

GM'S TOOLKIT



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TIMELINE OF THE IRON KINGDOMS

BR: BEFORE REBELLION.

AR: AFTER REBELLION.

PREHISTORIC ERA

- Unknown** Zevanna Agha, the Old Witch of Khador, observes humanity's creation by the god Menoth.
- c. 10,000 BR** Far to the east, in the lands beyond the Bloodstone Marches, all the elven tribes unite to form the Empire of Lyoss.
- c. 8500 BR** The Feud of Ages begins among the dwarves.
- c. 8200 BR** The Feud of Ages ends. The Stone Lords of the thirteen Great Clans settle in Ghord.
- c. 7500 BR** The Dwarven Moot, composed of the Hundred Houses in Ghord, is established. The dwarven gods grant the lore of arcane magic to the dwarves, along with strict rules regarding its use.
- c. 6500 BR** Tribes of nomadic humans discover the Canon of the True Law in the ruins of Icthier and begin worshipping Menoth.
- Worshippers of Menoth found the city of Acrennia, the first Menite civilization. The city's leader and primary founder soon rebels against the Creator, joined by four others. The rebellion eventually ends with Menoth casting the five of them—known to later generations only as the Defiers—into Urcaen and destroying Acrennia.
- c. 6000 BR** Many tribes of nomadic humans begin settling into agricultural communities around what is now Ancient Icthier. The priest-king Cinot is credited with teaching agriculture to the early tribes.
- c. 5500 BR** The Menite priests Belcor and Geth lead an exodus northward from Ancient Icthier in search of more fertile lands.
- c. 4800 BR** Humans begin settling around the Black River in the Valley of Morrdh.

- c. 4250 BR** The elves begin to build the mystical Bridge of Worlds in order to span the gap between Caen and the Veld.
- c. 4000 BR** The Bridge of Worlds is completed. The elven gods come to Caen, whereupon the bridge explodes and destroys both Lyoss and the human city of Urus. The survivors of Urus move underground.
- c. 3900 BR** Shyrr and other great cities are founded in Ios.
- c. 3700 BR** Molgur tribes dominate almost all of western Immoren and vie for control.
- c. 3500 BR** The Lords of Morrdh unite nearby settlements, creating the first civilized kingdom of humans. Morrdh immediately begins claiming Molgur territory.
- Toruk creates his dragon brood.

WARLORD ERA

- c. 2800 BR** The warrior-priest Valent Thrace establishes the Hold of Calacia.
- c. 2700 BR** Deep underground, the survivors of Urus unlock psychic abilities and begin their transformation into the cephalyx.
- c. 2230 BR** Priest-King Golivant of Calacia is born.
- c. 2200 BR** Golivant drives the Molgur tribes from the Wyrmswall.
- Priest-King Khardovic is born.
- The Circle Orboros is founded.
- c. 2175 BR** Priest-King Golivant dies, and Calacia divides upon his death.
- c. 2170 BR** Priest-King Khardovic founds the Kingdom of Khard.
- c. 2050 BR** King Golivant III reconquers Calacia and renames it Caspia.
- c. 2045 BR** Priest-King Khardovic dies.

THOUSAND CITIES ERA AND THE RISE OF THE TWINs

c. 1930 BR Morrow and Tamar are born.

c. 1900 BR Morrow and Tamar ascend to godhood after the march to Caspia. The cult of Morrow begins to spread across western Immoren.

c. 1880 BR Menite priests initiate the Purging.

1866 BR Orellius I founds the Divinium in the Wyrmswall Mountains.

c. 1850 BR Rab Vinstra leads the Midar from Morrddh and establishes the Midar Kingdom.

c. 1800 BR Toruk drives the dragon Everblight from Morrddh and consumes the athanc of the dragon Nektor.

c. 1690 BR Kossite, Skirov, and Khardic tribes battle for dominance of western Immoren's northern reaches.

c. 1670 BR Plague ravages several Kossite and Skirov tribes. Khards seize Molga and rename it Khardov.

1640 BR Toruk consumes and reclaims the athanc of the dragon Shazkz. Shazkz's blighted blood rains over the Scharde Islands, creating the Satyxis.

1612 BR Multiple human clans unite and establish the Kingdom of Thuria. Numerous trollkin begin migrating northward.

c. 1500 BR The Kingdom of Morrddh disintegrates due to unknown causes.

c. 1450 BR Khardov, the largest city in the northern regions of western Immoren, begins dominating its neighboring territories, primarily through force of arms.

1421 BR Sveynod Skelvorro declares himself the first emperor of Khard.

1415 BR The Khard-Kos War begins.

1387 BR Toruk kills the dragon Gaulvang and consumes its athanc.

1382 BR Kos surrenders to the Khards, ending the Khard-Kos War.

1370 BR Several allied warlords establish the nation of Tordor.

1330 BR Horselords join the Khardic Empire.

1322 BR Tordor invades Thuria, beginning the Tordoran Conquest.

1313 BR Tordor annexes Thuria, ending the Tordoran Conquest.

1277 BR Most Skirov chieftains renounce the Devourer Wurm, convert to the worship of Menoth, and pledge their loyalty to the Khardic Empire.

1270 BR Nidoboros, the greatest of Toruk's progeny, confronts the Dragonfather in an effort to prove to its siblings that Toruk can be defeated. Toruk defeats Nidoboros but is unable to consume its athanc, which is recovered by Zevanna Agha.

1250 BR Primarch Lorichias is assassinated by Khorva, a Menite scrutator. Ascendant Katrena appears and slays Khorva in a massive display of power, after which Khorva ascends as a scion of Tamar.

1141 BR The Khardic Empire attacks Hellspass, beginning the Hellspass War.

1118 BR The Hellspass War ends with the defeated ogrun swearing an oath to Khardic governors.

1102 BR Umbrey declares itself an independent principality from the Khardic Empire.

1100 BR Voldu Grova writes the earliest records of alchemy and refers to crude liquid explosives.

1073 BR The Kingdom of Rynyr is founded.

c. 1000 BR Toruk is forced from the mainland by his brood and relocates to the Scharde Islands.

940 BR Rector Janus Gilder invents a printing press with movable type.

840 BR The Divine Court leaves Ios in search of a means to return to the Veld.

838 BR The elven prophet Aeric discovers Nyssor in an icy chasm. The Nyss settle in the far north.

822 BR A prolonged drought known as the Long Sun kills over one million Immorese natives.

821 BR The Horselord Wars begin between the Umbrean princes and the Khardic Empire.

743 BR Drago Salvoro, an engineer living in the Khardic Empire, creates the first steam engine.



716 BR The Khardic Empire conquers Korska. The Umbrean princes swear fealty to the Khardic emperor, ending the Horselord Wars.

714 BR Korska is renamed Old Korska and made the eastern capital of the Khardic Empire; Khardov remains the primary seat of power as the western capital.

712 BR Morrowans move the administrative and spiritual center of the Church of Morrow from the Divinium in the Wyrmswall Mountains to the newly founded Sancteum in Caspia.

c. 700 BR The dragon Halfaug begins terrorizing the far north.

664 BR The Khardic Empire reaches its height.

ORGOOTH OCCUPATION ERA

608 BR A vast Orgoth armada lands on the shores of Garlghast Island and begins construction of the great fortress Drer Drakkerung.

600 BR Orgoth blackships land in western Immoren. The Orgoth begin their conquest of the Thousand Cities.

c. 600 BR An anonymous author pens the *Wyrmsaga Cycle*.

593 BR Tordor surrenders to the Orgoth after its powerful navy is utterly destroyed.

586 BR Western Caspia falls completely under Orgoth control.

581 BR The Orgoth invasion stalls at the southern provinces of the Khardic Empire.

569 BR The Khardic Empire falls to the Orgoth. Old Korska is completely destroyed.

542 BR Orgoth armies conquer Rynyr. The Orgoth invasion of Rhul is halted.

538 BR Toruk destroys an Orgoth fleet bound for the Scharde Islands.

433 BR The Orgoth Empire exercises absolute power over the kingdoms of men in western Immoren, barring the city of Caspia.

370 BR The Orgoth reportedly slay an unnamed dragon at Uld Vrogen. The dragon's athanc is placed in a temple; the athanc hatches within a month, and the wyrmling burns the temple to the ground and escapes.

c. 150 BR Tamar negotiates for the Gift of Magic with the Nonokrion Order of infernals. The infernals agree in return for two-thirds of human souls, to be claimed at a later time. Tamar imparts the Gift to humanity.

140 BR Almost all elven clerics lose their power as a result of the Rivening, throwing all of Iosan society into turmoil.

137 BR Madruva Dagra, the first Immorese person with sorcerous abilities, is discovered in Tarna.

96 BR Sebastien Kerwin, "the Father of Wizardry," circulates *Dissertations on Thaumaturgical Formulation*, his study of the principles of thaumaturgy and arcane magic.

90 BR Sebastien Kerwin pens *The Essence of Divine Magic*.

81 BR Sebastien Kerwin tutors wizards and founds the Arcanist's Academe.

73 BR Sebastien Kerwin pens *Principia Arcana Magus*.

69 BR The Orgoth carry out the Vicarate Slaughter; over five hundred Morrowan priests are slain.

67 BR Sebastien Kerwin founds the Circle of the Oath.

64 BR Sebastien Kerwin theorizes about the arcanodynamic accumulator and runeplates in his book *Synthesis*, the first text on mechanika.

63 BR The Orgoth destroy the Arcanist's Academe. Sebastien Kerwin is believed to be slain, but his body is never recovered.

34 BR Scyrh returns to Shyrr but will not speak of the fate of the Divine Court.

25 BR Survivors of the Circle of the Oath found the Order of the Golden Crucible.

REBELLION

- 1 AR** The Rebellion begins with an uprising in Fharin, led by the Iron Fellowship.
- 7 AR** The Orgoth utterly destroy the Iron Fellowship.
- 26 AR** Oliver Gulvont, an alchemist of the Golden Crucible, creates the first handheld firearm.
- 32 AR** The Orgoth are temporarily repulsed from much of Tordor after the Battle of the Hundred Wizards.
- 40 AR** The Orgoth recapture Tordor and put all known wizards to death.
- c. 80 AR** Alchemists of the Golden Crucible build the first rifles and the pinlock firing mechanism.
- 84 AR** Rynyr is liberated by rifle-wielding revolutionaries dubbed the Army of Thunder.
- 85 AR** The Army of Thunder cuts off Orgoth supply routes in Midfast and Merin.
- 86 AR** Orgoth armies reclaim all of Rynyr except for Leryn and slaughter the Army of Thunder and its supporters.
- 93 AR** Rip lung kills thousands in Rynyr, Tordor, and Caspia and is ended in part by the arcanist Corben prior to his ascension.
- 107 AR** Using Sebastien Kerwin's theories, Victor Baerd creates the first runeplate.
- 111 AR** The Fraternal Order of Wizardry is founded.
- 147 AR** Umbrean horselords lead armies of nomads and liberate Korsk and Rorschik.
- 160 AR** The Iron Alliance is formed.
- 177 AR** Elias Decklan meets with the Council of Ten to suggest the creation of the colossals.
- 181 AR** The Iron Alliance begins constructing secret factories for building colossals.
- 185 AR** The Khard's secretly begin constructing colossals.
- 188 AR** The Orgoth destroy all known Khardic colossal factories.

191 AR

The first colossal emerges from a hidden factory in Caspia.

198 AR

The Iron Alliance mounts a multipronged assault against the Orgoth and begins liberating large territories. After several defeats, the Orgoth initiate the Scourge.

201 AR

The last Orgoth depart from western Immoren.

IRON KINGDOMS ERA

202 AR

The Council of Ten ratifies the Corvis Treaties and defines the modern Iron Kingdoms.

211 AR

The Steam & Iron Workers Union is founded in Caspia.

c. 220 AR

Cygnar and Ord begin building steam-powered riverboats.

233 AR

Vigilant Magnus Severin Copernicum founds the Order of Illumination in Caspia.

241 AR

Magnus Bastion Rathleagh creates the first steamjack with the aid of the Steam & Iron Workers Union.

242 AR

A trollkin uprising to reclaim lost lands leads to the First Trollkin War in Ord and Cygnar.

Cryxian raiders pillage Larkholm and burn it to the ground.

King Lavash Tzepesci sends forth the call for all loyal Khadorans outside Khador's borders to return home.

243 AR

The Greylords Covenant is formed in Korsk.

247 AR

The First Trollkin War ends with the trollkin beaten back to their warrens.

250 AR

Khador invades Ord and Llael, beginning the Colossal War.

257 AR

Khador is defeated by a coalition of Ord, Llael, and Cygnar, ending the Colossal War.

262 AR

The Second Trollkin War begins in Cygnar.

267 AR

The Second Trollkin War ends with King Woldred the Diligent traveling to Hadriel Fens for peace talks.

The first warjacks are built in Caspia.

276 AR

King Dmitry of Khador begins construction of Stasikov Palace in Korsk.

277 AR Larkholm is rebuilt and renamed New Larkholm.

283 AR The celestial body Cyriss is discovered by Adept Aldophous Aghamore, an astronomer of the Fraternal Order; the Cult of Cyriss is founded shortly thereafter.

286 AR The Colossal Guard formally disbands. King Woldred the Diligent drafts the Accord-by-Hand Covenant.

290 AR King Malagant the Grim begins his persecution of Menite clergy in Cygnar. Over two hundred priests are hanged. The first major gathering of the Cult of Cyriss convenes in a secret summit.

293 AR King Malagant the Grim declares the Morrowan religion the official religion of Cygnar. Khador begins the Border Wars with Cygnar and convinces the Tharn to fight on its behalf.

294 AR The Khadoran Institute of Engineering is established in Korsk.

295 AR Queen Cherize Vanar disappears on the Lost Day. King Malagant the Grim dies soon after.

303 AR Aldophous Aghamore dies. His body is discovered in a cluttered workshop containing a massive, half-finished machine and nonsensical, fragmentary notations of scrawled mathematical formulae.

304 AR Khador completes construction of Stasikov Palace.

305 AR Khadoran forces and their Tharn allies are destroyed during the Siege of Midfast. The Ordic soldier Markus Graza ascends after he is killed during the siege.

311 AR Priests of the Cult of Cyriss pen its foundational work.

313 AR The Border Wars officially end with Ord ceding Port Vladovar to Khador and Khador ceding Laedry to Llael. Cygnar and Llael officially become allies.

326 AR Cygnar completes construction of the fortress of Northguard. The Cult of Cyriss invents the astronomic nexus.

333 AR A Cyrissist priest named Helicratus determines errors in the Foundry of Enumeration are not mistakes but part of a long-encrypted message. Within a year, the cult discovers that the ciphers are messages sent by Cyriss herself.

335 AR Helicratus translates a directive from Cyriss. The goddess tasks her priesthood with becoming one with machines and abandoning the flesh.

339 AR The Cult of Cyriss completes the Galvanizer, one of the earliest vector models.

350 AR The first sighting of the Deathjack is recorded.

356 AR Father Ghil Lucant, a priest of Cyriss, discovers a new planet, which is named after him.

363 AR Helicratus becomes the first person to undergo clockwork transcendence. The outcast forge master Lucidia attacks the temple and kills a majority of those within it. Father Ghil Lucant transfers his spirit to a clockwork vessel.

370 AR Ghil Lucant founds the Convergence of Cyriss.

390 AR The dragon Everblight destroys Issyrah and is slain by an elven army. Everblight's athanc is reportedly buried at the Top of the World.

393 AR The Khadoran Mechanics Assembly is founded.

410 AR The Convergence of Cyriss creates the Constellation, a complex device designed to house multiple spirits and enable rapid communication between them.

460 AR The Convergence begins its long struggle against the cephalyx over sites of geomantic significance.

464 AR Khador invades Ord over long-standing disputes about piracy.

468 AR Peace is declared between Khador and Ord after Cygnar intercedes.

470 AR Jachemir Venianminov develops steam-powered Man-O-War armor.

475 AR Visgoth Sulon declares himself hierarch and organizes a pilgrimage; thousands of Menites journey to Caspia.

478 AR Construction is completed on the Korsk-Skirov Rail Line.

482 AR The Cygnaran Civil War begins in Caspia between Menites and Morrowans.

483 AR The Coin War begins between Khador and Llael.

484 AR

The Cygnaran Civil War ends with the death of Hierarch Sulon. The peace terms establish the Protectorate of Menoth and cede the eastern half of the Cygnaran city of Caspia to the Protectorate as its capital, which is renamed Sul in Sulon's honor.

The Coin War ends.

500 AR

The Convergence of Cyriss attempts a foray into Ios. Efforts continue for the next twenty years, but each attempt is intercepted and destroyed.

504 AR

Idrian tribes submit to Protectorate rule.

The Protectorate and Llael begin fighting over mineral-rich lands in the northern reaches of the Bloodstone Marches.; Llael concedes after minor skirmishes.

510 AR

King Ruslan Vygor of Khador attacks Cygnar, starting the Thornwood War.

511 AR

The Thornwood War ends after the Battle of the Tongue, in which an outnumbered Cygnaran force defeats the Khadoran Army. King Ruslan Vygor is killed in battle.

515 AR

Warmaster Vinter Raelthorne II is crowned king of Cygnar.

