and crushing attack from a mercenary company with instructions to wipe them out.

Depending on the group, some characters may seek a more diplomatic solution with the civilized world. Individual blackclads commonly make contact with fringe communities, sometimes extorting cooperation. Trollkin kriels and some gatorman tribes have long negotiated with their human neighbors, and civilized men will treat human player characters far more fairly than they would treat members of other races. Others, such as bog trogs and Tharn, will be attacked outright and forced to fight back or die. Characters from a mix of tribes and races might even band together to face a mutual threat to their way of life.

POWER PLAYS

Though the wilderness dwellers of western Immoren typically lack elaborate systems of law and government, they can still be quite adept at political maneuvering. A group of player characters may want to climb up the ranks of authority among their people through either cunning manipulation or savage force. If they succeed, the characters will eventually find themselves leading their tribe or gang, but this acquisition of power need not end there. They can work to gather together other tribes or gangs, either bringing them into the fold or violently subjugating them. The nature of such a game depends on the kinds of characters the players choose. Power plays among the members of the Circle Orboros are often subtle affairs of manipulation, requiring years of careful planning and preparation. On the other hand, among the farrow this conflict for personal power can be a much more direct and physical confrontation, whereby a member of the tribe amasses influence through strength of arms.

As the characters gain power, they will run into rivals for that power. Due to a conflicting outlook on the best course of action or a desire for their own power, these rivals will attempt to overthrow the rule of the player characters. Whether these attempts are subtle or direct, the player characters stand to lose everything they have fought for unless they can defeat their adversaries. The overarching story of the campaign could involve the trading of power back and forth between the player characters and their hated rivals, with each group seeking to undermine the efforts of the other.

REVENGE

Revenge is a powerful motivator, and whole campaigns can be driven by vengeance. The nature of the wrongs committed against the player characters can vary greatly, depending on the makeup of the group. They could be pursuing revenge against a powerful enemy warrior who murdered the chieftain of their tribe, or they could be attempting to avenge themselves on the military officer who led the attack that drove them from their land. Revenge-themed campaigns are a good way to bring together a disparate group of player characters who must work together to bring down a common enemy. Revenge campaigns also have the advantage of a clear antagonist (or group of antagonists) for the player characters to hunt down and eliminate. When designing such a campaign, having a clear idea of the main antagonists and the nature of their crime against the player characters is critical because what they do is the primary source of action throughout the story. Giving your main villain a number of underlings is a good idea, as it allows you to lead the players along a series of encounters with them, each bringing the group closer to its ultimate goal. The primary antagonist provides a great reason to create a powerful comprehensive NPC, and any of his cronies or lieutenants can be a fun playground for designing unique individuals, each with his own capabilities.

EXPLORATION

Western Immoren's great tracts of unspoiled wilderness offer ample opportunities for exploration. Characters in these games will be constantly on the move as they cross expanses of wild lands. They may be refugees seeking the ideal place for a new homeland, such as a group of displaced Nyss or an uprooted trollkin kriel, or advance scouts of a hostile power seeking fertile lands to attack and exploit. An exploration campaign can involve searching for a much-needed resource available only in a distant land, or contacting a friendly faction for aid in a time of need. Though these games provide the characters with a clear destination, the Game Master can place numerous hurdles and obstacles in their path, thereby forcing them to move into new and strange lands.

Exploration campaigns can be very entertaining for players and Game Masters alike. They allow the group to experience all western Immoren has to offer, from its dark swamps to its frozen peaks. Each session can bring the characters into a new part of the world and present them with a host of fresh monsters and threats to overcome.

STARS COMING RIGHT

The wilds are rife with strange and powerful ritual magic, some of which necessitates careful planning and cunning manipulation to see to fruition. The Circle Orboros is particularly well suited to these endeavors but is by no means the only group whose rites are reliant on complex conjunctions. In campaigns centered on these concepts, the player characters could be laying the groundwork for rituals of incredible importance to their tribes or factions, frantically working against time as they prepare for an important celestial conjunction. These tasks can be elaborate, requiring the performance of a number of different tasks under the appropriate conditions before the work is complete. Failure



to properly execute even a single step of these complex rituals can result in catastrophic consequences that resonate for years afterward.

As the players prepare for the forthcoming mystical happening, the obstacles they run into along the way will force them to adapt and think quickly. Rivals will seek to undermine their efforts and prevent them from completing their great work. Any delays will be particularly unfortunate if the player characters are working toward a celestial event that comes only once every few decades or centuries. The moons of Caen are on different orbits, and a missed opportunity can mean years before a ritual can be performed again.

TRIBAL WARFARE

The many tribes and peoples of the wildernesses of western Immoren are constantly clashing with each other and fighting over ancient grudges and territorial conquests alike. A campaign of tribal warfare is a story of these conflicts and how they affect the people who fight them. Particularly long wars will affect nearly every aspect of a tribe's daily life as talented hunters and warriors fall in battle, land is lost or conquered, and more and more of the tribe's resources are dedicated to the conduct of war. In some cases these prolonged conflicts will draw the attention of opportunistic third parties who swoop in like vultures to pick off the weakened forces of tribes that have suffered months or years of attrition.

In storylines of tribal warfare, the player characters are often among the most capable warriors of their tribes and will be called upon to test their strength against similar warriors from the rival faction. The gains and losses they experience on the field of battle can resonate throughout the tribe, particularly if one of the characters is its chieftain or sole shaman. Tribal elders might call them to task for their decisions, while the rest of the tribe looks to the characters for inspiration or direction in the darkest times and rallies around them in the defense of their territory.



SURVIVAL

The many dangers of western Immoren's wild places can be the source of a fantastic campaign. In a survival campaign, the characters must constantly struggle against all odds, battling hungry predators and the harsh elements every day in order to keep themselves alive. Survival storylines are often grim tales in which family and friends slowly die from exposure or starvation and the player characters' own survival is constantly at risk. The harsh elements of the Bloodstone Desert and the freezing mountains of the Shard Spires are compelling backdrops for a survival game. In such locations, the environment itself is just as deadly as anything else the players will face. Sudden storms, droughts, and inclement weather can have a massive impact on the characters. The creatures they encounter will often be similarly desperate, throwing themselves violently at the characters in an attempt to stave off starvation. These gritty games are extremely rewarding for players who want to pit themselves against everything the wilds have to offer.

In a survival game, the characters' resources steadily dwindle, being replenished only when they manage to bring down another beast or wrest one from the hands of a rival. Survival games are a good fit for a Raiders adventuring company. As food, water, and supplies run low, desperation will motivate the player characters, driving them to execute risky raids against better-armed opposition.

ASCENSION

A story of ascension focuses on a warlord, chieftain, or bokor as he rises through the ranks of his tribe with his allies and eventually advances to a position of authority over his people. A kind of feral coming-of-age story, an ascension campaign follows the trials and tribulations of the player characters as they gain esteem and power among their people and ultimately assume leadership. While one of the characters climbs to the ultimate position of authority, the others take the roles of trusted friends and counselors who work alongside him. Together they must strike out into the wilderness to perform great deeds and prove their worth while struggling against devious pretenders to the throne who seek to undermine or kill them at every turn.