535 AR

Hierarch Caltor Turgis reunites the Menite Temple, broadening the Protectorate's borders and ordering the construction of Tower Judgment.

539 AR

King Vinter Raelthorne II dies. King Vinter Raelthorne III is crowned king of Cygnar.

546 AR

Khador abolishes serfdom.

551 AR

Kayaz Simonyev Blaustavya founds Blaustavya Shipping & Rail.

566 AR

The Deathjack is spotted in separate incidents at both Porsk and Skirov.

569 AR

Ayn Vanar XI is born.

576 AR

King Vinter Raelthorne III dies.

Vinter Raelthorne IV is crowned king of Cygnar and immediately begins purging his political enemies.

579 AR

King Vinter Raelthorne IV creates the Inquisition.

581 AR

Ios abruptly closes its borders to outsiders.

582 AR

Arius becomes the primarch of the Church of Morrow.

Vahn Oberen takes control of the Inquisition.

Commander Adept Sebastian Nemo invents the storm glaive.

King Vinter Raelthorne IV passes the "Edict against Unlawful Sorcery and Witchcraft," which outlaws sorcery in Cygnar.

584 AR

The Scharde Invasions begin. Cryxians raze the town of Ingrane and capture Gloria Haley.

The first sorcerers are put on public trial in Corvis. Two men and five women are hanged in Widower's Wood, and over 250 people are executed for "unlawful sorcery" throughout Cygnar and Llael.

587 AR

Ayn Vanar XI is crowned queen of Khador.

The Khadoran warcaster Orsus Zoktavir commits the Boarsgate Massacre.

588 AR

The Satyxis pirate queen Skarre Ravenmane defeats the Cygnaran Navy in Windwatcher Passage.

The Scharde Invasions end.

Garrick Voyle becomes hierarch of the Protectorate of Menoth.

591 AR

Head Inquisitor Dexter Sirac launches an expedition to recover the Witchfire from Castle Moorcraig in Cryx.

593 AR

Five women are put on trial for witchcraft in Corvis. All five are found guilty and beheaded.

Southern forces destroy Khador's Kravgold Fort on the border between Ord and the Thornwood.

The Cryxian pirate vessel *Aldibraxis* discovers the witches of Garlghast.

594 AR

Leto Raelthorne leads a successful coup against his brother, King Vinter Raelthorne IV, and is crowned king of Cygnar. Vinter flees east into the deserts beyond the Protectorate of Menoth.



595 AR

King Rynnard di la Martyn of Llael dies without an heir, A series of debates about succession soon gives rise to numerous assassinations, causing all surviving members of the Martyn line to go into hiding. The Council of Nobles eventually appoints Lord Deyar Glabryn IX, Llael's prime minister, to govern the country.

596 AR

D. H. Wexborne, captain of the Mercarian ship *Seacutter*, becomes the first Immorese sailor to return from Zu.

600 AR

The cephalyx Exulon Thexus seizes the Foundry of Astroseismology from the Convergence of Cyriss.

Warcaster Phinneus Shae leads a successful mutiny against the captain of the Exeter.

601 AR

The Deathjack wipes out the Red Fist mercenary company along the Cygnar-Khador border.

The Protectorate warcaster Feora is given the title Priestess of the Flame and begins reforming the Temple Flameguard into a regimented army.

602 AR

The Protectorate of Menoth builds secret factories to produce warjacks.

The Deathjack assaults the main gates of Fort Falk.

603 AR

Vinter Raelthorne IV and allied skorne forces invade Corvis. His invasion is driven off by the sorceress Alexia Ciannor and an army of the risen dead.

The Harbinger of Menoth is discovered and brought to Imer to meet Hierarch Garrick Voyle.

604 AR

Khador launches a full-scale invasion of Llael; in response, Cygnar declares war on Khador.

605 AR

Khador defeats the Llaeese Army and drives Cygnar out of Llael after the fall of Merywyn, after which Khadoran forces burn Riversmet to the ground. In response, the Order of the Golden Crucible surrenders Leryn to Khadoran forces without a fight and agrees to produce blasting powder exclusively for the Khadoran military.

The Harbinger of Menoth calls upon all Menites to relocate to the Protectorate. Hierarch Garrick Voyle calls a crusade to reclaim western Immoren.

The Protectorate attempts to raze the walls of Caspia. Cygnar counterattacks Sul.

Protectorate forces led by Feora, Priestess of the Flame, burn the Llaeese village of Myrr to the ground.

Cryxian raiders strike deep into Cygnar, poisoning crops and burning grain silos as far as Bainsmarket.

Rhul founds the Searforge Commission, which is tasked with overseeing mercenary operations outside the nation's borders.

606 AR

Forces of multiple armies clash in the Battle of the Temple of Garrodh.

Cygnaran forces breach the walls of Sul.

The First Battle for Northguard ends in a Khadoran defeat.

Grand Scrutator Severius leads the Protectorate's Northern Crusade into occupied Llael.

Queen Ayn Vanar declares herself empress of the new Khadoran Empire.

Iron Mother Directrix is declared the leader of the Convergence of Cyriss.

607 AR

The Protectorate breaks the Cygnaran siege of Sul. Sul-Menites counter with an assault on Caspia and nearly capture the Cygnaran capital before the death of Hierarch Garrick Voyle. Severius is named the new hierarch of the Protectorate of Menoth.

Khadoran forces lay siege to Northguard once more and emerge triumphant in the Second Battle for Northguard. The broken Cygnaran forces retreat south to Point Bourne, Corvis, and Stonebridge Castle, ceding the Thornwood to the Khadoran Empire. The Cygnaran city of Fellig is cut off during the retreat, leaving it isolated. The Ordic military peacefully occupies Fellig in order to prevent its capture by Khador.

608 AR

A tense cease-fire along the Dragon's Tongue River between Khador and Cygnar begins, while a similar cessation of hostilities holds between the garrisons of Caspia and Sul.

Increased fortifications are erected along the borderlands between Khador, Cygnar, and Ord. Meanwhile, Cryxian forces ally with the Thornwood cephalyx hive to construct a massive necrofactorium on the mainland, which is intended to serve as a distraction while other elements attempt to return the athanc of Nidoboros to Toruk.

Lich Lord Morbus is destroyed under suspicious circumstances.

609 AR

The Convergence of Cyriss begins to openly pursue its Great Work.

Forces led by Coleman Stryker, Gurvaldt Irusk, and Hierarch Severius attack the necrofactorium in the Thornwood. The forces of the living are triumphant.

Debilitated by an arcane poison, Victoria Haley contemplates joining the Convergence to cure herself but instead opts to kill herself in a blaze of arcane power, thereby awakening the full potential of her time-manipulation powers.

Vinter Raelthorne IV reappears at the head of Cygnar's Fourth Army. The Second Cygnaran Civil War begins.

Khador betrays its alliance with Cygnar and launches attacks across the Thornwood.

The mercenary warlord Asheth Magnus and the Cygnaran warcaster Allister Caine eventually join forces to bring a mercenary army led by Vinter's son Julius to aid King Leto of Cygnar. After Vinter dies, Leto abdicates the throne to Julius and is installed as the royal advisor.

Victoria Haley and Constance Blaize are attacked by Saeryn and Rhyas, two warlocks of the dragon Everblight, while transporting the athanc of the dragon Nidoboros to Orven. During the initial clash, the container holding the athanc is breached. All dragons, including Toruk, converge on the site and engage in battle. Saeryn and Rhyas cut themselves off from Everblight and work with Haley to deliver the athanc to the dragon Blihterghost in order to prevent Toruk from

610 AR

winning the Dragon War. In exchange, Blihterghost swears to protect Cygnar from other dragons and to end the hunt for Everblight.

Skorne forces invade the Protectorate of Menoth at Tower Judgment. Hierarch Severius is slain, and tensions within the Protectorate's leadership are high as opposing factions in the church vie for control.

King Julius of Cygnar establishes a treaty with Khador to legitimize the latter's claim on Llael as long as no heir to the Llaelese throne is found. In secret, Julius has already found an heir and plans to use her as an excuse to restart the war, marry her, and merge Cygnar and Llael, with their child as the heir to both thrones.

611 AR

Renewed conflicts begin between Cygnar and Khador. Lord General Coleman Stryker heads an offensive maneuver into Khadoran-occupied Llael. The Order of the Golden Crucible in Ord sends its military branch, the Crucible Guard, to assist the Cygnarans and the Llaelese Resistance.

Troubled by the impending infernal threat, Zevanna Agha makes a deal with the Defiers. The Old Witch believes unleashing them and allowing them to harvest the souls of the wicked will incidentally kill enough infernalists to slow the looming invasion.

612 AR

Jacob Strathmoore, founder of the Strangelight Workshop, makes a deal with the Old Witch that enables her to bring the Defiers into Caen. Strathmoore enters Urcaen in search of his dead wife and daughter. The Wicked Harvest begins, and hordes of grymkin appear in force at the Battle of Boarsgate in Ord.

Cygnar and Khador battle above Merywyn in newly developed skyships. Lord Commander Stryker dies during the battle.



INFERNAL ERA

Late 612 AR With their plans rushed by the actions of the grymkin of the Wicked Harvest and the deaths of many of their mortal followers, the infernals enact the Claiming. Infernals invade Caen at multiple points, including a direct incursion into the Cygnaran royal palace, forcing the gods themselves to intervene by sending their archons into Caen. Alliances are formed between the various factions of the Iron Kingdoms to combat the infernal invasion.

Sebastian Nemo dies and is placed in a clockwork vessel by Aurora, Numen of Aerogenesis. Nemo's fate leads to a schism in the Convergence of Cyriss, which had been constructing a celestial gate at Henge Hold to draw the goddess Cyriss to Caen.

A great battle takes place at Henge Hold, where most of the infernal masters of the Nonokrion Order are thrown down or driven off, their forces scattered or destroyed. Many Immorese refugees escape to the planet Cyriss through the Convergence's celestial gate before its destruction.

613 AR The Sancteum issues a proclamation of religious tolerance, allowing Cyrissists and Thamarites to openly practice their faith.

Trollkin in Alchiere enact open trade with the Iron Kingdoms. The trollkin invite ambassadors from all the Iron Kingdoms to the subcontinent.

Tristan Durant leads a significant portion of the remaining Sul-Menites on a pilgrimage to Zu.

The skorne are driven from western Immoren. Ios lays claim to the remaining skorne forts in the Bloodstone Desert.

The nation of Ios undergoes an unknown calamity, leading Iosans and Nyss outside its borders to take up permanent residence in the Iron Kingdoms.

Rhul enacts a policy welcoming refugees and establishes a network of freeholds to support its new citizenry.

614 AR

King Julius of Cygnar marries Lady Marjorie Sparholm, a Cygnaran noblewoman.

Empress Ayn Vanar of Khador gives birth to a son.

Kaetlyn di la Martyn takes her place as queen of Llael and weds Alvor Cathor, grandson of King Baird of Ord.

Cryxian forces establish new holdings on the mainland. Several new necrofactoriums are built in Cygnar, Ord, and Khador.

The Menite commune of New Ichtier is established in Zu.

615 AR Twin sons are born to King Julius and Queen Marjorie.

Outbreaks of an unknown disease begin to afflict regions of Cygnar.

King Julius appoints a new warmaster, who begins reforming the Cygnaran Army with an eye toward technological improvements. In response, Khador ramps up production of its own military assets.

616 AR

New Ichtier grows exponentially as the Menite faith spreads among the population of Zu. Construction begins on the Zuese Temple of Menoth.

Rumors of Cryxian activity on the mainland increase.

617 AR

A sense of fragile peace settles over western Immoren as the Iron Kingdoms continue rebuilding in the aftermath of the Claiming. Minor border skirmishes occur along the borders of Khador, Ord, and Cygnar; for the most part, however, the Iron Kingdoms enjoy a respite from war the likes of which they have not seen for many years.

CALENDAR OF THE IRON KINGDOMS

Two hundred twenty-five years after the Rebellion, a council of distinguished Morrowan scholars called a summit to establish a new calendar. After some deliberation, the council widely agreed that the dating system should be centered around the declaration of rebellion by the Iron Fellowship, denoting BR as “before Rebellion” and AR as “after Rebellion,” but this was merely the first step in the process.

Before the council’s convening, human calendars had to be reset every few years because they were out of step with nature, and many were too elaborate, with local lords inserting months named for themselves as a form of self-aggrandizement, or expunging names of hated rivals from the calendar upon rising to power. But communication with the dwarves of Rhul had gradually broadened by this time, and so the scholars scrutinized the Rhulic calendar for potential improvements. They found that the dwarves’ calendar was concordant with what human astronomers had discovered but been unable to prove just a few years earlier: that the sun did not revolve around Caen, but that the planet instead revolved around its sun.

The confirmation of this observation revolutionized the human calendar, and the council quickly began adopting wholesale changes designed to produce a simpler, more accurate system of organizing days. When the summit concluded, the new calendar—named the Morrowan calendar, in honor of the god Morrow—was presented publicly. It consisted of 364 days broken into thirteen months, each of which consisted of four weeks of 7 days each, and each of Caen’s four seasons was spread across a thirteen-week period. Although this calendar was not entirely accurate, it was far more exact than any preceding dating system, requiring only an intercalated day every three years—known as “the Longest Night”—at the winter solstice in order to keep it aligned with the revolution of Caen around the sun.

Today, the Morrowan calendar is the most commonly used calendar in western Immoren. Although the names of numerous months are remnants from previous calendars, many are derived from those of Morrowan ascendants. The descriptions below identify each month in the Morrowan calendar and explain the meaning behind each month’s name.

MENITE MONTH NAMES

Because Morrowan scholars and priests had a major role in shaping the current calendar, the Menite calendar uses different names for some months, particularly those derived from the names of ascendants. The Menite version also uses the Caspian root language rather than Cygnaran.

THE RHULIC CALENDAR

Because it served as the basis of the Morrowan version, the Rhulic calendar has the same number of days, weeks, and months, but its months are named after the thirteen Great Fathers, as shown below.





Month	Name
One	Dovern
Two	Uldern
Three	Dolern
Four	Ormul
Five	Odul
Six	Gordu
Seven	Lodar
Eight	Durgar
Nine	Odomar
Ten	Godesh
Eleven	Sigmon
Twelve	Rordon
Thirteen	Jhoron



GLACEUS

Also known as *Dovern (Rhulic)*

1

1 <i>Nysson's Wake / Ghorfall</i>	2	3 	4	5	6	7 
8	9	10 	11	12	13	14 
15	16	17 	18	19	20	21 
22 <i>Feast of Dovur</i>	23	24 	25	26	27	28 

This month, which has long been considered one of the harshest periods of the year, takes its name from an old Caspian term for “mountain of ice.” A similar word in the ancient Khurzic language used in the remote and frozen north signifies a large boulder of ice.

CASTEUS

Also known as *Uldern (Rhulic)*

2

1	2 <i>Founding Day (Merin)</i>	3 	4 <i>Dolethfest</i>	5	6	7 
8	9	10 	11	12	13	14 
15	16	17 	18	19	20	21  <i>Feast of Uldar</i>
22	23	24 	25	26	27	28  <i>Day of Accord / Sulonsphar</i>

The name of this month is derived from the ancient legend of Casteon, a Midar warlord established the province of Midlund. In recent decades, however, a darker legend has surfaced about this man. According to this tale, the warlord sacrificed his loved ones to Menoth in order to obtain the strength to unite the Midar, the forebears of the Midlunder kings, and the snow storms that strike during this month are said to embody the cold swells of Casteon’s eternal grief.

TRINEUS

Also known as *Dolern* (Rhulic)

3








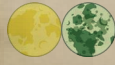
1	2 <i>Claywives' Day</i>	3  <i>Day of Markus</i>	4 	5 	6 	7 
8 	9 	10 	11 	12 	13 	14 
15 	16 	17 	18	19	20 <i>Remembrance / Feast of Dohl</i>	21 
22	23	24 	25 <i>Founding Day (Corvis)</i>	26	27	28 

This month takes its name from the third month of the old Caspian calendar. It is a time of special importance in western Immoren—a time when late winter turns to spring, days start growing longer, and all manner of flora and fauna bursts forth in all directions.

TEMPEN

Also known as *Tempes* (Menite) and *Ormul* (Rhulic)

4

1 <i>Sacred Day of Scion Bolis / Feast of Orm</i>	2	3 	4	5	6	7  <i>Vernal Equinox / Scyras's Wake</i>
8 <i>Tempenfest</i>	9	10 	11	12	13 <i>Tempressfest</i>	14  <i>Tempressfest</i>
15	16	17 	18	19	20 <i>Founding Day (Caspia)</i>	21 
22	23	24 	25	26	27	28  <i>Warpnight</i>










The name of this month derives from the Caspian word *tempes*, which means “to blossom.” An ancient festival is held each year during this month, both to usher in spring and to thank the divine for sparing the lives of the faithful during the harsh winter months. This long celebration, called Tempenfest, has endured for millennia.