TOMB RAIDERS

The forgotten ruins of western Immoren hold treasure and peril in equal measure. The potential for characters to spend an entire campaign exploring the remnants of lost civilizations is tremendous. An especially large complex of ruins, such as a vast city from the empire of Morrdh found in the Gnarls, could be the focus of an entire campaign, allowing the characters to delve ever more deeply into the forgotten city in search of ancient relics or long-lost secrets. This can include attempts to find what was once lost by a people whose territory has changed hands countless times. Characters begin by researching what little is known of the ruin and discovering the possibility of priceless occult lore and ancient coin. They must next prepare for their journey, which could require exploration and nearly comprise a campaign in its own right. Upon arrival, depending on the nature of the characters, they might survey the ruins as part of a scholarly expedition or instead plunge into its depths with swords and sacral blades at the ready.

As the characters explore the ruins, they will uncover secrets that lure them deeper into the catacombs or send them on wild chases to far-flung places in search of related secrets. The overarching plot of such a campaign could revolve around an ancient evil let loose by the characters' meddling or even place them in competition with a rival team of tomb raiders for a priceless relic. Indeed, depending on the campaign, letting loose an ancient evil might be the characters' goal rather than something they want to prevent. In this case, self-appointed do-gooders from civilization might be their adversaries.

TOOLS OF THE TRADE

A Game Master can use a wide variety of tools to help players visualize what is happening in the narrative he is describing, especially during combat. The most common tools are models, maps, and—for truly motivated Game Masters—even three-dimensional terrain. These tools become critical when characters are engaged in combat or are in an encounter that requires working within a defined space in the game. The rules for combat support the use of maps and models, and many Game Masters will find using them to be a great deal easier than trying to orchestrate the action solely in the imaginations of their players.

If a Game Master uses models to represent characters during play, each character must be represented by a model with an appropriate base size. The Game Master will need a variety of models with different base sizes to represent the various NPCs in a particular adventure. Players are encouraged to choose models similar to their characters. The models on the table do not need to correspond directly to the characters they stand in for as long as the Game Master and players understand what they represent. Nevertheless, the more closely the models match the characters in the game, the more immersive and enjoyable the play experience will be. Privateer Press models can be found in gaming shops and online, and models from the WARMACHINE and HORDES tabletop miniatures games are well suited to the roleplaying game.

Converting a miniature to represent your own character is a highly rewarding experience. A gallery of miniatures created by Privateer Press staff is included in this book to help serve as inspiration for Game Masters and players interested in converting models for their own characters.

If a Game Master intends to use models to resolve combat encounters, he will also need a play surface for them. This is simply an area of the table where the actions, events, and locality being described are represented. Large whiteboards and maps drawn on butcher paper are the most commonly used play surfaces, but any surface with enough room for all the models representing the characters involved in the encounter will do. A Game Master who plays games like WARMACHINE and HORDES might already have access to terrain he can use to detail the play surface. We encourage Game Masters to experiment with different approaches to the play field in an effort to find a version that works best for their games.

A Game Master who draws his own maps can use different colors to distinguish certain map details, such as green for trees or brown for wooden buildings. Such color-coding makes the map features easier for players to identify at a glance.

When preparing the play surface, the Game Master should attempt to include all pertinent information his players might need when making decisions for their characters. For example, if there is a small river dividing the play field in half, it should be represented on the play surface. If the game session calls for tactically important interactive elements, such as differences in elevation or pieces of cover, they need to appear on the play surface. The Game Master should provide as much detail as he can to bring his encounters to life in the players' imaginations. Game Masters who develop and use symbols in their mapmaking should be careful to make sure their players understand the key to the maps used in their games. Keep in mind that the map does not need to be drawn at a professional level or contain an exacting level of detail in order to be useful. Any map that is clear and includes the information players are most likely to need about the geography around them will serve its purpose effectively.

When utilizing models for an encounter, the Game Master places the players' models and the NPCs' models where he imagines them standing when the encounter begins. He should be prepared to work with the players to determine their positions at the start of the encounter. (What they imagine could be different than what he has in mind.) As characters move and act, the Game Master and players move their models on the map. When performing any actions involving distances, such as movement or firing at an opponent, use a measuring tape to ensure the distances reflect each character's capabilities. When moving, measure the distance the character intends to move and then move the model. Measure the reach of a model's melee attack if there is any question about the distance based on the positions of the attacking character and his enemy. In this way, the Game Master can use the play surface as both an active display for the characters in the game and a tool to determine possibilities and reconcile uncertainties.

PLAYING WITHOUT FIGURES

Although *Iron Kingdoms Unleashed* is designed to be played with models and a play surface, it can be played without them with a little adjustment. The ranges in this book are given in feet as well as tabletop-friendly inches so that players choosing to play without a play surface will have an easy frame of reference when imagining the encounter. Game Masters must take great care to describe the encounter in detail and then keep that description consistent so that all the players will share a universal understanding of what they are supposed to be imagining.

In deciding whether to play without models and a play surface, remember that some concepts, such as AOEs and spray attacks, are much easier to represent on the tabletop than to picture mentally. These concepts require an exercise in abstract thought to resolve in a game run without models.

APPENDIX A: CREATURE TEMPLATES

Western Immoren is home to many deadly creatures. Some are born with natural talents greater than those of their fellows; others acquire unique abilities over the course of their lives. The creature templates in this section represent special types of animals and antagonists. They allow the Game Master to modify the creatures of the Iron Kingdoms in order to help him build rich, varied encounters.

USING TEMPLATES

Templates modify creatures in different ways. Some templates grant additional skills, others replace a creature's usual abilities with new versions, and many modify a creature's stats. (Several templates do all this and more!) Each creature's entry in *Unleashed* lists suggested templates that can be applied to it. A creature can have multiple templates, but it cannot benefit from the same template twice.

Bonuses and penalties from templates are cumulative. For instance, if a creature gains +2 PHY from one template and –1 PHY from another, it has a total modifier of +1 PHY. A stat cannot be reduced below 1 because of a template.

TEMPLATES AS STORYTELLING TOOLS

Game Masters are encouraged to use templates as part of the stories they tell. When selected carefully, templates can reinforce the theme of an adventure in otherwise everyday encounters, such as the Blighted and Starving templates in stories with themes of corruption and desperation.

Game Masters should not feel constrained by a template's description. Each template can (and should) be interpreted in a variety of ways. The Man-eater template represents a creature that has acquired a taste for human flesh, but it could just as easily represent a character that has suffered at the hands of mankind often enough that its response to them is sudden, brutal violence.

ANATOMY OF A TEMPLATE

The various parts of a template are detailed below.

Name: The name of the template appears on this line.

Description: This section provides a brief description of the template.

Stat Modifiers: This section lists any modifiers to the creature's primary, secondary, or derived stats. It also lists any modifications to the creature's vitality or life spiral aspects. (A creature's stats and vitality cannot be reduced below 1 because of a template.)

Modifiers to primary and secondary stats are not applied to derived stats (p. 99); separate modifiers are provided for derived stats.

Ability Modifiers: This section identifies any abilities the creature gains or loses as a result of the template. It also describes any abilities gained.