CINTEN

Also known as *Cinoten (Menite)* and *Odul (Rhulic)*

5



















1  <i>Wurmglare</i>	2 	3 	4 	5 	6	7  <i>Shroudfall</i>
8	9	10 	11	12	13 <i>Blight's Eve</i>	14 
15	16	17 	18	19	20	21 
22	23	24 	25	26	27 <i>Feast of Udo</i>	28 

Cinten is named after the legendary Cinot, first priest-king of Icthier, who was said not only to be the first man to learn writing and farming, but also to have learned these gifts from Menoth himself. Cinot is credited with inscribing the first laws of civilization onto stone and ushering in an age of peace and reason. In Caspian, *cinotes* translates as “guardian” or “to guard,” and chronicles tell of actual men in the central and southern regions, known as *cenutis*, who were armed crusaders and arbiters of provincial law during the Warlord Era.

ROWEN

Also known as *Prautes (Menite)* and *Gordu (Rhulic)*

6

1	2	3 	4	5	6	7 
8	9	10 	11 	12 	13 <i>Tidesebb</i> 	14  <i>Tidesebb</i>
15 	16 	17 	18 	19 	20 <i>Firelight Jubilee</i> 	21  <i>Firelight Jubilee</i>
22  <i>Summerfaire / Firelight Jubilee</i>	23 	24 	25	26	27	28  <i>Feast of Ghrd</i>

This month is named in honor of Ascendant Rowan, patron of the poor and downtrodden. Adulation of this ascendant increased during the Rebellion, when many of those who were displaced and suffered the tragedies of war looked to her for protection and guidance.

Menites call the sixth month *Prautes* in honor of Visgoth Dovorin Prautian, one of the first Menites to describe the City of Man in Urcaen after he was raised from the dead. Prautian’s account provided the ancient Menites one of the first glimpses of the afterworld.

SOLESH

Also known as *Septesh (Menite)* and *Lodar (Rhulic)*

7

1 <i>Summerfaire</i>	2	3 	4	5	6	7 
8 <i>Summerfaire / Feast of Lodhul</i>	9	10 	11	12	13	14  <i>Summer Solstice</i>
15 <i>Summerfaire</i>	16	17 	18	19	20	21 
22 <i>Summerfaire</i>	23	24 	25	26	27	28 









Although the Morrowan name for this month is similar to an ancient Caspian term for the sun, the Church of Morrow claims the month was named in honor of Ascendant Solovin, whose assistance is sought by priests who tend the wounded in times of strife. The church itself pays respect to the ascendant during this month, the priests spending their days providing aid and comfort for the sick and injured within their communities.

On the Menite calendar, this month's name is simply a derivation of the old Caspian term for "seven" or "seventh." Among some Menite priests, however, the number seven has sacred significance, as Menoth is reputedly served in Urcaen by seven of his favored hierarchs.

OCTESH

Also known as *Durgar (Rhulic)*

8

1 <i>Summerfaire</i>	2	3 	4	5	6	7 
8	9	10 	11	12	13	14 
15	16	17 	18	19	20	21 
22	23	24 	25	26	27 <i>Feast of Dhurg</i>	28 

The ancient Caspian term *octesh* simply means "eight" or "eighth" and was used to mark the eighth month in many older calendars. This harsh summer month has often been associated with famine and merciless heat, especially in western Immoren's southernmost regions.



KATESH

Also known as Sulesh (Menite) and Odomar (Rhulic)

9

1	2	3 	4 	5 	6 	7
8 	9 	10 	11 	12 	13 	14
15	16	17 	18 	19 	20 	21
22 	23 	24 	25 	26 	27 	28 <i>Calderfull Feast of Odom</i>

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

The Menite name for this month is derived from Hierarch Sulon, the great leader who is honored for his vision and piety and his role in founding the Protectorate of Menoth. The less educated sometimes confuse the name of this month with Solesh, the name of the seventh month of the Morrowan calendar.

GOLOVEN

Also known as Golovus (Menite) and Godesh (Rhulic)

10

1 <i>Dragon's Chase*</i>	2 	3 	4	5	6	7
8	9	10 	11	12	13	14 <i>Tenfest Black Sail Day</i>
15 <i>Feast of Godor</i>	16	17 	18	19	20	21
22	23	24 	25	26	27	28









*The exact day of Dragon's Chase depends on when the waters of Five Fingers become calm enough to hold the race, but it is always held during the month of Goloven.

This month is named after Priest-King Golivant, a legendary king of ancient times who subdued the Molgur barbarian tribes in the south and thus helped usher in an age of prosperity now known as the Thousand Cities Era. Golivant is counted as a divinely inspired hero by Morrowans and Menites alike.

DOLOVEN

Also known as *Martus (Menite)* and *Sigmon (Rhulic)*

11











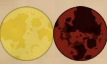
1	2	3 	4	5	6	7 
8	9	10 	11	12	13	14  <i>Dark Ascension</i>
15	16	17 	18	19	20	21 
22	23	24 	25	26	27	28  <i>Feast of Sigmur</i>

When the rough fall winds of western Immoren blow, sailors and fisherfolk alike become particularly pious and superstitious. Many of them consider this autumn month an auspicious time to beseech the guidance of Ascendant Doleth, in whose honor the month is named. Among Menites, this month honors the legendary Luvis Martovus, who saved a town from a pack of disease-ravaged wolves during the Thousand Cities Era. The famous fable of this renowned paladin of the Order of the Wall is quite popular among Menite communities, some of whom believe that sacrificing a wolf to Menoth during this month will bring good fortune.

KHADOVEN

Also known as *Khadovus (Menite)* and *Rordon (Rhulic)*

12

1	2	3 	4	5	6	7 
8	9	10 	11	12	13	14 
15	16	17 	18	19	20	21  <i>Ascension Mass / Morrowday</i>
22 <i>Feast of Hrord</i>	23	24 	25 	26 	27 	28  <i>Larisfull</i>

This month is named after King Khardovic, who is credited with bringing civilization and the faith of Menoth to the northern reaches of western Immoren. Khardovic, from whom the Khards took their name, delivered thousands of people from the rapacious barbarians of the far-flung northern mountains. Like Golivant, Khardovic is esteemed by both Morrowans and Menites for his honor and courage.



ASHTOVEN

Also known as *Ashtovus (Menite)* and *Jhoron (Rhulic)*

13

1 	2 	3 	4 	5 	6 	7
8 	9 	10 <i>Founding Day (Merywyn)</i>	11	12	13	14
15	16	17 	18	19	20	21
22 <i>Feast of Jhord</i>	23	24 	25	26	27	28 <i>Winter Solstice / Giving Day / Longest Night*</i>

*By tradition, this holiday is observed once every three years.

This month is named after an old Caspian term best translated as “ashfall.” It signifies the divide between autumn and winter. The thirteenth month of the Morrowan year is considered a particularly bleak time, and one old legend says that the first snowfall of each year represents ashes falling from Urcaen as the gods wage war over the fate of man.

HOLIDAYS OF THE IRON KINGDOMS

ASCENSION MASS/MORROWSDAY (KHADOVEN 21)

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

BLIGHT’S EVE (CINTEN 13)

No one honestly knows the beginnings of this Toruk-based holiday in Cryx. Some believe it marks the anniversary of the sinister pact between the Dragonfather and the pirate kings of the Scharde Islands, which eventually led to the latter’s transformation into the first lich lords. On Blight’s Eve, Cryxians celebrate by making special efforts to pillage, loot, and take captives, after which they return to their dreaded

island to frolic in the streets like proper hooligans all day until nightfall. Once the sun sets, the lich lords themselves take to the streets of Dreggsmouth, Skell, and Blackwater in search of recruits—usually those who couldn’t hold their vices in check long enough to get behind closed doors by sundown.

DARK ASCENSION (DOLOVEN 14)

This dark day marks the ascension of Thamar to godhood. Only the Dark Twin’s followers consider this day a holiday; most Morrowans consider it a day of ill fortune and bad luck. The superstitious refuse to leave their homes, choosing instead to participate in traditional indoor activities in order to keep themselves and their families occupied and safe. It is widely believed that more murders are committed on Dark Ascension than on any other day of the year.

DAY OF ACCORD/SULONSPHAR (CASTEUS 28)

On both the Morrowan and Menite calendars, the last day of Casteus marks the end of the Cygnaran Civil War. In Cygnar, the Day of Accord is an occasion to praise those who serve in the military, frequently accompanied by toasts and military parades. For the Menite faithful, however, this day—known as Sulonsphar—is a solemn day dedicated to remembering Hierarch Sulon’s death during the war and the success of his vision for establishing a holy kingdom. Tensions run particularly high among the faithful of both religions at this time of year.

DAY OF MARKUS (TRINEUS 3)

The Day of Markus, which commemorates the heroic deeds of the ascendant after whom it is named, has become a popular holiday throughout the central and southern Iron Kingdoms. Local traditions vary, but citizens typically take this occasion to pay thanks to their local soldiers, town guards, and militias. In many places, for example, it is customary for townsfolk to buy food and drink for soldiers and guardsmen, who are in turn obliged to accept these gifts. As a result, many of those on duty end up inebriated on this day, and disciplinary action is typically overlooked. This has spawned another tradition whereby many regular citizens disguise themselves in imitation uniforms for the purpose of scoring some free hooch.

In Llael, duels are even more commonplace on the Day of Markus than they are during the rest of the year. This holiday is considered especially important throughout Ord and is treated with particular solemnity in Midfast, where much of the citizenry takes the time to visit the ascendant's tomb.

DOLETHFEST (CASTEUS 4)

Dolethfest honors all those lost at sea. Even though it's not a proper holiday—not even sailors take the day off—people in coastal communities across western Immoren gather in the evening to set lanterns adrift in the outgoing tide. Each lantern represents someone who died at sea but is still remembered by the living. Words of remembrance are spoken at certain docks and at gatherings of those who have lost friends or family to western Immoren's rivers, lakes, and the sea.

Dolethfest has taken on a new meaning in the years since the Claiming. Many lanterns are floated into Windwatcher Passage to memorialize those who passed through the gate to Cyrris. Those left behind remember these faraway voyagers and pray for their safety.

THE DRAGON'S CHASE (VARIES; GOLOVEN 1-28)

The Dragon's Chase is a popular steamship race held each year in Five Fingers. The exact day of the race depends on the tide calendar kept by the city's port authority. The event, which is scheduled as soon as the waters are expected to be calm enough to allow the steamships to race in relative safety, takes place during the afternoon in a circle along the King's Finger Channel and the Heir's Finger Channel. A large crowd always gathers along the docksides of the neighboring islands, particularly Dicer and Chaser. The race starts and ends aft on Chaser, and the Five Fingers River Shipping Consortium offers a sizable purse to the winner.

FEAST DAYS OF THE GREAT FATHERS (VARIOUS)

Among the Rhulfolk, each of the Great Fathers who founded the dwarven clans is given his own feast day. Observances on these days often involve the preferred meals and symbols of the individual Great Fathers. Dates are provided below for both the Rhulic calendar and the Morrowan calendar.

Dhurg, Patron of Battle and Master of Axes (Durgar/Octesh 27). The feast in Dhurg's honor is held near the middle of summer and is a time for lesser duels and competitive sparring.

Dohl, Patron of Mining (Dolern/Trineus 20). A small feast in Dohl's name is held near the end of winter. It is a minor celebration among all but miners, who use it as an excuse to get filthy drunk.

Dovur, Patron of Weaponsmithing (Dovern/Glaceus 22). During the winter feast to Dovur, all the hearths of Ghord are piled high and kept blazing day and night in order to drive away the worst of winter's chill.

Ghrd, Patron of Wealth (Gordu/Rowen 28). A popular feast in Ghrd's honor is held near the end of every spring. It is accompanied by the giving of gifts to family and friends.

Godor, Patron of Orators and Master of the Codex (Godesh/Goloven 15). A modest feast in Godor's honor, noted for elaborate and long-winded toasts, is held every autumn.

Hrord, Patron of Battle and Master of Blades (Rordon/Khadoven 22). Toasts in Hrord's honor are common during this late fall feast, which is primarily a boisterous beer-tasting festival. Duels and contests are common on this day, as is typical of the feasts for each weapon master among the Great Fathers.

Jhord, Patron of Stealth and Master Lurker (Jhoron/Ashtoven 22). A small ceremony in recognition of Jhord is held at the beginning of every winter, and the dwarves who celebrate it take turns revealing embarrassing family secrets.

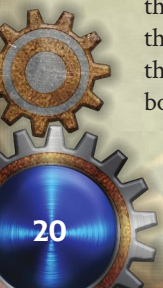
Lodhul, Patron of Cooking and Feasts (Lodar/Solesh 8). As one might expect, the feast in honor of Lodhul is the largest of the year.

Odom, Patron of Magic and Keeper of Secrets (Odomar/Katesh 28). One day in late summer is set aside each year in veneration of Odom. It is a time of solitude—a day for reflecting on secrets and promises kept.

Orm, Patron of Masonry and Master Builder (Ormul/Tempen 1). This cheerful feast celebrates the official end of winter and a welcome return to the fairer days of spring. Many building projects are also started on this day in honor of Orm.

Sigmur, Patron of Lorekeepers and Master Historian (Sigmon/Doloven 28). Sigmur's feast, held in the middle of fall each year, is dedicated to remembering one's ancestors. It is a time for retelling tales of clan triumphs and tragedies.

Udo, Patron of Battle and Master of Hammers (Odul/Cinten 27). The subdued, somber feast held in Udo's honor is



marked by rumbling drums, stories of the honored dead, and duels that sometimes turn serious and even deadly.

Uldar, Patron Armorer and Master Smith (Uldern/Casteus 21). During the annual feast held in Uldar's honor, celebrants pray for their own safety and that of their family and clan.

FIRELIGHT JUBILEE (ROWEN 20-22)

Firelight Jubilee is a three-day festival held every Rowen. It was first sponsored by an Ordic branch of the Order of the Golden Crucible, and its profitability has caused it to spread to every community with a significant number of alchemists. People across western Immoren set off a variety of fireworks during each evening of this holiday, and the alchemists who sell these specially made items do not do so cheaply.

Firelight Jubilee celebrations often include races (boat, horseback, foot, or otherwise), gambling stalls on the streets, and plenty of drinking and carousing. Musicians are everywhere, although their quality varies in direct relation to their talent and the amount of alcohol they've recently consumed.

FOUNDING DAY (VARIES)

Each city and town across the Iron Kingdoms has its own unique way of celebrating the day on which it was founded. These festivities often include carnivals, parades, and competitions such as bareknuckle boxing and lashed-pair wrestling. The celebrations are particularly extravagant in Caspia, Merin, Merywyn, and Corvis. The Founding Day table displays the dates of these festivals in these cities.

FOUNDING DAY

City	Date
Caspia	Tempen 20
Corvis	Trineus 25
Merin	Casteus 2
Merywyn	Ashtoven 10

GHORFALL AND CLAYWIVES' DAY (GLACEUS 1 AND TRINEUS 2)

A major gathering is held on the first day of each year—Dovern 1 on the Rhulic calendar—to celebrate the liberation of the Great Fathers from the tyrant Ghor. This huge communal festival is sponsored by the Church of the Fathers and held in the center of Rhulic communities throughout the Iron Kingdoms.

Dolern 2 (or the second day of Trineus) is another major Rhulic holiday—one that honors the Claywives of the Great Fathers and marks the beginning of spring. Traditionally, husbands give gifts to their wives and mothers, and the clan's females light special, long-burning candles to give thanks to the Claywives.

GIVING DAY/WINTERFEST (ASHTOVEN 28)

The last day of the year has been celebrated in different

ways throughout western Immoren since the time of the Thousand Cities, but long feasts, some of which last for several days or even a week, are by far the most common. In many places, friends and family gather for the Winterfest holiday, a time for sharing and camaraderie. The hanging of ivy is a popular tradition, perhaps to lift sagging winter spirits and remind people that spring is not far away, and greetings invoking good health and good fortune are commonly heard for several days before and after this holiday.

Giving Day apparently came about around 269 AR, when King Woldred the Diligent began an annual habit of going among the common folk of Caspia on Ashtoven 28 with gifts for children and coins for adults. This tradition spread to other cities during Woldred's lifetime, and long after the generous king had passed away, white-bearded imitators would don a long robe and a fake crown and spread the holiday spirit by presenting small gifts, tokens, coins, or food. (Ham, roasted apples, oatcakes, bread, nuts, eggs, spices, and mulled ale are traditional favorites.) These days, people from all walks of life celebrate Giving Day, and Morrowan churches customarily open their coffers to help fund the gift giving. In general, this holiday is a time for gathering together with others and appreciating family and friends, and King Woldred's charity over three centuries ago has underscored the spirit of Winterfest a hundredfold, especially in Cygnar, Llael, and Ord.

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

HEROES OF THE MOTHERLAND (MULTIPLE OBSERVANCES)

The entire Khadoran calendar is dotted with days dedicated to the heroes of the Motherland. Almost weekly, military parades are held to honor the sacrifices of these loyal Khadorans. On these working holidays, Khador's citizens are encouraged to reflect on the sacrifices these heroes have made and to think about how they too might better serve the Motherland.