Skill Modifiers: This section identifies any skills modified by the template. A skill level cannot be increased above 4 or reduced below 0 because of a template.

EP Modifier: This number modifies the creature's Encounter Point value.

Notes: This section provides additional information about the creature.

For example, an argus with the Alpha template would have PHY 8, STR 8, INT 4, and WIL 12. It would also gain the Battle Plan: Coordinated Strike, Feat Points, and Leader of the Pack abilities as well as the Command 1 and Intimidation 1 skills. By comparison, an argus with the Juvenile template would have STR 5, PRW 2, and DEF 17. Its new life spiral would be Physique 6, Agility 4, and Intellect 4, and it would gain the Find Cover ability.

ADAPTED (ENVIRONMENT)

Description: Some creatures are naturally adapted to the environments they live in. These creatures can effortlessly navigate their native environment and easily notice the passage of others.

Stat Modifiers: None.

Ability Modifiers: A creature with this template gains the Adapted ability.

Adapted – Choose an environment: desert, forest, mountain, or swamp. This creature gains the Pathfinder ability while in the chosen environment. Additionally, this creature can reroll failed Survival and Tracking skill rolls while in the chosen environment.

Skill Modifiers: Survival +1 and Tracking +1

EP Modifier: +1

Notes: None.

ALERT

Description: Whether they are predators or prey, some creatures are always aware of their surroundings. An alert creature has been gifted by nature with a heightened set of senses that make it very difficult to hide from or sneak up on.

Stat Modifiers: +1 PER

Ability Modifiers: A creature with this template gains the Astute and Preternatural Awareness abilities.

Astute – This creature can reroll failed Detection rolls. Each failed roll can be rerolled only once as a result of Astute.

Preternatural Awareness – This creature's uncanny powers of perception keep it constantly aware of its surroundings. The creature gains boosted Initiative rolls. Additionally, enemies never gain back strike bonuses against this creature.

Skill Modifiers: Detection +1

EP Modifier: +2

Notes: None.

ALPHA

Description: Bigger and stronger than typical members of their species, alphas are the undisputed leaders of a pack. They earn their station by displaying their dominance in combat. An alpha coordinates the efforts of its pack and keeps subordinates in line through its commanding presence or brutish intimidation.

Stat Modifiers: +1 PHY, +1 STR, +1 INT, and +2 WIL

Ability Modifiers: A creature with this template gains the Battle Plan: Coordinated Strike, Feat Points, and Leader of the Pack abilities.

Battle Plan: Coordinated Strike – This creature can spend 1 feat point to use Battle Plan: Coordinated Strike during a surprise round (p. 202) before a battle. Using a battle plan is a quick action. When this creature uses this battle plan, each friendly creature of this creature's type in its command range can immediately make one attack. After these attacks, the surprise round ends and the creatures are detected.

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

Leader of the Pack – Friendly creatures of this creature's type in its command range gain +1 to attack and damage rolls.

Skill Modifiers: Command +1 and Intimidation +1

EP Modifier: +3

Notes: None.

AQUATIC

Description: The creature is quite comfortable in water, despite being from a species that is not normally so inclined.

Stat Modifiers: None.

Ability Modifiers: A creature with this template gains the Swimmer ability.

Swimmer – The creature treats deep water as rough terrain and does not suffer the –4 penalty to actions while in deep water.

Skill Modifiers: Swimming +2

EP Modifier: +1

Notes: Only non-amphibious creatures can have this template.

BACKBITER

Description: Some creatures are naturally inclined to attack prey from behind. This can be a learned behavior or can represent an innately cautious animal unwilling to endanger itself in combat. Backbiters tend to be cautious stalkers, preferring to keep their distance and avoid notice prior to striking.

Stat Modifiers: None.

Ability Modifiers: A creature with this template gains the Backstab ability.

Backstab – This creature gains an additional die on back strike damage rolls.

Skill Modifiers: Sneak +1

EP Modifier: +2

Notes: Only small- and medium-based creatures can have this template.

BLIGHTED

Description: A creature that spends too much time in the vicinity of a dragon risks being permanently changed and corrupted as a result of its proximity to the dragon's blight. The effects of dragon blight vary, but they always manifest as a physical transformation and a warping of the mind. The effects on creatures of the same species exposed to dragon blight can manifest in different ways, though the end result is always a deadly, aggressive creature.

Stat Modifiers: This creature gains +1 PHY and either +6 vitality points or +3 vitality points to the Physique and Agility life spiral aspects, but suffers –1 INT and –2 WIL.

Ability Modifiers: A creature with this template gains two of the following abilities: Berserk, Chain Attack: Bleed Out, Dodger, and Night Vision.

Berserk – When this creature incapacitates or destroys one or more enemies with a melee attack during its turn, immediately after the attack is resolved it must make one additional melee attack against another character in its melee range.

Chain Attack: Bleed Out – When this creature hits the same living target with all its initial attacks, after resolving the attacks it can immediately make one additional melee attack against the target. If the additional attack hits, it does not inflict damage, but the target must forfeit either its movement or its action during its next activation.

Dodger – When this creature is missed by an enemy attack, it can immediately advance up to twelve feet (2″) after the attack is resolved unless it was missed while advancing. It cannot be targeted by free strikes during this movement.

Night Vision – This creature treats darkness as dim light and dim light as bright light.

Skill Modifiers: Tracking +1

EP Modifier: +3

Notes: This template cannot be applied to non-living characters.

BOGRIN TRAPPER

Description: Besides laying traps when bogrin tribes execute a raid, bogrin trappers are responsible for setting up a defensive perimeter around the tribe's village and contributing to the tribe's hunting efforts. They are adept at using their surroundings to create hastily constructed traps, making good use of the local environment to camouflage their work.

Stat Modifiers: +1 INT

Ability Modifiers: A character with this template gains the Home Turf and Skilled Trapper abilities.

Home Turf – Choose an environment type (desert, forest, mountain, or swamp). This character gains +1 to rolls to construct and detect traps in the chosen environment.

Skilled Trapper – When this character successfully sets a trap, add +2 to the target number to detect it.

Skill Modifiers: Survival +1

EP Modifier: +2

Notes: Bogrin only. Bogrin trappers carry trapper's kits and enough supplies to manufacture d3 + 1 traps of various types (see "Traps," p. 334).

BOGRIN WAR CHIEF

Description: A bogrin war chief tends to be the largest bogrin of a particular tribe. He leads by intimidation and threats, relying on his superior size and strength to get what he wants. A bogrin raiding party led by a war chief will typically wait in ambush until their target is close before charging from the shadows, driven as much by their fear of the war chief's punishment should they fail as by their lust for plunder.

Stat Modifiers: +1 STR and +1 PRW

Ability Modifiers: A character with this template gains the Battle Plan: Brutal Charge, Battle Plan: Shadow, and Feat Points abilities.

Battle Plan: Brutal Charge – This character can spend 1 feat point to use Battle Plan: Brutal Charge. Using a battle plan is a quick action. When a character uses this battle plan, each friendly character who follows this character's orders gains Brutal Charge for one round. (A character with Brutal Charge gains +2 to his charge attack damage rolls.)

Battle Plan: Shadow – This character can spend 1 feat point to use Battle Plan: Shadow. Using a battle plan is a quick action. When a character uses this battle plan, each friendly character who follows the character's orders gains Prowl (p. 164) for one round.

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 have up to 1 feat point at a time.

Skill Modifiers: Command +2 and Hand Weapon +1

EP Modifier: +3

Notes: Bogrin only. A bogrin war chief is typically armed with the best weapons and armor in the tribe.

CHIEFTAIN

Description: Chieftains are the leaders of their wilderness tribes. Many of their responsibilities involve the day-to-day management of the tribe, but they are also expected to lead the tribe's warriors in times of battle. Many maintain their leadership position through pure martial ability, but some are prized for their intellect.

Stat Modifiers: +1 STR or INT and +1 PRW or POI

Ability Modifiers: A character with this template gains either the Battle Plan: Call to Action ability or the Battle Plan: Coordinated Strike ability as well as the Feat Points and Natural Leader 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 a character uses this battle plan, each friendly character in his command range who is under his command and knocked down immediately stands up or goes prone.

Battle Plan: Coordinated Strike – This character can spend 1 feat point to use Battle Plan: Coordinated Strike during a surprise round (p. 202) before a battle. Using a battle plan is a quick action. When a character uses this battle plan, each friendly character in his command range can immediately make one attack. After these attacks, the surprise round ends and the characters are detected.

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 have up to 1 feat point at a time.

Natural Leader – This character's command range increases by 2″.

Skill Modifiers: Command +1 and either Hand Weapon +1 or Great Weapon +1

EP Modifier: +4

Notes: A chieftain is typically armed with the best weapons and armor in the tribe. This equipment can be worth up to 150 gc.

DEGENERATE WARPWOLF

Description: The process of turning a man into a warpwolf sometimes goes wrong. The reaction of the host to the transformative elixir and the changes it wreaks are not perfectly predictable, and sometimes the creature breaks away and escapes before it can be bound. Without the blackclads to train and guide it, the warpwolf cannot control itself and gives in to the desire for wholesale slaughter.

Stat Modifiers: None.

Ability Modifiers: A creature with this template gains the Berserk, Moon Wracked, and Savagery abilities. A degenerate warpwolf's spirit is too unstable for a warlock to make a stable bond with it, preventing the creature from becoming a warbeast.

Berserk – When this creature incapacitates or destroys one or more enemies with a melee attack during its turn, immediately after the attack is resolved it must make one additional melee attack against another character in its melee range.

Moon Wracked – Instead of choosing a warp effect at the beginning of an activation, roll a d3 to determine which warp effect the degenerate warpwolf has that round. On a roll of 1, it has Protective Plates. On a roll of 2, it has Warp Speed. On a roll of 3, it has Warp Strength.

Savagery – When this creature incapacitates a living character with a melee attack, this creature must make a WIL roll against a target number of 16. If the roll succeeds, this creature can act normally. If the roll fails, it must spend its next activation attacking the incapacitated target.

Skill Modifiers: None.

EP Modifier: +5

Notes: Warpwolf only. Degenerate warpwolves are consumed by the need for slaughter. They cut a swath of destruction across the wilderness, pursuing any living creature of significant size until it falls before them. They are especially drawn to humans and forsake other targets for the opportunity to kill one. Their murderous rampages do not end until they are put down.

DISEASED

Description: This creature has contracted some form of disease that can be transmitted to others that come into contact with it. The disease can be transmitted through a bite or through direct contact with a creature's flesh.

Stat Modifiers: –2 PHY

Ability Modifiers: A creature with this template gains either the Black Hives or Creeping Blindness ability.

Black Hives – A character that makes skin-to-skin contact with this creature has a chance of being infected. Immediately after the contact has occurred, the character must make a PHY roll against a target number of 15. If the roll succeeds, the character resists the disease. If the roll fails, the character contracts Black Hives. The first symptoms manifest after d3 hours, at which time the character suffers a severe rash.

Every time a character suffering from Black Hives suffers damage, add d3 to the total. Every three hours thereafter, the character must make an additional PHY roll against a target number of 15. If the character passes three of these rolls, he fights off the disease. For each roll that fails, the character suffers 1 damage point. If the character becomes incapacitated as a result, he dies.

Creeping Blindness – A character damaged by a melee attack made by this creature has a chance of being infected. Immediately after the attack has been resolved, the damaged character must make a PHY roll against a target number of 12. If the roll succeeds, the character resists the disease. If the roll fails, the character contracts Creeping Blindness. The first symptoms manifest after 2d6 hours, at which time the character suffers –1 PER, POI, PRW, and DEF.

Every hour thereafter, the character must make an additional PHY roll against a target number of 13. If the character passes two of these rolls, he fights off the disease. If the character fails three of these rolls, the disease moves on to the advanced stage. During the advanced stage, the character suffers –2 PER, POI, PRW, and DEF.

Every hour thereafter, the character must make a PHY roll against a target number of 13. For each roll that fails, the character suffers a cumulative –1 PER, POI, PRW, and DEF. If the character passes three of these rolls, he fights off the disease.

Skill Modifiers: None.

EP Modifier: +4

Notes: None.

GRAVESWARM

Description: The graveswarm is an unusual type of boneswarm sometimes encountered in abandoned and ancient graveyards. It is a foul scavenger that burrows into graves from beneath the soil to claim the skeletons within, adding their moldering bones to its mass. The readily available remains allow a graveswarm to grow to a larger size than boneswarms found in swamps, but the increased size makes the creature more ponderous in its movements.

Stat Modifiers: +2 PHY, –1 SPD, –2 DEF, and +1 ARM

Ability Modifiers: A creature with this template loses the Amphibious ability and gains the Burrow ability.

Burrow – This creature can use a quick action to burrow beneath loose earth or sand, covering its body with soil. Until it moves, is placed, or is engaged, the creature gains concealment and does not block LOS.

Skill Modifiers: None.

EP Modifier: +3

Notes: Boneswarm only.

GLUTTONOUS

Description: Gluttonous creatures never get their fill and are always looking for another meal.

Stat Modifiers: +1 PER

Ability Modifiers: A creature with this template gains the Glutton ability.

Glutton – When this creature incapacitates a living or undead character, it must spend a full action consuming the body. The incapacitated character is removed from play when this creature eats it. This creature consumes the character completely, devouring both organic and inorganic matter. Upon fully consuming a character, this creature regains lost vitality points equal to its PHY.

Skill Modifiers: Detection +1

EP Modifier: +3

Notes: None.

HUNTER

Description: Hunters come from every race and region, honing their skills so they can confront and defeat the beasts of Immoren's wilderness. Though some utilize primitive armaments, others carry impressive modern weapons.

Stat Modifiers: +2 STR and +2 ARM

Ability Modifiers: A creature with this template gains the Hunter, Pathfinder, and Prowl abilities.

Hunter – This creature ignores forests, concealment, and cover when determining LOS or making a ranged attack.

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

Prowl – This creature gains stealth while within terrain that provides concealment, the AOE of a spell that provides concealment, or the AOE of a cloud effect.