LONGEST NIGHT (EVERY THREE YEARS ON ASHTOVEN 28)

The Longest Night is a triennial event that falls on the winter solstice. It is a numberless day created by the innovators of the Morrowan calendar to compensate for a difference of a

third of a day between a calendar year and an astronomical year. This nocturnal festival is observed across most of western Immoren and is marked by heavy drinking, music, and dancing. Celebrants often dress as the dead, and festivities often include fireworks. In many places, the Longest Night is a three-night celebration.

NYSSOR'S WAKE (GLACEUS 1)

The first dawn following the winter solstice, Nyssor's Wake is a holiday observed by both Iosans and pious Nyss. Because Nyssor was best known as the Grand Crafter of the Divine Court of Lyoss, the Winter Father's day is especially important to those who work the forge. Items fabricated on this day are believed to be less likely to dull, break down, or go missing.

REMEMBRANCE (TRINEUS 20)

The twentieth day of Trineus commemorates the anniversary of the Battle of Henge Hold, marking the point where the tide of infernal invaders was broken by the combined might of the Iron Kingdoms. Even though infernal forces continued to be driven back for some time afterward, and even though some infernals remain on Caen to this day, victory at Henge Hold provided the people of western Immoren with the first glimmer of light after a prolonged darkness.

Simply known as Remembrance, this day memorializes all those who perished during the Claiming, as well as those who gave their lives to repel the infernals. Temples of every major religion hold open services for any who wish to attend. The first part of Remembrance is solemn, but the evening gives way to a celebration of life, and all those who escaped the infernals' clutches spend the night living life to the fullest, with song, dance, drink, and feasting.

SCYRAH'S WAKE (TEMPEN 7)

Traditional Iosan observance marks the vernal equinox as Scyrah's Wake, when the goddess of spring stirred the world to new life. Although this day was once a festive holiday marked by the consumption of wine and feasts of seasonally early crops, it has become a more somber affair of late. Many Iosans who still dwell among the Iron Kingdoms spend this day in quiet reflection at small shrines to Scyrah or plant a tree cutting in her honor.

SHROUDFALL (CINTEN 7)

Shroudfall occurs each year about a month after the vernal equinox. It is marked by a lunar eclipse of Calder, when Laris and Artis are both dark. This nocturnal festival is observed mainly in the central and southern regions of western Immoren and includes a midnight parade and heavy drinking.

This holiday is especially popular among Dhunia's worshippers, who believe the Earth Mother gave birth on Shroudfall. Dhunians smear their bodies with ash, chant hymns, beat drums, and dance around fires on this night. Morrowans also tend to gather around fires on this night to drink and tell stories.

STORM MOOT (VARIES)

Every thirty-sixth fullness of Calder, all trollkin kriels in the Wyrmswall region participate in the Storm Moot—a shifting

holiday of drink, thunderous song, and the rampages trollkin call dancing. During the Storm Moot, trollkin champions from the mountain kriels compete in tossing stone cabers. The farthest throw earns the winner a vast quantity of potent hooch and the honor of wearing a belt proclaiming the bearer a master thrower. The victor keeps this title until someone else claims it in another Storm Moot contest.

SUMMERFAIRE

Summerfaire was originally an Ordic festival marking the middle of summer and the shortening of the days. In Ord, Summerfaire is traditionally a weeklong celebration that takes place during the second or third week of Solesh, depending on the community. The day's importance can be traced back thousands of years to the kingdom of Thuria, and many stone circles and other ancient monuments in southern Ord and northern Cygnar are aligned to the sunrise on the summer solstice, commonly known as Midsummer.

No matter where it is held, Summerfaire is full of games, races, markets, weddings, and communal activities of all kinds. The holiday's popularity has grown since the second century AR as it has spread throughout western Immoren. It is held as early as Rowen in southern Cygnar and as late as Octesh in Khador, and it lasts anywhere from a few days to as long as a month, depending on the community.

TENFEST/BLACK SAIL DAY (GOLOVEN 14)

Tenfest marks both the end of summer and the signing of the Corvis Treaties, which gave birth to the Iron Kingdoms. Named for the Council of Ten, who ratified the treaties following the expulsion of the Orgoth, it celebrates the freedom gained by the Immorese following the Rebellion. In larger cities, Tenfest is marked by military parades showcasing uniformed soldiers and warjack battlegroups; in smaller ones, it features town guard and labor steamjacks, with the 'jacks frequently decorated and marched through the streets behind celebrants dressed as fleeing Orgoth warriors. Some performers dress in costumes resembling heavily armored colossals and stomp about while dangling a horde of little marionettes—meant to represent fleeing Orgoth—before them. The festivities culminate with “shrine fighting,” a sort of game in which groups armed with sticks assemble and attempt to destroy each other's portable Orgoth shrines while onlookers choose favorites and place wagers. Some towns have tried to put a stop to shrine fighting because of the many injuries it causes, but the custom has proven much too popular to end. Veterans and factory employees are especially diligent in observing this holiday, with the latter using it mainly as an excuse to take a day's vacation from their jobs.

Black Sail Day is an entertaining if frivolous holiday that takes the place of Tenfest in Five Fingers. People in Five Fingers don't care much about the Corvis Treaties, but they celebrate the day the Orgoth were driven from Immoren. For a few days before Black Sail Day, children are encouraged to make small wooden boats and paint them black; carpenters, smiths, and craftsmen participate as well by making elaborate, perfectly scaled boats designed to represent Orgoth longships.



The adults' boats are soaked in oil and sent into the channels at twilight while a crowd lines up along the waterways to watch the launch, drink, sing, and unleash a hail of gunfire, rocks, lighted arrows, torches, and other abuse on the boats. Even though numerous people are accidentally shot, burned, or otherwise injured as a result of this festival, it remains one of the most popular holidays in the Port of Deceit.

TEMPENFEST (TEMPEN 8-13)

The six-day celebration known as the Festival of Tempes—more commonly called Tempenfest—begins on the first day of the second week of the month of Tempen. A celebration of winter's end, it is observed in hundreds of communities and cities across the Iron Kingdoms. Tempenfest is a time for revelry, crafts, song, dance, and feasting. Colorful cavalcades, dance and theatre performances, wedding feasts, and banquet parties are commonplace throughout the week.

TEMPRESSFEST (TEMPEN 13)

On the eve of the last day of Tempenfest, Calder is completely absent from the sky, pale Artis still hides in the north, and only celestial Laris, red and full and menacing, casts the world in dim shadow. This is the Night of Laris, now more commonly known as Tempressfest—a popular variation on the name of the festival it follows. Participants frequently don masks and wear blood-red outfits, with women often wearing veils of dark lace or satin.

On Tempressfest, revelers prowl in the shadows, tell bleak tales, drink dark spirits, have illicit meetings, to make or keep a tryst, and generally comport themselves like beasts. Coincidentally, this night is second only to the Dark Ascension for its rate of ill deeds. (Five Fingers especially has a problem with the annual tradition of setting things ablaze on this night.) Thamarites partake eagerly in the holiday, but most well-meaning Morrowans turn in as early as they can.

TIDESEBB (ROWEN 13-14)

Caen's tides are most strongly affected by Calder, the largest of its three moons. The other two moons—Artis and Laris—also affect the tides, but to a far lesser extent. Once a year, all three orbs align, causing extreme tides that vacillate from extremely high to exceptionally low twice a day. For two days, the waters across western Immoren are so unruly and the levels change so radically that safe boating is all but impossible. This period is called "Tidesebb," and it gives every sailor an excuse to spend two days ashore gambling, drinking, carousing, and fighting. The result is similar to what happens whenever sailors go on a typical shore leave, except that it lasts for two days and seems to involve every single one of them all at once in every port across the Iron Kingdoms, most notoriously Five Fingers. Anyone who wants to avoid mobs of bored, drunken sailors looking for a fight is advised to avoid all taverns on these two days.

The waters remain unsettled for a few days before and after Tidesebb, and boat accidents are common for roughly a week. Because all three moons are new during Tidesebb, these are the darkest nights of the year, a fact that disreputable people of all types—particularly thieves and cultists—eagerly take advantage of.

WARPNIGHT/WURMSGLARE (TEMPEN 28, CINTEN 1)

For two nights every three years on the last day of Tempen and the first day of Cinten, Calder is full and aligned with the Eye of the Wurm, creating a baleful orb. Laris is but a waxing sliver on these nights, and pale Artis fades into the east after the midnight hour. These dark hours are commonly known as Warpnight and Wurmsglare. According to western Immorese folklore, evil forces suffused with dark power walk the face of Caen on these nights. The nature of such forces varies from story to story, ranging from undead to infernals to even the Orgoth returned.



THE CITY OF CORVIS

"Ah, Corvis. 'City of Ghosts,' they call it. Merchants who plied the Black River and the Dragon's Tongue founded the city over twelve hundred years ago in the middle of the Orgoth Occupation, right at the edge of a natural harbor where the rivers meet. They thought trade from the rivers could drive the growth of a city, and they were right. They had a rough time of it at first, but soon the city was growing faster than a swamp rat pup. Didn't take the Orgoth long to notice and put their imperial boot down, demanding their tribute.

"Today, over two hundred thousand souls call Corvis their home, more arrivin' every day. Corvis is an island of civilization in the roughest part of northern Cygnar. The next closest major town is Point Bourne, about eighty leagues down the Dragon's Tongue to the west. If you follow the river all the way to the end, past Tarna, you'll arrive at Five Fingers. Don't go there unless you're looking for a rough time, need to do some gambling, or like the company of scoundrels. There's also Bainsmarket on the other side of the Dragonspine Peaks. It's actually closer to us than Point Bourne, but only if you're a bird.

"In Corvis, trade is all about the rivers. With the swamp the way it is, they'll never get a train in this city. Most folk in Corvis are human, but there are some Rhulfolk living here, and you might spot the occasional elf from Ios or the Shard Spires if you look close enough. If you need a smith's services, you'll find some fine shops in the Armorers Bourg. If you need to find some muscle, there's thugs for hire at the waterfront. Plenty o' trouble there for you too if you aren't careful; the river folk are a tough lot. At night, you'll want to keep to the Merchants Bourg, where the watch is always close at hand. Corvis has seen folk tougher than you floating in the harbor come sunup. Bein' built in a swamp and such, space is precious, and the folks of Corvis tend to build up rather than across. Down at street level, where everything is lost in the mists, that's where you'll find the stones of Old Corvis. Built on top o' them are the elegant spires of New Corvis—home to the merchant elite. In between are shops and homes of regular folk, and it's all connected by a maze of ramps, bridges, canals, and tunnels that would drive a Rhulic engineer mad!

"The wonders of Corvis, like so much else in the Iron Kingdoms, wouldn't have been possible without the advent of steamjacks. The first of the metal giants were brought to the city over three hundred years ago, when they helped lay foundations of stone shipped from quarries as far away as Fharin and even Rhul. Fightin' against the swamp has been an ongoing battle, and the 'jacks help keep us on top. They cut stone for new buildings, help with roads, and are a mainstay at the docks. If want to see steamjacks in action, visit the docks; there are always some there haulin' cargo about. You should hire a guide, friend; you'll find yourself lost without one. Corvis is a maze, and that's just what you'll find aboveground. The swamp has long since swallowed the original city. It's now a maze of catacombs and home to naught but hooligans and worse, I hear. If you have a brain in that knobby head of yours, stay out of the Undercity.

"So, are you wonderin' why they call Corvis the 'City of Ghosts'? There are as many stories about that as there are tavern keepers and old gossipmongers. They say the dead don't rest well in Corvis, maybe on account of how the shifting soil makes it hard to sanctify graves. A lot of people died in bad ways in the early days of Old Corvis, and those ghosts linger on. Many folks believe anyone who drowns in the canals or the harbor is doomed to walk the city for eternity. The dead are also said to walk about openly in the Undercity—one more reason to stay out, if you ask me. Any way you look at it, there's nary a soul in Corvis who hasn't seen a shade at one time or another, or so they claim. If you stay here long enough, I wager you'll see one, too.

"In fact, the Longest Night is fast approaching, lad! Here in Corvis, it's our largest festival, a grand all-night party the likes of which you've never seen. The streets will be full of revelers and spirits, too. And I'm not just talkin' about the kind you drink.

"Well, there it is, lad: a bit of Corvis lore for you. I hope it serves you well. Keep your wits about you, and stay away from the waterfront at night if you want to avoid seeing your own guts!"



1. Industrial Bourg
2. North Graveyard
3. Cathedral of Morrow
4. Waterfront
5. City Hall
6. Corvis Park
7. Courthouse
8. Armorers's Bourg
9. Arena
10. Merchant's Bourg
11. Corvis University
12. The Quad
13. First Army Garrison/Orgoth Governor's Mansion



POINTS OF INTEREST

“The City of Ghosts has got plenty to do an’ see while you’re about. If you’re lookin’ to buy somethin’, the Quad has you covered. If you want to hire some ogrun muscle, check by the waterfront. If you’re hopin’ to learn somethin’ in town, well, you can knock on the doors of the university or the cathedral. All manner of books to be found in those places.”

THE UNDERCITY

The swamp has swallowed many of Corvis’ original buildings. The Undercity, as the locals call it, is a treacherous subterranean maze. Many of its passageways are formed by ancient buildings and streets entombed in the damp earth; others are natural passages or the results of recent excavations by the inhabitants. As sections begin to sink, citizens often take exhaustive measures to shore up walls and prevent water from seeping inside any buildings, allowing them to persist underground. Some sections seem to hold together of their own accord, preserved by what the locals consider to be unnatural forces.

The Undercity is inhabited mostly by vagrants and criminals, but legends speak of far more sinister denizens. Explorers who stray from well-traveled areas have a chance of running into devil rats, undead, gorax, gatormen, and other monsters but can still meet various human and nonhuman thugs, as well as the area’s many disenfranchised, in the “civilized” areas of the Undercity.

Those with intimate knowledge of Corvis have a chance to locate an entrance to the Undercity, even in relatively unfamiliar areas. A character can find such an entrance by succeeding on a DC 25 Intelligence (Investigation) check, applying any modifiers you deem appropriate. Given the dark reputation of this area, asking too many questions about it can draw unwanted attention from criminals.

THE QUAD

The center of Corvis is a large cobblestone clearing over a hundred yards long on each side. The Quad is usually packed with merchants, and it is a popular spot for both tourists and natives. Many of the river merchants set up shop here for a few days before moving on, so there is always something new to see.

The Quad slows down at night, but it never truly stands still. About half of the merchants stay open, and the wares for sale often change once the sun sets. Any character who needs a specific kind of item can probably locate it in the Quad with a successful skill check and some good roleplaying. Illegal items are often available for sale, but adventurers will need to work extra hard to find them. The most illicit items might require a visit to the Undercity. The Corvis City Watch takes its peacekeeping duties very seriously, especially in the Quad and the rest of the Merchants Bourg, and anyone caught buying contraband is likely to end up in the pokey for a couple of days.

THE WATERFRONT

The docks and warehouses the merchants use are located in what is undeniably the worst part of the surface city. Despite the best efforts of the Corvis City Watch, the waterfront is nothing but trouble. It is also where the party will need to go to find hired muscle, river transportation, and odd jobs. Naturally, the best bars and gossip can be found there, too. The waterfront is also where the characters can see the city’s mighty steamjacks at work. These tireless mechanical giants help drive the local economy by loading and unloading boats under the direction of the harbormaster’s office.

The shabbier and tougher the characters look, the better they will fit in at the waterfront. Fine clothes and expensive equipment are sure to stand out and increase the chances of attracting undesired attention. Nonhumans will also stand out.

CORVIS UNIVERSITY

Perhaps the best-known university in the Iron Kingdoms, Corvis University is a strange mix of glamour and decrepitude. The city's center for learning is located in a massive but aged estate and is home to many erudite individuals. Corvis University features an observatory and offers courses ranging from extraordinary zoology to astrometry to alchemical theory. The university has gained some fame for one of its most prolific professors: Professor Viktor Pendrake, who is both the high chancellor of the Department of Extraordinary Zoology and a renowned expert on Immoren's most dangerous creatures. When he is not busy studying, Professor Pendrake aids the Cygnaran Reconnaissance Service, which values his expertise on both

wilderness trollkin and skorne. He is considered the foremost expert on both of these dangerous species.

The university's estate was bequeathed to it over four centuries ago by an eccentric noblewoman who died a spinster, and it has seen little in the way of renovation since. The building consists of four wings that form a wall around a central quadrangle. The entrance hall, which once featured two swooping staircases, has been converted into a public lecture hall large enough to seat well over a hundred students, and it can accommodate scores more on a standing-room-only balcony. Similarly, some of the rooms on the ground floor have been converted into classrooms, and the entire southern wing has been given over to the library. The university's collection of proscribed texts is securely locked away in the south cellar, and the only key is worn at all times



by the school's librarian, who is also a chaplain of Morrow. Academics conduct their studies on the second, third, and fourth floors along the east and west wings, known as Eastside and Westside, respectively. Most of the fifth floor and the attic has been abandoned due to leaks in the roof, although some scholars in desperate need of space for experiments have reclaimed portions of this area.

The university also owns property outside its walls, including a bunker and some land southeast of Corvis, which is where the Departments of Military Studies and Natural Sciences have their engineering and alchemical laboratories. The site is guarded well, and visitors are strongly discouraged. Unbeknownst to most, secret tunnels run from the main hall of the university to this bunker.