Skill Modifiers: Survival +1, Tracking +2, and your choice of Archery +2, Rifle +2, or Thrown Weapon +2

EP Modifier: +4

Notes: Hunters wear armor worth up to 85 gc. A hunter is equipped with either a great bow and a quiver of ten arrows, a javelin quiver and five javelins, or a long rifle with ten rounds of ammunition.

ILL-TEMPERED

Description: Some creatures are just mean by nature. These creatures are likely to attack for no good reason, and attacking them only serves to make them more aggressive.

Stat Modifiers: +1 PRW

Ability Modifiers: A creature with this template gains the Retaliatory Strike ability.

Retaliatory Strike – When this creature is hit by a melee attack made by an enemy at any time other than during its own turn, after the attack is resolved the creature can immediately make one normal melee attack against the enemy that hit it.

Skill Modifiers: None.

EP Modifier: +2

Notes: None.

JUVENILE

Description: A juvenile is a young member of its species, smaller and less resilient than an adult. Though unable to withstand the damage an adult can, a juvenile is more likely to go unnoticed in the heat of battle.

Stat Modifiers: –2 STR, –1 PRW, +1 DEF, and either –3 vitality points or –1 vitality point from the Physique, Agility, and Intellect aspects

Ability Modifiers: A creature with this template gains the Find Cover ability.

Find Cover – At the start of combat, before initiative is rolled, this character can immediately advance up to twelve feet (2″) and perform a quick action to take cover or go prone.

Skill Modifiers: None.

EP Modifier: –2

Notes: Juvenile creatures tend to stay away from combat when possible and rely on adults to protect them.

LARGE SPECIMEN

Description: All creatures occasionally produce massive examples of their kind—specimens able to mete out and withstand more punishment than normal. These enormous creatures possess great strength, but their movements can be ponderous, and moving without being detected is much more difficult for them.

Stat Modifiers: –1 DEF, +2 ARM, and either +6 vitality points or +3 vitality points to the Physique and Agility aspects

Ability Modifiers: A creature with this template gains the Brute Force and Big 'Un abilities.

Brute Force – This creature gains an additional die on melee damage rolls.

Big 'Un – This creature is treated as being one base size larger than normal, up to a maximum of large-based. A small-based creature is treated as medium-based, and a medium-based creature is treated as large-based.

Skill Modifiers: Sneak –2

EP Modifier: Base cost x 2

Notes: None.

LONE WOLF

Description: Lone wolves are characters that have adapted to hunting, fighting, and living alone. In animals, this is the product of territorial behavior. Young males seen as a threat to an alpha's dominance of a pack are driven out of its territory. In intelligent races, lone wolves might be exiles from their society driven out for some crime or misdeed or simply those who prefer to live alone. Such solitary creatures are typically fierce fighters that rely only on their own talents and capabilities to survive.

Stat Modifiers: +1 STR, PRW, PER, and Initiative

Ability Modifiers: A creature with this template gains the Feat Points and Lone Fighter abilities.

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

Lone Fighter – This character gains +1 to attack and damage rolls if he is the only character engaging a target.

Skill Modifiers: Survival +1 and Tracking +1

EP Modifier: +5

Notes: Though lone wolves are not accompanied by other creatures, they can be encountered while attacking other creatures.

MAN-EATER

Description: Many creatures consume the flesh of mankind, but some develop such a taste for it that they go out of their way to prey on human targets. These bloodthirsty specimens have honed their killing prowess in order to sate their discriminating palate.

Stat Modifiers: +1 PRW

Ability Modifiers: A creature with this template gains the Blood Thirst, Critical Shred, and Snacking abilities.

Blood Thirst – This creature gains +2″ movement when it charges a living character.

Critical Shred – On a critical hit with a melee attack, after the attack is resolved this creature can make one additional melee attack against the character hit.

Snacking – This creature can spend a quick action to devour any destroyed living character within its melee range to immediately regain d3 vitality points.

Skill Modifiers: None.

EP Modifier: +4

Notes: Man-eaters prioritize living and undead characters as targets and ignore steamjacks and other constructs unless attacked by them.

NESTING DRAKE

Description: Drakes of all varieties are dangerous at the best of times. When a female drake has recently laid eggs, it becomes more territorial and more readily attacks anything it sees as a threat to its unhatched offspring.

Stat Modifiers: +1 STR and +1 PER

Ability Modifiers: A creature with this template gains the Nest Guardian ability.

Nest Guardian – Before the start of the encounter, choose a location for the drake's nest. While within 36 feet (6″) of this nest this creature gains +2 to attack and damage rolls and never flees. If the nest is destroyed, this creature gains this bonus until the end of the encounter regardless of location.

Skill Modifiers: None.

EP Modifier: +1

Notes: Drake only. The drake's nest is a structure represented by a large base. It has ARM 15 and 20 vitality points.

NIMBLE

Description: Nimble creatures are much lighter on their feet than is common for their species. They are capable of dodging past adversaries and environmental hazards with ease.

Stat Modifiers: +1 SPD, +1 AGL, and +1 Initiative

Ability Modifiers: A creature with this template gains the Acrobatics, Breakaway, and Deft abilities.

Acrobatics – This creature can advance through other characters if it has enough movement to move completely past their bases. The creature also gains +3 on its Jumping skill rolls.

Breakaway – If this creature is engaged at the start of its turn, it can forfeit its action to make a full advance. During movement, the creature is immune to free strikes.

Deft – This creature gains boosted AGL rolls.

Skill Modifiers: Jumping +1

EP Modifier: +2

Notes: None.

PACK HUNTER

Description: Pack hunters hunt as a group. Working in tandem, they exploit opportunities created by their pack mates to bring down larger prey.

Stat Modifiers: +1 PER

Ability Modifiers: A creature with this template gains the Pack Tactics and Pull Down abilities.

Pack Tactics – If this creature misses an attack against a target engaged by one or more friendly creatures of this creature's type with the Pack Tactics ability, it can reroll the attack.

Pull Down – On a critical hit with a melee attack against a target with an equal- or smaller-sized base, the target is knocked down.

Skill Modifiers: Tracking +1

EP Modifier: +2

Notes: None.

PREDATOR

Description: Equally cautious and deadly, predators use shadows and terrain to their advantage as they wait for the perfect opportunity to strike. Some species are natural predators, while others have learned to perfect their methods through repeated conflicts.

Stat Modifiers: +1 AGL

Ability Modifiers: A creature with this template gains the Ambush, Hunter, and Prowl abilities.

Ambush – During the first round of an encounter, this creature gains boosted attack and damage rolls against enemies that have not yet activated that encounter.

Hunter – This creature ignores forests, concealment, and cover when determining LOS or making a ranged attack.

Prowl – This creature gains stealth while within terrain that provides concealment, the AOE of a spell that provides concealment, or the AOE of a cloud effect.

Skill Modifiers: Sneak +1

EP Modifier: +3

Notes: None.

PROTECTOR

Description: Some creatures protect their young to such an extreme that they will shield them from harm with their own bodies. Anything that manages to injure these creatures' offspring is ferociously attacked.

Stat Modifiers: None.

Ability Modifiers: A creature with this template gains the Defender and Shield Guard abilities.

Defender – Once per round, when a friendly creature of this creature's type within its command range is hit with an enemy attack, immediately after the attack has been resolved this creature can advance toward the enemy up to twelve feet (2″) and make one melee attack.