BLACK RIVER TRANSFER COMPANY

The Black River Transfer Company is the foremost banking house and money changer in Corvis. Its vaults—both one open to the public and several smaller private ones—are shielded from intrusion via advanced clockwork mechanisms developed by Caylen Belker, a resident Cyrissist engineer. Thick steel cladding extends deep into the Undercity below the bank to prevent break-ins, and mechanical sensors trigger a full lockdown in the event of tampering.

The Black River Transfer Company prides itself on the security of its contents and the fairness of its exchange rates. A significant portion of its staff are Rhulfolk, many of whom are accompanied by sturdy ogrun guards who have sworn oaths of loyalty to them. The Rhulfolk have a knack for tabulating exchange rates at blinding speed, and their bokors see to it that no trouble occurs during bank hours.

LAW AND ORDER

“We might have a reputation here in Corvis, but we follow the king's laws, just like any upright citizens. The watch might be keen to look the other way from time to time, and there's all that illegal stuff happening in the Undercity, of course. And yes, more'n a few river pirates call the City of Ghosts their home port. Not to mention the gangs. Oh, and the cults.

“Hm. Maybe we deserve to have a reputation after all?”

Corvis prides itself on being a bastion of law and order—a city where anyone can take a walk in the middle of the night with no fear. Unfortunately, the politicians who propagate this view are delusional, probably as a result of their bodyguards and gated homes. Corvis is a rough town, and it has cut more than a few tough folks down to size.

Even though Corvis is still beholden to the laws of Cygnar and its king, its distance from the capital means it is left largely to its own daily governance. The city is directly supervised by an appointed mayor and a city council composed of a number of leading citizens.



CRIME AND PUNISHMENT

<i>Crime</i>	<i>Punishment</i>
Improper speech	A night in the stocks
Public drunkenness	A night in the stocks
Assault	Flogging
Theft	Flogging
Burglary	Heavy flogging or forced labor
Counterfeiting	Heavy flogging, imprisonment, or forced labor
Arson	Hobbling and exile, imprisonment, or death by hanging
Treason	Imprisonment, or death by hanging or firing squad
Piracy	Death by drowning, hanging, or gibbeting
Murder	Imprisonment, or death by drowning, hanging, or firing squad
Infernalism	Imprisonment, or death by drowning, hanging, or firing squad



'JACKING

'Jacking is a grave and brutal punishment reserved for the basest criminals. The condemned prisoner is manacled to the body of a steamjack, limbs along limbs, after which the 'jack is instructed to parade to and fro. The result is almost always the death of the prisoner, and the extent of the suffering depends on how the prisoner is bound to the 'jack. The guilty individual is typically manacled so that his limbs bend in the same direction as the steamjack's, but a criminal is sometimes manacled facing the construct so that the limbs do not bend the same way; in these cases, the steamjack's first movements immediately shatter the prisoner's joints and tear the body limb from limb. As if the strain on the body were not enough, the 'jack soon becomes scalding hot. A few criminals have miraculously survived this punishment, but those who did were little more than paralyzed, useless husks of cooked flesh and bone.

This punishment was phased out during the reign of King Leto, but it persists as a sentence handed down by backward-thinking local magistrates in some regions. In Corvis, 'jacking is exclusive to criminal gangs who want to make an example of someone, like those who inform on the gang to the Corvis City Watch.

THE CITY WATCH

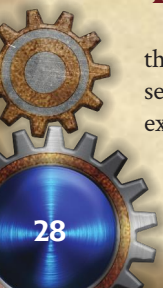
Locked in constant battle with the criminal element is the Corvis City Watch, an elite group whose members serve as guards, constables, detectives, and even judges and executioners on occasion. Not every corpse found floating in

the harbor come morning is the result of a criminal dispute; sometimes, it is simply the aftermath of the rough justice the watch administers to the city's lawbreakers.

Unlike the watches in many other cities, the Corvis City Watch is very well equipped and very well trained. Each member is typically outfitted with a pistol, a halberd, a sword, and good armor. Only a fool or a powerful criminal will voluntarily cross the watch, but criminals at large sometimes earn the dubious privilege of having wanted posters with their likeness put up around the city. Depending on the crime, the city may offer a reward to any citizen who catches the fugitive. An offender's corpse is often good enough to collect a reward, and a skilled bounty hunter can make a decent living in Corvis.

Because keeping prisoners behind bars for a long time is too expensive, justice is swift and harsh whenever the watch apprehends a criminal. Trials are conducted as quickly as possible, and the penalties are usually physical punishment (including hard labor), fines, or both. For lesser crimes, the courts will hear the case in $1d4 + 1$ days; more serious crimes are heard in $1d3$ days. Prisoners have few rights and are generally considered guilty until proven innocent, and perpetrators of minor crimes do not get a trial at all. The watch captain on duty at the time issues a summary judgment, and punishment (such as a night in the stocks) is carried out without the court's involvement. Treatment of citizens is not equal before the law, and those who come from noted families or boast political influence can often escape certain punishments.

Although the courts' judges are powerful men, the ultimate



power within Corvis is held by the city council. Led by the mayor, this group of twelve magistrates has the power to create new laws on a whim and is restricted only by a vaguely written city charter.

TAXES

Although many citizens welcome the sight of the Corvis City Watch, everyone recoils in horror upon seeing the traditional brass medallion and tricorne hat of a city tax collector. The taxmen of Corvis carry out their orders with precision, keeping careful track of each business in their district and taking exactly fifteen percent of the gross for the city coffers. Evading payment or meddling with the affairs of a tax collector is a serious crime punishable by months on the docks.

Taxmen are considered lower than lepers in Corvis, which built its fortune on free trade. It is an open secret that all of the city's tax collectors are as rotten as three-day-old fish, and most merchants are forced to pay a few extra gold pieces each month to keep from having mysterious "problems" with their tax paperwork. If this corruption is common knowledge in Caspia, it has not yet risen to a level that would provoke a response. As long as the majority of legitimate taxes make it all the way south to the king in the capital, Corvis' tax collectors are allowed to continue doing pretty much what they please.

TRAVEL

"This town is a jumble of bad roads, rivers, and back alleys. Unless you've got one of those fancy Crucible Guard flyin' packs, your best bet to get around town is to ride the shank's mare—to go by foot, is what I mean. In this city, most everyone who doesn't have the coin for a steamship fare or the patience for a carriage to thread the open roads gets where they're goin' by walkin' there."

Corvis' unique configuration makes travel a challenge. A waterway lies at the heart of the city, whose three districts are split by two rivers spanned by massive bridges. The sinking soil has reshaped the city streets innumerable times, leading to strange switchback alleys, sudden dead ends, and unpredictably terraced streets.

Due to the irregularity of the city's layout and terrain, most citizens go by foot. Horse-drawn carriages must take long and complicated paths through the city in order to avoid stairs and roads too narrow to travel. Those who can afford to do so take steam-powered riverboats between bourgs, thereby skipping the traffic on the city streets. Fleets of these small boats constantly clutter the intersection of the Black River and the Dragon's Tongue River, and passage on them is unpredictable even at the best of times. Captains set their own price, and the number that increases sharply whenever one of them catches a whiff of urgency. There's an old saying in Corvis: "Never a boatman when you want one, never enough crowns when you need one."

The unmapped expanse of sunken tunnels that crisscross the Undercity can greatly reduce travel time by letting travelers avoid some of the densest aboveground regions,

but the labyrinth of underground passageways can be just as congested as the streets above. The key is to find a knowledgeable person to lead the way, but the only thing harder than finding such an individual is telling the difference between a scrupulous guide and a bandit who simply hopes to rob travelers in some out-of-the-way catacomb.

Adventurers can play nonplayer characters to help them travel around Corvis. Many of these hirelings are common folk just seeking to make ends meet, but some have knowledge that can mean the difference between safely arriving at one's destination and being found in an alleyway with a blade between one's ribs. The Travel Methods table displays some of the standard travel options and their common rates.

TRAVEL METHODS

Method	Rate
Coach	1 cp per mile
Riverboat	1 gp per day
Undercity guide	2 gp per day

NOTABLE INHABITANTS

"Plenty o' famous people've called Corvis their home. I think it's 'cause people born here are destined for greatness. Maybe it's somethin' in the water. Viktor Pendrake cools his heels at the university when he's not stompin' about lookin' for new types of drakes. And that girl with the sword? The one what had all those skeletons and shamblers with her? She was born jus' down the street from where I live! Yeah, this town has some of the greatest people in history runnin' through her streets. And some of the worst, I reckon."

LORD ROGET D'VYAROS

One of the more famous refugees who came to call Corvis home, Lord Roget d'Vyaros was highly placed in the old Order of the Golden Crucible in Llael but happened to be in Cygnar when Khador invaded Merywyn. Living in Corvis, he was adopted by the upper crust in the city, and some wondered if he would take over the Corvis chapter of the Free Order of the Golden Crucible. Lord d'Vyaros worked with Halleran Alkott, the alchemist at Pitt's Pistols, to help other refugees of the Golden Crucible,



many of whom had come to Corvis. They went so far as to construct a larger office of operations in the city, provoking a good measure of animosity from the local lodge of the Fraternal Order of Wizardry.

D'Vyros showed his true colors in the lead-up to the Claiming. In truth, he was a devout infernalist, and many of the refugees he brought to the city were themselves infernal cultists. Devoting himself to his infernal masters, d'Vyros laid the groundwork for the assault on Corvis, having constructed a massive gate in the Undercity through which the invaders entered the city. He is thought to still be in the Undercity, evading capture and rebuilding his cult.

DUKE KIELON EBONHART IV

Ruler of the Northern Midlunds, Duke Ebonhart was an arrogant man of considerable martial prowess before he was humbled by setbacks in his region, namely the invasion of Corvis by Vinter the Elder. He holds himself personally accountable for that debacle despite having been stationed two hundred miles away at the time.

King Leto recently appointed the duke as the de facto leader of Corvis during wartime. The city council remains in place, but Corvis is currently under Ebonhart's jurisdiction. He works closely with Colonel Eli Bocker, the ranking officer of the Cygnaran army, as well as the commanders of the city watch. Despite his sometimes unpleasant demeanor, Duke Ebonhart is a loyal vassal of King Leto, having fought alongside him as a Stormblade during the Lion's Coup.

COMMANDER JULIAN HELSTROM

Commander Julian Helstrom is known throughout Corvis as a respected leader and hard-nosed lawman. After many stellar years in the Cygnaran Army, Helstrom retired to Corvis and joined the city watch. Just as he did during his time in the army, Helstrom quickly made a name for himself in the watch with his dutiful service and forthright manner. His loyalty and secret links to King Leto proved invaluable in Corvis' resistance to Vinter the Elder's maneuverings. Some wonder whether Helstrom will be recalled to military duty, but so far his services have been required in Corvis to keep order in the city. The watch has been pushed beyond endurance by the flood of refugees and other traffic, and Helstrom is reportedly getting little sleep. Additionally, relations between Commander Helstrom and the recently posted Colonel Bocker, the ranking officer of the new army garrison, have been strained, in part because Helstrom considers Bocker a naïve young bureaucrat with too little field experience for such an important post.

HIGH PRELATE PANDOR DUMAS

Prelate of Corvis and pillar of the community, Pandor Dumas is the leader of the city's clergy and a well-respected spiritual teacher. A humble man who prefers to be called "Father" rather than "Prelate," he is greatly liked and respected

throughout the community and has an excellent reputation in Corvis. He may look older than his years, but he is still as tough as Khadoran steel.

THE MERCHANTS OF CORVIS

"We've got it all, newcomer. If you need a shiny gem to catch someone's eye or just need to get your pistol polished, we've got places for you. Everyone's moved into their own bourgs, based on what it is they're sellin'. Keep a lookout for the signs, and stay clear of the alchemist's alley in the Merchants Bourg. When that row isn't stinkin' bad enough to wake Morrow, somethin's blowin' up."

Several of Corvis' merchants, like those in many cities, have gathered together in certain portions of the city according to their specialties. Some of the more notable merchant quarters—or "bourgs," as the natives call them—are listed below.

Grocers Bourg. This bourg is home to the finest foodstuffs outside Caspia. Salted meats and hardtack for the thrifty can be found here as well.

Armors Bourg. Almost a dozen weaponsmiths and armorsmiths compete for adventurers' gold in these narrow streets. The few shops in Corvis that repair steamjacks can be found here as well.

Jewelers Bourg. These merchants are tucked away in the spires of the southern city. Money changers and moneylenders can also be found here.

Merchants Bourg. Merchants of various sorts have gathered over the years in this catch-all district.

NOTEWORTHY SHOPS AND SHOPKEEPERS

This section doesn't have enough room to describe every merchant in Corvis, but it provides details on a few shops of note.

GARWORTH'S

Tucked away in a misty corner of the Merchants Bourg, Garworth's is known as one of the finer arcana emporiums catering to local wizards, alchemists, and arcane mechaniks. The owner, Burrman Garworth, has a talent for keeping high-quality items in stock—fine glassware, fresh reagents, reams of fine paper, gears of various sizes, accumulators, conduits, cabalic crucibles, and anything else an alchemist or mechanik may need.

Despite being a young man, Master Garworth is a wizard of formidable skill and a member of the local chapter of the Fraternal Order of Wizardry, and his shop is said to be safeguarded by all manner of spells. The demands of the market have recently forced him to stock mechanical supplies in addition to traditional arcana. He has not accepted this transition with much grace, but he is a practical wizard with





an eye for profit—one who knows better than to turn up his nose to a growing market. Although some highly specialized shops in Corvis are better fits for those who need advanced mechanika, Garworth's diverse stock is convenient for a mixed group of adventurers.

BODAK'S BLADES

Far from selling only blades, Bodak's Blades is a full-service armor and weapons emporium. The quality of the merchandise is good, though unremarkable. The shop is known for selling quality gear at a fair price, and it has become one of the most popular in the Armorers Bourg.

The shop's owner is Hamil Bodak, a human of about fifty summers. Word on the street says he used to be a mercenary who saw action across a dozen kingdoms. Bodak does not talk about his past, but his scarred face and missing fingers support the theory. He does not speak about the mysterious scandal that ended his promising career in the watch almost ten years ago, nor does he discuss his ongoing feud with Captain Julian Helstrom.

The staff at Bodak's is capable of mending armor and weapons, and they can also fit sophisticated armor, such as full plate. Hamil Bodak has access to any conceivable

nonmagical gear, as well as several mechanical weapons and suits of armor. Bodak's Blades is also known as a place one can go to hire muscle of a higher caliber than the bodyguards found at the waterfront.

PITT'S PISTOLS

This quaint two-storied shop offers handcrafted pistols and rifles to those who can afford to pay for such quality items. The proprietor, Angmar Pitt, has worked hard to earn his reputation as the premier gunsmith in Corvis, and his work demands top prices. Pitt is on good terms with the Corvis City Watch and is usually hired to supply their firearms.

Pitt is assisted by a skilled young gobber named Gortralokanomok (or "Gort"), and his blasting powder is supplied by Halleran Alkott, a local member of the Free Order of the Golden Crucible.

ENGINES EAST

Engines East caters to owners and operators of steamjacks. The legendary iron constructs are expensive and complex, and special expertise is required to keep them in good working order. Engines East has enough steam engine specialists, metalworkers, and arcane mechaniks on call to



keep any type of steamjack functioning smoothly. Their work is top-notch, and their prices reflect it. The shop's reputation extends throughout Cygnar, and its chassis designs have featured prominently in the Cygnaran military. (Most of these true warjacks are only designed in Corvis; the plans are sent to Caspia in order to be manufactured at the Cygnaran Armory.)

The engineering staff at Engines East sometimes freelance after hours. The shop's owner, a dwarf named Gamack Redhammer, allows this practice but prohibits his employees from working on steamjacks on the side—only on boats, mills, and other such steamworks. The shop's excellent reputation keeps the engineers as busy as they want to be after the workday is done.

On rare occasions, Engines East will put a used steamjack up for auction. Because steamjacks are extremely expensive—the cost of a fancy model is akin to buying a fully outfitted steamship—private parties rarely have the funds required to own them. Consequently, Engines East conducts most of its business with large trade concerns, wealthy business owners, and the local government.

CORVIS ORGANIZATIONS

"If you're lookin' for work, best to get in with one of the guilds. Arcanists in the Order of Wizardry pay pretty good for bodyguards, and the Caravaneers have open enrollment for caravan guards. I did a turn with them back in the summer of oh-eight. We went down to King's Vine and back with a hundred casks of wine. Well, it was a hundred when we picked it up. More like sixty by the time we made it back."

THE IRON KINGDOMS - GM KIT

The political landscape of Corvis is said to be almost as intricate as that of Cygnar's capital, Caspia. The city's guilds are part and parcel of these intrigues. Even though almost every group of tradesmen has a guild, only a few are powerful enough to make an impact citywide.

BLACK RIVER IRREGULARS

The Black River Irregulars are an odd mercenary company headquartered in Corvis. Unlike that of larger companies such as the Steelheads, its roster is quite spare, usually having fewer than a dozen members at any given time. What these mercenaries lack in numbers, however, they make up for with a diversity of skill and outstanding capabilities. They are often employed to take on sensitive work that requires either discretion or a particular skill set to complete.

During the course of the Claiming, one of the company's founding members, the arcanist Eilish Garrity, revealed himself to be a fledgling infernalist. Garrity's fate following the claiming is unknown, but rumors persist about his continued infernalism. Colbie Sterling, the founder and captain of the Irregulars, now seeks any information she can find about her former companion's whereabouts.

MERCHANTS GUILD

Without a doubt, the Merchants Guild is the most powerful guild in Corvis. No cargo enters or leaves the city without passing through guild-affiliated hands. Its guildsmen own most of the docks, its warehouses store most of the cargo, its elders make most of the large contributions to city elections, and so on. The Merchants Guild can stop nearly all trade in Corvis to further its political agenda, and it has done so in the past. Some say the membership fees the guild collects are barely enough to pay off all the crooked city officials it needs to bribe to maintain the status quo. This may be true, but the



Merchants Guild Hall is still the most opulent structure in Corvis, surpassing even Corvis city hall.

The Merchants Guild is not concerned with securing membership from every mom-and-pop store in the city. Its primary interest lies in business-to-business transactions. Such dealings are where the big money changes hands, and the guild has made sure it will always get its cut. All the major import/export houses are guild shops, and their bylaws dictate that they do major business only with other guild members.

A small but fanatic group of merchants has eschewed membership in the Merchants Guild. These vendors can occasionally offer items for less than guild shops will charge, but patronizing them is risky. Patronizing these non-members will result in being charged more in guild shops, if word gets out about someone frequenting the shops of these scabs.

CORVIS CARAVANEERS GUILD

Founded in 595 AR, the year after Vinter the Elder fled into exile, the Corvis Caravaneers Guild, which is responsible for shipping goods by river and wagon across Cygnar and beyond, has become one of the city's most prominent employers. The organization enjoys a healthy relationship with both the Corvis City Watch and the Church of Morrow and is widely hailed as a reliable and trustworthy organization. Thanks to ties to the Merchants Guild, The Caravaneers Guild has become the foremost handler of merchant transport contracts into and out of Corvis. Due to the sometimes dangerous nature of these trips and their valuable cargo, the guild frequently employs courageous adventurers as guards.

The guild's work reaches far beyond the confines of Midlund. Guild caravans frequently travel along the Great Northern Tradeway to Merywyn. Some of them continue farther north to Leryn, and they occasionally journey as far as the dwarven city of Ghord. The King's Highway and lesser trails are frequented by the Caravaneers Guild, whose dusty wagons travel west into parts of lower Ord by way of the Bramblerut Road. Members are allowed to hire guild-approved guards for these long journeys, and they also receive preferential discounts at particular toll stations.

Membership in the Corvis Caravaneers Guild requires a one-time membership fee, yearly dues, and a sworn oath to the guild. In return, members receive a guild symbol—a medallion engraved with a balanced set of scales on one side and a representation of Ascendant Shevann on the other—that allows them to bypass fees levied by the trade boards in Cygnar, Ord, and Llael. They also receive an initial guild contract and a choice of possible routes. Members bid for trade routes through the guild and hire guards with the guild's approval. The guild also requires member candidates to prove that they own a caravan wagon, that they are skilled and knowledgeable travelers, and that they are familiar with pricing and trading standards.

ORDER OF WIZARDRY

Corvis is home to a small branch of the Order of Wizardry, whose headquarters are located in Ceryl. This affiliation of skilled wizards has established a reputation across the southern nations for counting western Immoren's most skilled and powerful arcanists among its members. As a group, the order is actively involved in politics on both the local and national levels, and Cygnar's court wizard is a member of the fraternity.

Although the order has limited political influence in Corvis, it does have some clout with the city council. It has thus far managed to prevent competing wizard orders from establishing permanent headquarters in Corvis, although this is certain to change in time, given the number of individual wizards of other groups that can already be found in the city.

The order's Corvis lodge—a high tower with a good view of the Quad—is located in the eastern part of the city. It boasts approximately a dozen experienced wizards and a similar number of probationary apprentices.

STEAM & IRON WORKERS UNION

The Armorers Bourg in Corvis is home to Chapter 18 of the Steam & Iron Workers Union, an influential and powerful group of engineers, steamos, and mechanics. Almost everyone involved in smithing, steam engine repair and manufacture, or steamjack construction belongs to this group, which helps ensure that its members receive fair wages for their work and that they are properly trained in their chosen fields. The local chapter is willing to provide members with workspace and access to certain tools but requires that they be members in good standing and that their dues be paid in full.

CRIMINAL GANGS

"Like I said, we've got gangs about. Most of 'em are small outfits—a couple of buddies with scarcely the brains or ammunition to do more than rob someone down a backstreet. A handful are more . . . 'organized' is the word. Them's the ones to stay on the proper side of the street for. The Griffons, the Hand, and 'specially the Gertens."

Corvis is home to dozens of gangs of various sizes, all of which are happy to backstab each other at every opportunity. Amid this chaos, three groups have managed to rise to the top of the heap, where they exist in a state of uneasy truce.

THE GRIFFONS

The Griffons rule the northwest section of Corvis. The gang is a loose organization of thugs, thieves, and other criminals who have banded together for protection from the rest of the criminal element. Thanks to constant infighting, the leader of the organization changes frequently. The Griffons



have few safe houses and are unable to collect “membership fees” efficiently due to their weak leadership, and they are considered to be in danger of being consumed or breaking up from within.

THE BLACK HAND

The Black Hand rules the streets in southwest Corvis. Like the Griffons, the Black Hand is an opportunistic group of thugs. Unlike the Griffons, however, the Black Hand has effective leadership in the form of a Midlunder rogue named Garrick. No one in the Hand’s territory dares hold out on them, and because a fraction of every score finds its way into the group’s coffers, their resources are considerable. Garrick’s ultimate plans are unknown, but absorbing the Griffons is thought to be near the top of his list.

THE GERTENS

The eastern part of Corvis is home to the enigmatic Gerten crime family, whose history in the city stretches back for centuries. At one time, the Gertens controlled almost the entire criminal underworld, but their territory has shrunk to about one third of the city over the years, and they guard this area viciously. No member of any other gang will pull a job in the family’s territory for fear of being sent home in a series of small boxes. The Gertens’ current plans are unknown, but stories of dark family secrets circulate throughout Corvis’

criminal community.

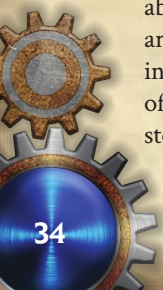
THE POWDER RATS

A younger gang in Corvis that controls pockets of territory in the Merchants Bourg and the Industrial Bourg, the Powder Rats gang was founded by Davad Breen, a rogue alchemist who was kicked out of the Order of the Golden Crucible. The Powder Rats scabble for any opportunity they can find, but they deal primarily in stolen alchemical supplies, blasting powder, and smuggled goods. What they lack in numbers, they make up for with violent dispositions and a total lack of discretion.

“Well, that’s the best this ol’ chatterer can offer you. Enough to get your feet under you, I hope. If you need more help, swing by the Falling Star and have a pint with Dando the Bull. His pub might not look like much, but his prices are fair.

“Whatever you do here, just be sure you keep your powder dry and your blade sharp. Stay out of the Widower’s Wood unless you’re lookin’ for a tussle with a gatorman or worse. An’ keep your eyes open if you head for the Dragonspine Peaks. I hear the farrow are out in force this season.

“Welcome to the City of Ghosts!”



LANGUAGES OF WESTERN IMMOREN

A wide variety of languages have emerged from the lands of western Immoren. As both the official language of Cygnar and the primary trade tongue used by merchants and travelers throughout the Iron Kingdoms, Cygnaran is by far the most widely spoken language in western Immoren. The languages of the other kingdoms—Khadoran, Llaeese, Ordric, Rhulic, and Shyr—are also quite prevalent, especially within their native provinces.

Languages are grouped according to their origins. Four main families exist among human languages, each named after its respective major language: Caspian, Khurzic, Molgur, and Morridane. Of these, only Molgur is still spoken; the rest

are known only to those interested in ancient documents.

In addition to the living languages, scholars dispute the number of known dead languages—languages that are no longer spoken in western Immoren and are learned primarily by scholars or clergy for the study of ancient documents. All scholars agree that Caspian, Dohl-Rhul, Khurzic, and Orgoth are dead languages, but some argue that Quor should also be added to this list. This opinion has led to many heated debates, as it is also well accepted among linguists that the languages spoken by bog trogs and gatormen are dialects of Quor. These linguists argue that if living dialects of a mother language exist, the mother language is still alive.



CASPIAN LANGUAGES

Although Caspian itself is no longer a living language, it is the largest language family and therefore of great interest to scholars and theologians. It spread alongside both the Menite and Morrowan faiths before it changed and fragmented into distinct regional languages with some commonalities, such as a shared alphabet. Several languages descended from Caspian are still in common use, the most significant of which are described below. Numerous intermediary Caspian languages have existed throughout the ages. Most of them are of interest only to linguists, but some are still spoken in certain regions, although rarely as a primary tongue.

CASPIAN

The dead language of Caspian is a descendant of several ancient languages of the first major Menite communities in western Immoren, including the language used in Ancient Icthier. The first written documents, such as the text of the True Law, were inscribed in a tongue that predates Calacian, which was the immediate precursor of Caspian. The Caspian language reached its height during the Thousand Cities Era and quickly became the language of educated discourse. Most ancient Morrowan and Menite texts in the south were written in Caspian, with the most modern and internally consistent version being set down by Ascendant Angellia when she presented the definitive translation of the Enkheiridion.

CYGNARAN

The most direct descendant of Caspian, Cygnaran is the dominant language of the southern Iron Kingdoms, having been widely adopted by the people of the Midlunds and Caspia itself. It is used throughout the region as a trade language and is the national language of both Cygnar and the Protectorate of Menoth, although the latter refers to the language as Sulese. This rich language includes a number of words borrowed from the Orgoth tongue that came into use during the Occupation, as well as many commonly used trade terms for alchemy, engineering, and the arcane.

Perhaps unsurprisingly for a language spoken across such a broad geographical area, Cygnaran has numerous dialects. Sulese is easily understood by any Cygnaran speaker, but it has adopted a number of Idrian terms and phrases and includes distinct religious terms. The river folk and swamp denizens of the northern stretches of the Black River are infamous for their "Swampie" language, a dialect that includes many Morridane terms and is thus difficult for the uninitiated to understand. The Arjun people of Thuria employ a similarly dense dialect that mixes Thurian with Cygnaran.

LLAELESE

Llaelese is a direct evolution of the Ryn language of Rynyr and has changed very little since the centuries before the Orgoth Occupation. Even though most Llaelese speak Cygnaran in addition to Llaelese, they have always considered

the latter an essential element of their culture. As a result of Llael's recently ended occupation by Khador, many of its citizens now speak Khadoran as well.

ORDIC

The modern descendant of Tordoran, Ordic is the most widely spoken language of the Ordic people, many of whom are multilingual. The Ordic lexicon includes many Thurian words, as well as a number of Orgoth terms. Numerous words have been borrowed from a variety of languages, likely as a result of Ord's status as a melting pot filled with seafaring people of all cultures. Ordic is notable as the source of many widely accepted nautical terms, which are familiar to sailors of all nations.

High Tordoris is an Ordic dialect spoken by some of the castellans of Ord. An extension of the original Tordoran language, High Tordoris eschews words borrowed from Thurian. It employs many compound words to express concepts that are simpler in the prescriptive Ordic language, but it is seen by some as a "purer" language suited for artful speaking.

SCHARDE

Many scholars have debated whether the Scharde tongue spoken throughout the Broken Coast and among the denizens of Cryx should be considered its own language or classified as a Cygnaran dialect instead. Because the Nightmare Empire has absorbed people from every mainland kingdom, its language includes words borrowed from Molgur, Morridane, Ordic, Llaelese, and Khadoran. Many traders and sailors of the Broken Coast become passably familiar with Scharde Tongue, if only to make it easier to negotiate with potential captors.

KHURZIC LANGUAGES

Most Khurzic languages have begun to fall by the wayside in favor of modern Khadoran, which is spoken pervasively across the Khadoran Empire.

KHURZIC

The roots of the Khurzic languages stretch back to prehistory in the north, making them difficult to trace. Several of these tongues are believed to have been brought to this area by pilgrims who traveled there in around 5500 BR as part of an exodus designed to spread Menite teachings into the northlands. Led by the warrior Belcor and the sage-priest Geth, these disciples sought to translate the True Law into local tongues and preserve these scriptures in writing.

Khurzic uses a distinct alphabet likely derived from the pre-Caspian alphabet once used in Icthier. Like Caspian, Khurzic is no longer spoken but is studied by scholars of ancient history. Most Khurzic languages have begun to fall by the wayside in favor of modern Khadoran, which is spoken pervasively across the Khadoran Empire.



KHADORAN

The language of the Khadoran Empire is the enduring language of the north and has been learned by many who live in the regions bordering its expanding territories. Over the generations, Khadoran has steadily swallowed up rival languages in the north, incorporating a variety of words and phrases from the other Khurzic tongues. Khadoran includes a number of Orgoth-derived terms, as well as some taken from Molgur. Despite regional accents and colloquialisms, Khadoran speakers can communicate easily with one another even though literacy rates among rural Khadorans lag behind those of similar people in other kingdoms.

KOSSITE

Kossite is now seldom used, perhaps due to its scarcity of written literature. The Kossite people have been largely illiterate for most of their history, even after many tribes converted to Menoth. The language is still used in some remote forest communities and among certain families, but Khadoran has nearly swept it aside.

UMBREAN

Umbrean is distinct from Khadoran but bears strong similarities to it; the two languages share both a structure and an alphabet and contain many similar words. Umbrean has been preserved by the people of eastern Khador and those of western Llael and is still spoken both in homes and among other Umbreans. Distinct Umbrean translations of the True Law differ in small but noteworthy ways from their Khadoran counterparts. This language has persisted despite the prevalence of Khadoran, although most Umbreans speak both languages, and many also speak Llaelese, Ordic, or Cygnaran.

MOLGUR LANGUAGES

Molgur has given rise to a number of distinct languages that share many roots and elements. With a bit of exposure and familiarity, speakers of these languages can often make themselves understood to one another, although conveying complex ideas can be difficult. One of the most distinct dialects is that used by the Tharn, who have their own words and phrases but whose language is otherwise quite similar to ancient Molgur.

MOLGUR

The oldest living tongue, Molgur originally spread across western Immoren as a result of the dominance of that tribal people before the Warlord Era. Although this language was once pervasive among worshippers of the Devourer Wurm, its use is now confined to fringe settlements and dialects adopted by Dhunian races. Due to its association with the Wurm, it is sometimes referred to as the “Berserker’s tongue.”

GOBBERISH

Gobberish is the language of western Immoren’s numerous gobbers. Although some linguists refuse to consider it a distinct language, it is arguably as divergent from the original Molgur as Molgur-Trul and is similarly difficult for outsiders to comprehend.

Gobberish is less cohesive and consistent than the other Molgur tongues, frequently becoming an amalgam that incorporates local human tongues. Unsurprisingly, the most broadly spoken dialect includes many Cygnaran terms. Since most southern gobbers can also speak Cygnaran, they sometimes seem to employ Gobberish just to confuse humans who annoy them. They also use it to speak privately to one another, often speaking particularly quickly to further confuse outsiders.

MOLGUR-OG

Molgur-Og was once widely popular among western Immoren’s ogrun. These people added their own words to it over generations, including a great number of curses and swears. No written form of the language is known to exist. In recent years, use of Molgur-Og has declined among ogrun overall, but especially for those who live in Rhul. Most Rhulic ogrun communicate in Rhulic and typically restrict their use of Molgur-Og to Dhunian services and family matters.

MOLGUR-TRUL

Molgur-Trul is the most widely used Molgur tongue and is spoken by trollkin throughout western Immoren. It has diverged more dramatically from its linguistic roots than other Molgur languages and has become the most versatile offshoot of its mother tongue.

Trollkin possess a rich tradition of runic carving, and their written language is as malleable and expressive as their spoken one. This language has spread to other troll species, including full-blood trolls, pygmy trolls, and dire trolls, although their vocabularies and sentence construction are much more limited.

URNYAK

Still spoken by many Skirov, Urnyak is a unique dialect of Molgur. It overlaps somewhat with Molgur-Og, likely due to the proximity of the Skirov to the mountains the ogrun call home.

MORRIDANE LANGUAGES

The most obscure and least widespread of the human language families, the Morridane languages are in serious decline. Morridane had a distinct alphabet in ancient times, but the only two living tongues in this family abandoned it long ago.

MORRIDANE

The language of the people of Morrdh, Morridane is one of the more confusing ancient tongues. This difficulty has made it the subject of far less scholarly study than Caspian, at least among those who are not occultists. Morridane and Caspian are distantly related, both having diverged from one of the tongues of Icthier after the Time of the Burning Sky. Morridane's original alphabet shares only a few symbols with modern Caspian's.

IDRIAN

Idrian is on the decline but is still spoken among the remaining tribal nomads living on the fringes of the Protectorate of Menoth and elsewhere across the Bloodstone Marches. The majority of Idrians who converted to the Menite faith a century ago switched to speaking Sulese, and their descendants have spoken it ever since.