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

Skill Modifiers: None.

EP Modifier: +2

Notes: None.

RUNT

Description: Runts are stunted due to disease, malnutrition, or both. Though most runts are unable to withstand much damage, they can still drag larger prey down to their level.

Stat Modifiers: –1 PHY, –1 STR, +1 DEF, and either –3 vitality points or –1 vitality point from the Physique, Agility, and Intellect aspects

Ability Modifiers: A creature with this template gains the Pull Down and Small Fry abilities.

Pull Down – When this creature critically hits a character with an equal- or smaller-sized base with a melee attack, the target is knocked down.

Small Fry – This creature is treated as being one base size smaller than normal, to a minimum of small-based. A medium-based creature is treated as small-based, a large-based creature is treated as medium-based, and a huge-based creature is treated as large-based. Increase the distance of all push, slam, and throw power attacks made against this creature by six feet (1″).

Skill Modifiers: None.

EP Modifier: None.

Notes: None.

SATYR ELDER

Description: Satyrs live a nomadic lifestyle, roaming the mountain ranges that are their homes. A herd looks to its elders to provide it with stability and leadership. These aged satyrs no longer participate in the mating competitions of the young, but contribute in other ways to the survival of their herds. While still beasts, these elders come closest to showing true intelligence of all satyrs. They sometimes lead the herd in simple rites of worship not unlike those of the Dhunian faith.

Stat Modifiers: –1 PHY, –1 STR, +1 INT, and +1 PER

Ability Modifiers: A creature with this template gains Herd Elder and Natural Leader.

Herd Elder – While in the command range of this creature, a friendly character belonging to the same herd gains +1 on his attack and damage rolls.

Natural Leader – This creature's command range increases by 2″.

Skill Modifiers: Command +2

EP Modifier: +4

Notes: Satyr only.

SKITTISH

Description: Many creatures innately distrust new and unusual surroundings. Such creatures always check their surroundings and move cautiously to avoid being caught in a trap or an ambush. This caution makes them likely to flee combat once it commences.

Stat Modifiers: +1 PER, –1 Initiative, and –2 WIL

Ability Modifiers: A creature with this template gains the Dodger ability.

Dodger – When this creature is missed by an enemy attack, it can immediately advance up to twelve feet (2″) after the attack is resolved unless it was missed while advancing. It cannot be targeted by free strikes during this movement.

Skill Modifiers: Sneak +1

EP Modifier: –2

Notes: Skittish creatures are more likely to flee from combat than to fight to the bitter end. If a skittish creature is presented with a good avenue of escape, it will try to take it.

STARVING

Description: Finding food in the wilderness is a daily struggle. Desperate, starving creatures venture into dangerous situations they would otherwise avoid when the promise of a meal is at stake.

Stat Modifiers: –1 PHY, –1 STR, +1 PRW, and either –3 vitality points or –3 vitality points from the Physique life spiral aspect

Ability Modifiers: A creature with this template gains the Desperate ability.

Desperate – This creature can reroll a failed WIL roll to ignore the effects of fear. For the purposes of Intimidation skill rolls, this creature is always treated as having a stat + Intimidation level equal to that of the intimidating character.

Skill Modifiers: None.

EP Modifier: –3

Notes: This template cannot be applied to non-living characters.

STEALTHY

Description: Stealthy creatures possess talents or natural camouflage that allows them to blend in with their surroundings and move unnoticed.

Stat Modifiers: None.

Ability Modifiers: A creature with this template gains the Prowl and Sneaky abilities.

Prowl – This creature gains stealth while within terrain that grants cover or provides concealment, in the AOE of a spell that grants cover or provides concealment, or the AOE of a cloud effect.

Sneaky – This creature gains boosted Sneak skill rolls.



Skill Modifiers: Sneak +1

EP Modifier: +2

Notes: None.

SWARM

Description: Some creatures work together in enormous swarms of hundreds of individuals to drive off intruders or bring down prey. They overwhelm even large creatures by enveloping them, crawling through gaps in their armor, and killing them with countless bites and scratches.

Stat Modifiers: +6 vitality points per base

Ability Modifiers: A creature with this template gains the Anatomical Precision, Circular Vision, and Swarm abilities.

Anatomical Precision – When this creature hits a living target with a melee attack but the damage roll fails to exceed the target's ARM, the target suffers d3 damage points.

Circular Vision – This creature's front arc extends to 360°.

Swarm – A swarm is composed of dozens or even hundreds of individuals. Rather than representing each individual as a separate model on the tabletop, a swarm should be represented as a single character on a large base. Bigger swarms could be represented as three to five (or more) large-based models in play.

A swarm cannot be targeted by free strikes. A character attacking a swarm rolls one less die on his non-AOE or non-spray attack damage rolls against the swarm. When a swarm suffers sufficient damage to be incapacitated, instead of being completely destroyed the swarm is considered to have scattered.

Skill Modifiers: None.

EP Modifier: +2 per base

Notes: Each melee weapon this creature has gains Thresher.

Thresher – When this creature makes a melee attack with this weapon, make one melee attack against each creature or character in this creature's LOS that is in this weapon's melee range.

SWIFT

Description: Ideally suited to running down prey or avoiding predators, swift creatures are lean and natural hunters able to cross great distances in mere moments.

Stat Modifiers: –1 PHY, +1 SPD, and +1 DEF

Ability Modifiers: A creature with this template gains the Fleet Foot ability.

Fleet Foot – When this creature runs, it does so at SPD x 3.

Skill Modifiers: None.

EP Modifier: +1

Notes: None.

TRAINED

Description: Some creatures are trained to serve as watchdogs and hunting companions. They are taught to follow simple commands, such as attacking selected targets, retrieving objects, tracking prey, and defending locations or individuals. Having learned to rely on their masters for food and safety, trained animals are less clever than wild specimens.

Stat Modifiers: –1 INT and +1 PER

Ability Modifiers: A creature with this template gains the Trained ability.

Trained – This creature automatically follows simple commands given to it by its owner or trainer, such as coming closer or moving a particular direction. To give this creature a complex command such as attacking, the character must spend a quick action and make an Animal Handling skill roll against a target number of 12. If the roll succeeds, this creature follows the command to the best of its ability. A trained creature acts according to the Game Master's discretion.

Skill Modifiers: Detection +1 and either Intimidation +1 or Tracking +1

EP Modifier: +2

Notes: To train a wild creature, a character must have control of it and must spend a number of weeks training it equal to half its WIL. At the end of this time, the character makes an INT + Animal Handling skill roll against a target number equal to the creature's WIL + 2. If the roll succeeds, the character successfully trains the animal. If the roll fails, the character can make a new skill roll after another week of training.