Idrian is classified as a Morridane language even though it was heavily influenced by other tongues spoken in this eastern region. In ancient times, a number of Idrian tribes were conquered by Morrdh. This had a tremendous impact on their language, which ended up incorporating many Molgur terms. Although written Idrian once had its own alphabet, it has been largely forgotten, and most of those who speak this tongue cannot read or write Idrian in its original letters. Those Idrians who converted to the worship of the Creator but who still speak Idrian use the Caspian alphabet to write it; other tribes have taken up the Molgur alphabet instead.

THURIAN

Thurian is the most widely spoken of the Morridane languages. Although Thurians do not consider themselves descendants of Morrdh, their kingdom had both regular contact and periodic wars with the dark kingdom and eventually adopted a variant of Morridane mixed with tongues local to the coasts and bogs of the Thurian region. Due to the descendants' pride in their ancient roots, the use of Thurian has persisted in Ord and northwestern Cygnar for centuries.

Having evolved considerably away from its Morridane roots, however, Thurian has become one of the most distinct of western Immoren's living tongues. Its unique nature has made it difficult for outsiders to learn, although most Ordsmen know some Thurian as a matter of course. It is considered a "low" language in Ord compared to Ordic or Tordoran, which is a matter of dispute between Thurians and

Tordorans. By contrast, Thurian literature is quite popular among the nobles of northwestern Cygnar, where the tongue has a more romantic connotation, and modern Thurian uses the Caspian alphabet.

FIVE CANT

The so-called "Five Cant" is an artificial dialect of Thurian blending Tordoran, Cygnaran, and Caspian. This intentionally confusing dialect is used extensively by the criminals in Five Fingers, its port of origin. The speed at which it is spoken is matched only by the quickness with which it has spread to criminal circles in other cities.

RHULIC

All dwarves and most northern ogrun speak Rhulic, a language that is not generally well known outside of Rhul. Although some human scholars—particularly those who live in communities with dwarven enclaves—have undertaken its study, dwarves who trade regularly with humans prefer to speak in Cygnaran or Khadoran. Written Rhulic is a complex language consisting of numerous runic combinations of geometric shapes, and its alphabet uses a distinct variant for written correspondence that differs from the angular variant used for inscribing text in stone or metal. Most ogrun who live in Rhul can speak Rhulic fluently, and some can even read and write it as a second language, which is useful whenever they must help Rhulic mercenary companies manage their copious records.

Rhulic contains a variety of minor dialects, with the most distinct used among clans who associate least frequently with outsiders. The miners of Ulgar have a distinct dialect, for example, as do the dwarves of the remote eastern settlement of Farhallow. Miner Rhulic is another dialect, favored in Rhulic communities outside the borders of Rhul. It is a simplified version of the language that employs many loanwords from Cygnaran and Khadoran, especially the more colorful swears and colloquialisms.

SHYR

The Iosans speak a language called Shyr, whose name is similar to that of the Iosan capital. This ancient language is extremely complex and features rigid rules of syntax and grammar entirely dissimilar from those of human and dwarven tongues. Written Shyr is not phonetic and uses thousands of intricate glyphs. Shyr is almost never heard outside of Ios, and because the Iosans guard their language as tightly as they do all their secrets, only a handful of scholars outside Ios are familiar with its written form.

Distinct dialectical differences exist not only among those who live in Shyrr, Iryss, and Lynshynal, but also among those who live in some of Ios' outlying fortifications. Additionally, numerous elven houses have developed terms specific to their use, although these do not generally present a barrier to communication. Members of the Retribution of Scyrh have created an extensive system of gestures that are used in place of spoken language for certain tasks.

AERIC

Aeric, the language of the Nyss, is related to Shyr but diverged considerably after the Nyss left Ios and settled in northern Khador. Its written form, which bears no similarities to Shyr's, is closely connected with the Nyss religion and is learned almost exclusively by priests and sorcerers.

OTHER LANGUAGES

In addition to the common languages of the human nations, Ios, and Rhul, a great many other tongues are spoken throughout western Immoren. Some of these quite obscure dialects are listed below. Unless indicated otherwise, they all require one rank in Speak Language to learn to speak and write.

DREGGI

The horrid speech of the dregg consists mainly of strange sucking and clicking noises made with the tongue in the back of the throat, occasionally punctuated by odd chortles and sibilant hisses. Although a human might be able to learn this speech, the horrors that would have to be endured during this study would drive even the sanest student over the brink. No one outside the dregg knows whether a written form of Dreggi exists.

FARROW (GRUN)

An odd derivative of Caspian, the farrow language is part pidgin Caspian, part porcine squeals and grunts. Surprisingly, the bestial farrow have a simple written version of their language that uses the Caspian alphabet.

INFERNAL (NOKIRI)

Nokiri has been studied extensively by infernalists and exhaustively documented by members of the Infernal Archive cabal of the Order of Wizardry. Some believe this language is unique to the members of the Nonokrion Order, but the written glyphs the order employs are not exclusive to it, indicating that Nokiri may merely be a dialect of a wider infernal language. Nokiri is not exceptionally difficult to learn, but its obscurity makes having a decent collection of infernal lore on hand a requirement to even begin studying it.

QUOR

Bog trogs and gatormen speak dialects of the odd language known as Quor. These dialects—Quor-Og and Quor-Gar, respectively—are similar enough that the two races can communicate with little trouble. Interestingly, although both dialects are obviously derived from Quor, the mother tongue appears to be a dead language, and no written form of it exists.

SAELAAN

What little is known about the obscure language of the grymkin is based primarily on the odd utterances made by captured members of the race; aside from the knowledge of its existence, Saelaan is completely unknown to outsiders. A written form of this language, composed of nearly incomprehensible glyph-like symbols, apparently exists, scholars can do little more than guess at whatever information it might convey. Saelaan is believed to be derived from the Pre-Calacian language shared by the Defiers, albeit corrupted into its current form during millennia of madness spent in Urcaen.

SATYXI

The language of the Satyxis has a fluid, flowing sound. Despite sharing some interesting commonalities with Caspian, Satyxi uses its own alphabet, which is also known as Satyxi.

THARN

An almost unrecognizable blending of Khurzic and Molgur, the guttural language known as Tharn is full of hard consonants and a few sparsely used vowels. The Tharn themselves do not appear to have a written form of their language; instead, their strong oral traditions help them maintain their tribal lore and family histories.

THRALLSPEAK

Thrallspeak is the language advanced thralls use to issue orders to lesser beings of their kind. This harsh, grating speech is almost impossible for a human to mimic, much less learn, but all thralls seem to understand it innately when they are created. No written form of this language is known to exist.

TKRA

Tkra is the language of dragons. It is most notably spoken by Lord Toruk and his top servitors and priests in Cryx. The Dragonfather's progeny also speak Tkra, which is all but unknown to outsiders.

ZUNUS

This odd language was brought back from the continent of Zu by the renowned Captain Wexbourne. The written form of Zunus makes use of a large number of highly ornate pictographs and requires a considerable amount time and effort to learn.



COINS OF THE IRON KINGDOMS

Each kingdom in western Immoren mints its own coinage as a right of sovereignty. Because the Corvis Treaties established standard weights for coins of each primary precious metal, Khadoran and Ordric coins generally have similar weights as Cygnaran ones, although they sometimes have a different size, shape, or purity. Most coins have different images stamped on each side, with one bearing the face of the monarch who reigned when the coin was minted. All coins include decorative features intended to discourage counterfeiting, but some currency is trusted more than others.

Gold, silver, and copper are favored for currency. The last of these is still widespread among the lower classes but has fallen out of use for commerce, and many reputable establishments refuse to trade in anything less than silver. Except for Cygnaran gold crowns and silver shields, which are widely accepted across western Immoren, most establishments refuse payment in foreign coins or will charge a higher price for such transactions. Dedicated money changers operate in most sizable towns, usually taking a percentage of the exchange as a service fee.

The Protectorate of Menoth was originally forbidden from minting coins, but shortly after the nation's founding, its scrutators created a unique currency designed to prevent

citizens from amassing wealth or seeking to trade outside the Protectorate's borders. This currency, made from fired clay, was worthless in other nations, so the citizens of the Protectorate used gemstones and raw materials when trading abroad.

CYGNARAN COINAGE

The Cygnaran Currency table shows the coins commonly used throughout Cygnar, as well as their standard values within Cygnar's borders. These coins are widely accepted in other kingdoms as well.

CYGNARAN CURRENCY

Coin	Value
Farthing	1 copper
Half-shield	5 copper
Shield	1 silver
Crown	1 gold
Swan	2 gold
Tower	1 platinum



Swans and towers are quite uncommon among the lower classes but appear with some frequency among those who trade in volume and do not want to carry heavy coin purses. In the wrong circles, however, showing too many swans or towers—or even crowns—is a good way to get targeted by thieves. Most merchants do not enjoy making a lot of change and appreciate customers who can pay in the right coin.

KHADORAN COINAGE

The Khadoran Currency table shows the coins used throughout Khador, as well as their standard values within Khador's borders.

KHADORAN CURRENCY

Coin	Value
Kuppek (“horn”)	1 copper
Denescka (“hoof”)	1 silver
Koltina (“talon”)	1 gold
Platinavy (“fang”)	1 platinum

LLAELESE COINAGE

The Llaelese Currency table shows the coins used throughout Llael, as well as their standard values within Llael's borders.

LLAELESE CURRENCY

Coin	Value
Kettle	1 copper
Keep	1 silver
Goldbust (or “goldhead”)	1 gold
Ascendant	1 platinum

Like the coins minted by the other Iron Kingdoms, newly minted goldbusts, often referred to as “busts” or “heads,” bear the face of the current sovereign. While Llael's throne sat empty, the Council of Nobles minted goldbusts with the national emblem, the Crown and Stars. During the years of the Khadoran occupation, Deyar Glabryn had goldbusts minted with his own likeness, but these coins were melted down and reminted by order of Queen Kaetlyn upon her ascending the throne.

The platinum ascendants were part of an ambitious project whereby coins were minted in honor of the various ascendants of Morrow. Unfortunately, the large number of styles made the project too expensive. It was abandoned in favor of a more generic design, but not before a small quantity of ascendant-specific coins were minted. These items are valuable to many collectors and pious Morrowans alike, and they fetch more than their face value if sold to the right people.

ORDIC COINAGE

The Ordic Currency table shows the coins used throughout Ord, as well as their standard values within Ord's borders.

ORDIC CURRENCY

Coin	Value
Blackpenny	1 copper
Half-galleon	5 copper
Galleon	1 silver
Silverweight	2 silver
Royal	1 gold

Blackpennies are so named because their minting process and mix leave the coins considerably darker than coppers minted elsewhere. Much of Ord's populace is impoverished; thus, blackpennies and half-galleons are the nation's most commonly used currencies. The bother and expense to coin platinum has never even been considered in Ord, so major transactions are counted in royals or Cygnaran crowns and towers. Indeed, the widespread use of Cygnaran coinage among the well-heeled has made the use of Ordic tender other than royals a sign of low station to the affluent.

RHULIC COINAGE

The Rhulic Currency table shows the coins used throughout Rhul, as well as their standard value within that nation's borders.

RHULIC CURRENCY

Coin	Value
Uhl 1	silver
Gul 1	gold
Dugul	1 platinum

The Rhulfolk find the proliferation of coins among the human kingdoms quite irksome. The dwarves mint all their currency from one metal—gold—and they use a standard size for each of their three coins. A special office overseen by the Moot ensures absolute accuracy in the minting process, and Rhul's deceptively simple coins possess an amazingly consistent size and weight as a result. Specially engineered scales utilized in the testing process can measure differences in weight to the hair, and the Rhulfolk's technique for scoring curious markings along the edges of their coins makes counterfeiting difficult. All Rhulic coins bear the names of the Great Fathers on one side and the face of Ghord—Great Father of Wealth—on the other. Below Ghord's face is an old Rhulic phrase that translates roughly as “A curse upon he who would put this coin to ill ends, yet may it be doubled if put to good use.”

For many reasons, Rhulic coins have become popular among traders. Their precise weights ensure that no seller is overpaid by so much as a single gram, and some merchants even believe the coins bring good luck to those who deal fairly.

OTHER CURRENCIES

Along with the many currencies of ancient kingdoms, like the black talents of the Kingdom of Morrdh and the Tordoran dobla, a few more recent currencies have become either drastically devalued or exceedingly rare. For example, the clay staves, marks, and talents used by the Protectorate of Menoth, already worthless beyond the kingdom's borders, have lost what little value they once held inside the Protectorate itself. Without a strong government to enforce their value, these clay chits and beads are effectively worthless. Trade in the deserts east of Cygnar is now almost entirely based on barter or conducted with precious gems.

In some communities, raw Menoth's Fury is traded instead of currency, with a pint of the liquid valued at around three Cygnaran crowns.

Ios' elaborate coins—the silver ly, gold nyos, and platinum glyos—have never been commonplace in the Iron Kingdoms, and their novelty sometimes made them more valuable than their composition or weight. But as rare as they were, they have become even rarer with the elven nation's mysterious present condition. No trade passes through the Gate of Mists in either direction, and thus no more of this unique currency has made its way into the human and dwarven kingdoms.



ADVENTURE HOOKS

The vast lands of the Iron Kingdoms are filled with countless opportunities for adventure, treasure, and peril. The following adventure hooks are only a few of the many avenues for adventuring in the Iron Kingdoms. They can serve as inspiration for GMs looking for starting points for their adventures, strange rumors an adventuring company might hear during one of their exploits, or side stories in a more extensive campaign.

USING THESE ADVENTURE HOOKS

If you're looking to get started with a new adventure, you can discuss some of these adventure hooks with your players and see which ones catch their interest, or you can just roll a d20 and use the result to pick a new adventure.

1. THE EYES OF A CHILD

A child born in a rural village has begun to show the gift of true seeing and claims to see “funny little men” that others cannot. These strange creatures have encircled the village and draw closer every day. The visions could be nothing more than the wild imagination of a young child, but the Strangelight Workshop believes the child in question can see invisible grymkin, and the organization has sent out a call for anyone willing to test the theory.

2. RACE FOR THE *BONNY BRIDE*

The Ordic merchant ship *Bonny Bride* recently ran aground on the coastline during its return trip from Zu. Every member of the crew had been slaughtered. The Mateau family chartered the vessel to deliver a shipment of Zuese trade goods, which the Mateaus would like to claim, but the derelict ship ended up within reach of a Scharde pirate cove not far from a Mercarian League port. All three groups are now scrambling to lay claim to the goods and would be willing to hire sturdy sailors to help them. But whatever killed the crew of the *Bonny Bride* might still be lurking in the ship's hold . . .

3. THE BRETHREN RESURGENT

The Brethren, a group of Sul-Menite sympathizers in Caspia, used to smuggle restricted goods such as steamjack parts and blasting powder out of Cygnar and into the Protectorate of Menoth. Although the Protectorate has no more need of the group's services, the Brethren have reportedly resumed their smuggling operations, this time on behalf of a mysterious contact who lives deep in the Bloodstone Desert and has a score to settle with the kingdom of Cygnar.

4. THE BURNING DEAD

“Black Ghost Mountain” is the nickname of the former town of Billingsdale, south of Fharin in Cygnar. Many years ago, a fire in the town reached the wealth of coal buried deep in the mountains, and it has been burning ever since. Rumors suggest that something large and dangerous recently clawed its way up from the smoldering caverns beneath Black Ghost Mountain. Many nearby towns have been reduced to ashes, with several survivors describing an attack by “the burning dead.”

5. THE GOLDEN RAIL

Treasure hunters around Cygnar have traded tales of “the Golden Rail,” said to be a train carrying a massive gift of bullion from King Julius of Cygnar to Queen Kaetlyn of Llael in an effort to convince the queen to reconsider her refusal of marriage. According to the rumormongers, the train vanished somewhere along the railway between Fharin and Bainsmarket. The existence of such a lost treasure might just be wishful thinking, but folks from the region have started paying for goods with unusual golden crowns that have Julius' face on one side and Kaetlyn's on the other. In recent months, gold-hungry hunters have conducted increasingly frequent expeditions into the Upper Wyrmswall Mountains and the Dragonspine Peaks as they search for the missing trains.

6. GRINDING OF THE GEARS

The Battle of Henge Hold led many members of the Convergence of Cyriss to question their faith in the organization. Those who did not travel through the gate at Henge Hold before its destruction were left on Caen, and not all of them were content to resume the Convergence's efforts toward the Great Work. A charismatic clockwork priestess named Sister Belgant has amassed a gathering of such members, both those still in their fleshly bodies and those who have achieved clockwork transcendence. She has told her loyal followers that there is another route to Cyriss, but to find it, her faithful cult must first lay claim to one of the great temples hidden in the waters of the Dragon Tongue's River near Five Fingers. These efforts could lead to an all-out battle between the new cult and the Cyrissists already in Five Fingers, with both sides eager for any allies they can find.