WARBEAST

WARBEAST NAME

CREATURE TYPE

HEIGHT

WEIGHT

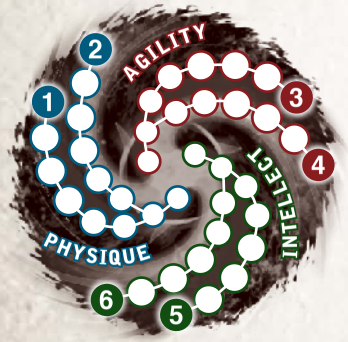
FURY

THRESHOLD

STATS

PHY	STR	SPD	AGL
PRW	POI	INT	PER

DAMAGE CAPACITY



Crippled Physique:
–2 STR

Crippled Agility:
–2 to attack rolls

Crippled Intellect:
–2 DEF and cannot be forced

RANGED WEAPONS

LOC | NAME | NOTES | RNG | RAT | POW | AMMO

MELEE WEAPONS

LOC | NAME | NOTES | MAT | P+S

LOC | NAME | NOTES | MAT | P+S

LOC | NAME | NOTES | MAT | P+S

DEF

SPD STAT + AGL STAT + PER STAT + RACIAL MODIFIER + EQUIPMENT MODIFIERS = TOTAL DEF

ARM

PHY STAT + SHIELD MODIFIER + ARMOR MODIFIERS + OTHER MODIFIERS = TOTAL ARM

ANIMUS

NAME	COST	RNG	AOE	POW	UP	OFF

SKILLS

	PARENT SET VALUE		SKILL LEVEL		TOTAL
DETECTION (PER)		+		=	
		+		=	
		+		=	
		+		=	
		+		=	
		+		=	
		+		=	
		+		=	

BEHAVIOR

NAME:

NOTES:

BONDED XP

BENEFITS & ABILITIES

NAME	DESCRIPTION/NOTES

WORN ARMOR

NAME	DESCRIPTION/NOTES	SPD	DEF	ARM

GEAR

NAME	BENEFIT



APPENDIX B: GAMEPLAY TOOLS

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IRON KINGDOMS UNLEASHED CHARACTER SHEET

CHARACTER NAME | SEX | DEFINING CHARACTERISTIC(S) | WEIGHT | LEVEL

ARCHETYPE | RACE | CAREERS | FAITH | PLAYER NAME | HEIGHT | TOTAL XP EARNED

CHARACTER PORTRAIT

STATS

PHY (MAX) | SPD (MAX) | STR (MAX)

AGL (MAX) | PRW (MAX) | POI (MAX)

INT (MAX) | ARC (MAX) | PER (MAX)

WILLPOWER (PHY + INT)

RANGED WEAPONS

NAME | RNG | RAT | POW

NOTES | AMMO

NAME | RNG | RAT | POW

NOTES | AMMO

MELEE WEAPONS

NAME | MAT | P+S

NOTES

NAME | MAT | P+S

NOTES

ADDITIONAL WEAPON

NAME

NOTES

DEF

SPD STAT + AGL STAT + PER STAT + RACIAL MODIFIER + EQUIPMENT MODIFIERS = TOTAL DEF

ARM

PHY STAT + SHIELD MODIFIER + ARMOR MODIFIERS + OTHER MODIFIERS = TOTAL ARM

INITIATIVE

SPD STAT + PRW STAT + PER STAT + EQUIPMENT MODIFIERS + ADDITIONAL MODIFIERS = TOTAL INITIATIVE

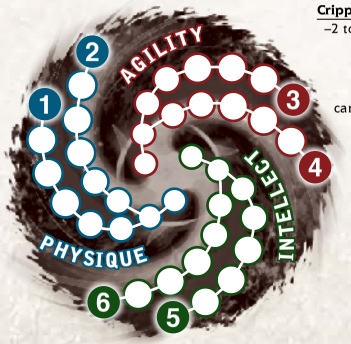
COMMAND RANGE

INT STAT + COMMAND SKILL + ABILITY MODIFIERS = TOTAL CMD RANGE

SKILLS

	PARENT SET VALUE		SKILL LEVEL		TOTAL
HAND WEAPON (PRW)		+		=	
GREAT WEAPON (PRW)		+		=	
PISTOL (POI)		+		=	
RIFLE (POI)		+		=	
		+		=	
		+		=	
		+		=	
DETECTION (PER)		+		=	
SNEAK (AGL)		+		=	
COMMAND (SOCIAL)		+		=	
		+		=	
		+		=	
		+		=	
		+		=	
		+		=	
		+		=	
		+		=	

DAMAGE CAPACITY



Crippled Physique: –2 STR

Crippled Agility: –2 to attack rolls

Crippled Intellect: –2 DEF and cannot upkeep spells

BENEFITS & ABILITIES

NAME	DESCRIPTION/NOTES	PAGE #

FEAT POINTS

CURRENT FEAT POINTS

Feat Points can be earned by:

- Critical success on a skill roll
- Destroy an enemy
- Given by the GM

Feat Points can be spent to:

- Remove a continuous effect
- Re-roll a failed roll
- Perform a relentless charge
- Perform a Run & Gun
- Perform a Two-Fister
- Perform a Heroic Dodge
- Boost a non-combat skill roll
- Make a quick action
- Shake
- Sprint
- Parry
- Walk It Off

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GEAR

NAME	BENEFIT

WORN ARMOR

NAME	DESCRIPTION/NOTES	SPD	DEF	ARM
		☐	☐	☐
		☐	☐	☐
		☐	☐	☐
		☐	☐	☐

CONNECTIONS

NAME	DESCRIPTION/NOTES	PAGE #

SPELLS

ARCANE TRADITION _____

NAME	COST	RNG	AOE	POW	UP	OFF

IRON KINGDOMS®
UNLEASHED™

NOTES

PERMANENT INJURIES

SPOKEN LANGUAGES

RELIGIOUS BELIEFS

GOLD

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IRON KINGDOMS UNLEASHED

IRON KINGDOMS UNLEASHED GAME MASTER ENCOUNTER SHEET

CAMPAIGN NAME _____ ENCOUNTER _____

INITIATIVE ORDER

NAME: _____ NUMBER

NAME: _____ NUMBER

NAME: _____ NUMBER

NAME: _____ NUMBER

NAME: _____ NUMBER

NAME: _____ NUMBER

NAME: _____ NUMBER

NAME: _____ NUMBER

NAME: _____ NUMBER

NAME: _____ NUMBER

NAME: _____ NUMBER

NAME: _____ NUMBER

NOTES

CREATURES

1. NAME: _____ VITALITY STATUS EFFECT
NOTES: _____

2. NAME: _____ VITALITY STATUS EFFECT
NOTES: _____

3. NAME: _____ VITALITY STATUS EFFECT
NOTES: _____

4. NAME: _____ VITALITY STATUS EFFECT
NOTES: _____

5. NAME: _____ VITALITY STATUS EFFECT
NOTES: _____

6. NAME: _____ VITALITY STATUS EFFECT
NOTES: _____

7. NAME: _____ VITALITY STATUS EFFECT
NOTES: _____

8. NAME: _____ VITALITY STATUS EFFECT
NOTES: _____

9. NAME: _____ VITALITY STATUS EFFECT
NOTES: _____

10. NAME: _____ VITALITY STATUS EFFECT
NOTES: _____

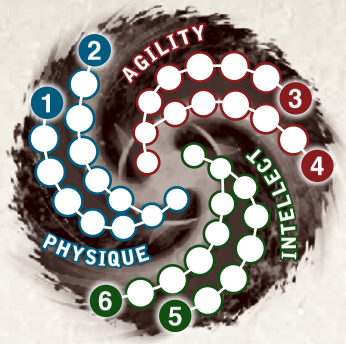
11. NAME: _____ VITALITY STATUS EFFECT
NOTES: _____

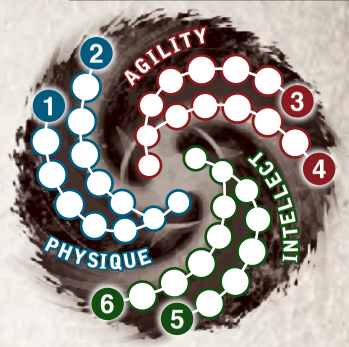
12. NAME: _____ VITALITY STATUS EFFECT
NOTES: _____

LIFE SPIRALS

NAME: _____ NAME: _____

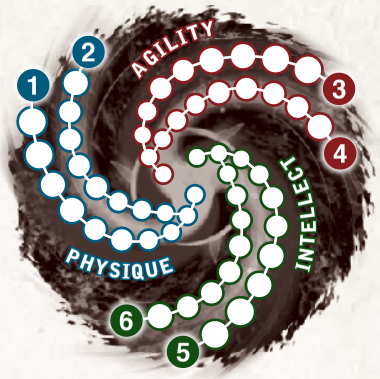
EFFECT: _____ EFFECT: _____





NAME: _____ NAME: _____

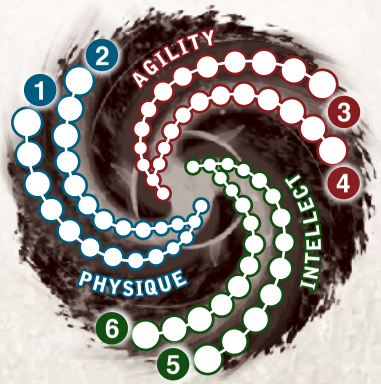
EFFECT: _____ EFFECT: _____

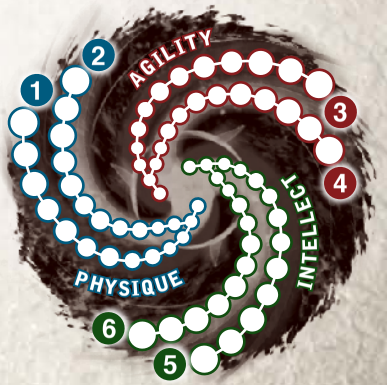




NAME: _____ NAME: _____

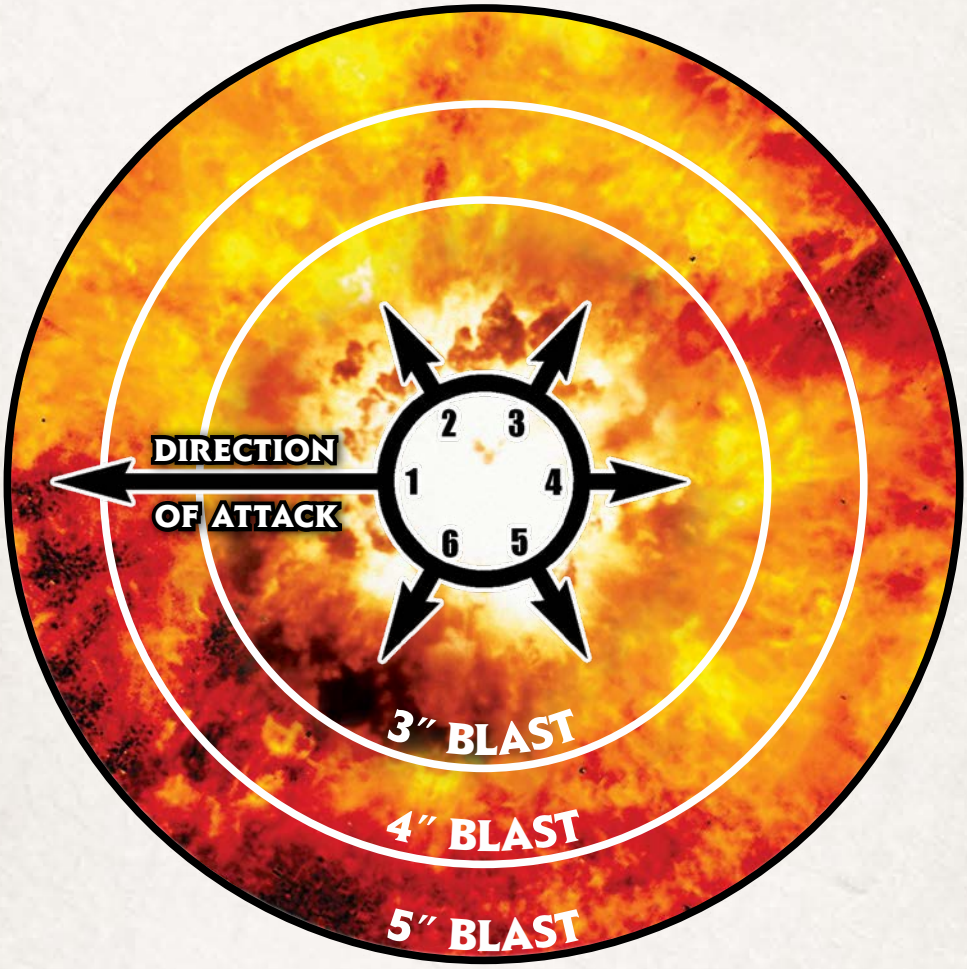
EFFECT: _____ EFFECT: _____



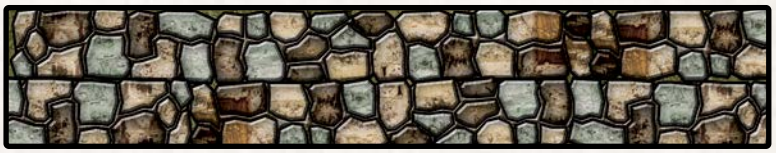


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GAMEPLAY TEMPLATES



BLAST



WALL

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SPRAY



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APPENDIX C: MODEL GALLERY

Bring your character to the tabletop using HORDES models, like these conversions for *Iron Kingdoms Unleashed* made by Privateer Press staff.



TROLL BOUNCER
GABRIEL WALUCONIS



TROLLKIN WARRIOR/WARLOCK
GABRIEL WALUCONIS



PYG CHIEFTAIN/WARRIOR
BEN MISENER



WARPWOLF STALKER WITH AXES
JUSTIN COTTOM



THARN CHIEFTAIN/WARLOCK
JUSTIN COTTOM



PYG MONSTER HUNTER/SCOUT
MICHAEL ARCHER



GATORMAN BOKOR/CHIEFTAIN
GEORDIE HICKS



BOG TROG ARCHER/BRIGAND
STUART SPENGLER



THARN RAVAGER/DEVOURER SHAMAN
STUART SPENGLER



FARROW BONE GRINDER/ SLAUGHTERHOUSER
NICK KAY



HUMAN ARCHER/WOLF RIDER
MICHAEL ARCHER



HUMAN DEVOURER SHAMAN/WOLF RIDER
MICAH SCOTT RALSTON

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