7. BLANK TWICE FOR NO

People have been disappearing from the Rhulic freehold of Sterngard. Most remain missing, but a few have returned to the freehold in a state of catatonia. Although the afflicted—or “blanks,” as they are known to the locals—are not unconscious, they do not respond when questioned about their disappearance and have lost the ability to take care of themselves. Rumors are spreading throughout Sterngard that a hive of cephalyx mind slavers might be nearby, and there is a standing reward for anyone willing to locate the lair and eliminate the problem.

8. UNBONDABLE

A battered warjack of unusual and recent design has been spotted wandering the countryside near Henge Hold. Several people have attempted to acquire the construct, but all of them have failed. Warcasters who attempt to bond with this solitary 'jack experience strange visions from the Battle of Henge Hold before being violently repulsed by an arcane surge from the warjack's cortex. Strangely, this 'jack doesn't seem to need refueling, as it has wandered near the henge for the past five years without any evidence that it has been refueled. Rumors have started to spread that this unbondable warjack was the companion of one of the great warcasters who perished at Henge Hold and that it can only be claimed by someone whose spirit matches its former master's greatness.

9. DEAD IN THE THORNWOOD

The massive necrofatorium in the Thornwood Forest was the site of one of the Iron Kingdoms' biggest battles in the past several centuries. Although a combined force of Cygnaran, Khadoran, and Protectorate soldiers fought off the Cryxians there, not every hidden chamber and necrotech's workshop in the vast underground complex was destroyed.

For the past half-decade, a manic necrotech has been building a small army in one of the massive chambers deep beneath the forest floor. Emerging from the complex only long enough to gather scrap metal, necrotite, and corpses, this creature is simply awaiting word from its masters in the Nightmare Empire before it unleashes its creations on the world. The necrotech was recently spotted on one of its journeys to the surface, making those in the region (rightly) worry that the forces of Cryx might resurge in the region.

10. PAYMENT PAST DUE

Even though the kingdom of Llael and its monarchy have been restored, those responsible for the nation's diminishment and suffering during the Khadoran occupation have not yet faced consequences for their actions. A cabal of gun mages from the Order of the Thorn seeks to rectify this situation. Its members are actively hunting any Khadorans rumored to have been a part of the occupying forces, and they have killed dozens of such targets over the past few years. Their number one goal is the assassination of none other than former Supreme Kommandant Irusk. Although the renowned military leader has not been seen in many years, this lack of intel has not stopped the gun mages' efforts to bring him to justice.

Recently, stories of an Uldenfrost man matching Irusk's description and living the humble life of a commoner have reached the cabal. Perhaps the man is Irusk in hiding, or perhaps he is an innocent Khadoran who simply bears an unfortunate resemblance to Llael's great enemy. Either way, the gun mages are setting out to put the man in a grave unless someone intercedes on his behalf.

11. TAKE AS PRESCRIBED

Common folks in a major city are beginning to manifest strange physical alterations. Some demonstrate rudimentary psychokinetic abilities, such as those of the trancers sometimes used by the Crucible Guard; others undergo

a dramatic physical transformation that turns them into hulking, musclebound abominations. The Order of the Golden Crucible suspects that someone is attempting to replicate some of its proprietary formulas and testing the results on unsuspecting civilians. The organization has offered a reward to anyone who can discover how the people came to be afflicted and put a stop to the illicit alchemy before even more people are hurt.

12. STEP INTO MY PARLOR

A young noble has agreed to a duel against someone who has slighted his honor and is desperately seeking a second to take his place in the duel. What he won't tell the people he approaches is the identity of his opponent: Lord Longfellow, the pistol-wielding spider in human disguise who punishes arrogant and cruel members of the noble class.

13. DOWN THE BLACK SPIRAL

In Khador, a group known as the Ebon Coil operates in the shadows. Drawn from the surviving members of a dozen infernalist cabals, these men and women seek to reclaim the seat of Great Princess Revna Gravnoy. They have started a campaign to infiltrate the halls of power in the Gorzyska volozk. A recent string of strange murders is the first step in an infernal ritual that spans the entire region, starting with deaths on the borders and slowly spiraling in on the Great Princess's former manor in Hellspass. Section 3 has launched an investigation into the murders, which bear an alarming similarity to those perpetrated by Gravnoy herself before the Claiming.

14. THE BLOODY FOUNDING

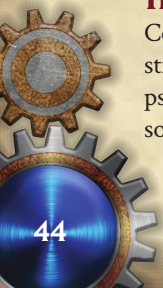
The prelate of the Church of Morrow in Gravehurst was assassinated as he rose to give a sermon to the gathered populace on Founding Day, an anniversary marking the foundation of the small Cygnaran town. The killing of a priest was bad enough, but the onlookers described the killer as being an archon of Morrow himself. The Order of Illumination is now working to uncover whatever dark deeds committed in the local church may have been worthy of calling down the wrath of Morrow.

15. BRAIN DRAIN

A string of grisly murders has shocked a nearby town. The victims—archivists, university professors, alchemists, and arcanists, all found with their libraries plundered—seem to be connected only by their association with knowledge. The killer has left a complex but incomplete mathematical formula, written in the victim's blood, at the site of each killing, adding a new piece of the equation with each murder. Local worshippers of the Maiden of Gears have started to believe that the killings are connected to hidden Cyrissists and a mad killer who seeks to complete his or her own "Great Work."

16. CATCH A DRAGON BY THE TAIL

The so-called Dragon War, when Toruk and his children fought in the skies over Cygnar, left many scars on the surrounding lands. The mountains around Ironhead Station were showered with the blighted blood of dragons, and many



corrupted creatures arose in the years that followed. Of all of them, none has earned as much attention as the so-called Halfdragon, said to be a deep drake transformed by the power of blight. Growing exponentially larger in size, this creature is thought to have gained the ability to fly after its blighting, and its static breath is now reportedly as powerful the fiery breath of a dragon. The authorities of Ironhead Station are looking for people who can hunt down the beast and return with proof of its elimination, but blight-touched Rhulfolk in the region might have other plans.

17. ROADWORK

An independent rail company in Ord is attempting to establish a new train line that connects several important Ordic and Llaelese lines, but the proposed route infringes on the territory of both Cygnar and Khador. Neither nation is prepared to commit to open hostilities, but with the Ordic company steamrolling ahead with its plans, a loose alliance of Khadoran and Cygnaran nobles has put out the call for people willing to engage in some underhanded actions in order to halt the new rail line's progress.

18. LAID TO REST

During the Claiming, many heroic figures laid down their lives to protect the innocent against the infernal masters and their many horrors. When the infernals were defeated, most who died during those dark days were able to rest and pass on, their spirits freed from imprisonment within the bodies of infernal creatures.

Not everyone was so lucky, however. The family of a particularly noteworthy soldier has learned that their family member died in the coils of a soul stalker that still lurks in the ruins of a destroyed city. In order for the dead soldier to find peace, the infernal horror must be hunted down and destroyed. But if this being still lingers on Caen, someone must be feeding it souls and keeping it bound into the world—someone who is likely to take issue with meddling adventurers.

19. HOMECOMING

When the Northern Crusade was disbanded, many pious Menites were unable to leave Llael before the Claiming struck. Living as refugees in Llael, Khador, and other lands, these scattered peoples now want to return home—either to what remains of the Protectorate in the south or across the sea to New Icthier. They have put out the call for anyone willing to guide them on their journey and protect them in the wilderness. They'll need such protection, too: some of the Northern Crusade's most valuable relics are among the otherwise meager possessions they carry.

20. ONE-WINGED ARCHON

Archons usually appear without warning and vanish just as suddenly, but stories of an archon unable to leave Caen have begun to spread throughout the Iron Kingdoms. Those who claim to have seen it say that the creature has one tattered wing, and rumors abound that infernalists are seeking the injured being in order to sacrifice it to their infernal masters unless someone can stop them.



RANDOM ENCOUNTERS

As characters travel the wilderness regions, forgotten Orgoth tombs, and cramped back alleys of the Iron Kingdoms, they are likely to meet unforeseen threats. The tables in this section provide options for random encounters in various types of terrain. Whenever you determine that a random encounter will occur, you can roll on the appropriate table to determine the nature of the encounter.

Using random encounters can be a bit of an art. Used too often, they can become a drag on the pace of the campaign, but used well, they can serve a number of purposes. For example, you can use a random encounter to inject sudden drama into your game, to spice up a long journey between cities, or to provide a narrative consequence if the characters draw attention to themselves. You can even use such an encounter as the starting point for an adventure if the characters explore the cause of the encounter.

GIVING THE CHARACTERS A CHANCE

Not every random encounter is appropriate for characters of all levels, but you aren't obligated to have the creatures in these encounters slaughter everyone they meet. Even encounters with traditionally hostile creatures might be resolved through other means. A creature might simply be protecting its meal or concerned with something (or someone) other than the characters. Unless the characters go out of their way to antagonize a creature or a group of NPCs, they might still have an opportunity to evade a dangerous encounter or negotiate their way out of one.

Let the characters' reactions determine how a random encounter will be resolved. After all, slaughtering an entire adventuring company because of a random roll on an encounter table will bring an abrupt (and often unsatisfactory) conclusion to your story!

Fates Other than Death. Being defeated and left for dead doesn't always have to be the end of an encounter. Characters incapacitated by a monster might be dragged back to its lair to be consumed later, or perhaps rescued by NPCs in the wilderness. An adventuring company downed by a group of sea dogs is more likely to be taken into custody or pressed into service aboard a pirate ship than to be cut adrift and left to die in the middle of the ocean. If combat becomes unavoidable and the challenge is far too great for the party, consider alternative consequences for their defeat.

CUSTOMIZING RANDOM ENCOUNTERS

Each of the Iron Kingdoms has its own unique identity and factions. These random encounter tables are meant to be a general resource that can apply to the forests, hills, and mountains of any region in western Immoren, but you can adjust them to fit a particular location.

If a random encounter can be adjusted to better fit with the character of a particular Iron Kingdom, feel free to make

substitutions. For example, a group of tribal warriors rolled up on the Arctic Encounters table might be treated as trollkin from the Northkin kriegs or hunters from a Nyss shard. Similarly, bandits encountered in the grasslands or hills of Cygnar might be armed with pistols or scatterguns instead of the traditional light crossbow listed in their stat block. You can also substitute humanoid encounters with members of a nation's military, transforming an encounter with bandits into a far-flung Khadoran military patrol, for example. Don't hesitate to make whatever changes you feel are appropriate for your game and the story of your adventures.

ARCTIC ENCOUNTERS

d100 Encounter

01 – 05	1 widow bear
06 – 10	2d4 trollkin (tribal warriors) patrolling their territory. The warriors are friendly if the party includes one or more trollkin. Otherwise, they are indifferent to the characters and caution them to stay out of their tribal lands.
11 – 16	1 winter argus
17 – 21	2d6 Nyss (bandits) (50%) or 1 Nyss captain (bandit captain) and 1d4 Nyss (bandits) (50%)
22 – 27	Humanoid tracks in the snow that abruptly end in a frozen pool of blood
28 – 33	1 mammoth being tracked by 1 winter argus and 1d4 argus pups (wolves). The mammoth has already been wounded and is trying to avoid becoming a meal for the wild argus.
34 – 40	An abandoned shrine to Nyssor, the Winter Father of the Nyss people
41 – 55	A herd of 2d4 elk
56 – 60	2d8 Nyss hunters (tribal warriors) patrolling their territory
61 – 66	1 polar bear
67 – 75	A pack of 1d6 wolves
76 – 80	1 blighted ogrun (berserker)
81 – 86	2d6 blighted ogrun (tribal warriors) feasting on the remains of a barbarian human tribe
87 – 90	A frozen lake with the carcass of a partially consumed Raevhan buffalo trapped in the ice
91 – 93	The frozen carcass of a massive, blighted beast
94 – 95	1 large dragonspawn of the dragon Everblight, aimlessly roaming the frozen wastes
96 – 98	1 winter troll
99	1d4 winter argus fighting to the death with 1 winter troll
100	1 frost drake

COASTAL ENCOUNTERS

d100	Encounter
01 – 05	1 bloat thrall
06 – 10	2d4 bog trogs accompanied by 1 bog trog trawler (75%) or 1 bog trog mist speaker (25%)
11 – 16	1d4 bile thralls and 1d4 mechanithralls
17 – 21	1 brute thrall and 1d4 mechanithralls
22 – 27	A flock of gulls (swarm of ravens) feeding on the bloated, waterlogged bodies of 1d4 drowned sailors. A search uncovers 2d6 + 10 gp of mixed currencies on the sailors' bodies.
28 – 30	An unattended lighthouse on a lonely shore
31 – 40	A group of 2d6 fishermen (commoners) casting nets into the sea
41 – 45	2d6 tribal warriors lead by 1 berserker
46 – 40	2d4 sea dog press gangers looking for a few new recruits
51 – 60	Thunder rolling across the surf as a sea storm brews offshore
61 – 65	2 soulhunter thralls racing through the surf
66 – 70	A shipwreck on the shoreline. It is either a merchant vessel with salvageable trade goods worth 100 gp in its hold (75%) or a military ship carrying 1d10 barrels of blasting powder (25%).
71 – 75	The skeleton of a beached whale. A swarm of crabs (swarm of insects) lives in the creature's empty skull.
76 – 80	A ship or shipwreck with 2d6 sea dogs and 1 sea dog officer
80 – 85	1 dracodile living in a saltwater cove
86 – 90	1 sea drake sunning itself on the rocks
91 – 95	1d6 deathbound revenants hunting a group of 2d6 sailors (commoners)
96 – 99	1 scylla flock that has recently consumed a drowned sailor. The birds shout out colorful insults in a thick accent.
100	A drifting ship with tattered sails. There is a 50% chance that the crew is missing and the ship is abandoned. The ship's hold contains trade goods worth 10d10 gp.

DESERT ENCOUNTERS

d100	Encounter
01 – 04	1 dune prowler
05 – 10	1 farrow warlord and 2d4 farrow
11 – 20	1d4 farrow and either 1 farrow brute (50%) or 1 farrow shaman (50%)
21 – 25	1 Bloodstone striped constrictor (giant constrictor snake)
26 – 29	2 lesser dragonspawn
30 – 35	Desiccated human remains. Clutched in the hands of one of the bodies is a message warning a leader in a nearby community about infernalists in the leader's inner circle
36 – 40	The abandoned ruins of a skorne military outpost
41 – 50	1 farrow giant and 1d4 farrow
51 – 55	2d8 ldrians (bandits) led by 1 bandit captain
56 – 60	2d8 hyenas
61 – 65	A sandstorm blows in, lightly obscuring the region for 1d4 hours.
66 – 70	2d8 vultures feeding on an animal carcass (75%) or the remains of a human caravan (25%)
71 – 75	1d4 crag lions (lions) waiting for their next meal to wander by
76 – 80	An oasis in the desert surrounded by the remnants of a tribal encampment
81 – 85	A rune-covered waystone protruding from a sand dune. A character who succeeds on a DC 14 Intelligence (Arcana) or Intelligence (Religion) check identifies the runes as characteristic of the Circle Orboros.
86 – 90	1d4 cataphract beetles
91 – 95	1 saqu
96 – 98	1 pyre troll
99 – 100	1 sepulchral lurker

FOREST ENCOUNTERS

d100	Encounter
01 – 04	1 feralgeist possessing the body of a brown bear (75%) or a common argus (25%)
05 – 10	1 brown bear protecting 1d4 cubs
11 – 20	2d4 burrow-mawgs devouring a dead elk
21 – 25	1 common argus
26 – 30	The overgrown ruins of a human or gobber settlement. A character who searches the area and succeeds on a DC 10 Wisdom (Survival) check discovers gorax tracks. Following the tracks for 1d4 hours leads to an encounter with 1 gorax in its den.
31 – 40	2d4 scouts (humans). These hunters begin with a neutral disposition to the characters. They have 2d10 rations' worth of freshly harvested meat they are willing to sell.
41 – 45	A set of standing stones carved with runes. A character who succeeds on a DC 14 Intelligence (Arcana) or Intelligence (Religion) check identifies the runes as characteristic of the Circle Orboros.
46 – 50	1d4 dusk wolves and 2d4 cubs (wolves)
51 – 55	2d4 boars
59 – 60	1 widow bear
61 – 70	1d4 elk
71 – 75	1 farrow warlord and 2d4 farrow
76 – 80	1d4 farrow and either 1 farrow brute (50%) or 1 farrow shaman (50%)
81 – 85	The site of an old battleground, overgrown with plant life. The combatants were human soldiers from opposing nations (50%) or trollkin caught in battle with a mob of human barbarians (50%).
86 – 90	A small shrine to either Dhunia (75%) or the Devourer Wurm (25%). The shrine contains a few meager offerings.
91 – 93	1 vektiss and its hatchlings (swarm of insects)
94 – 97	1 spine ripper
98 – 99	1 Thornwood mauler
100	1 woldwatcher guarding a site sacred to the blackclads of the Circle Orboros. If the characters don't trespass on the site, the woldwatcher remains inert and doesn't announce its presence. Otherwise, it rises to defend the site from intrusion.

GRASSLAND ENCOUNTERS

d100	Encounter
01 – 04	1 Raevhan buffalo
05 – 10	1 farrow warlord and 2d4 farrow
11 – 15	1d4 farrow and either 1 farrow brute (50%) or 1 farrow shaman (50%)
16 – 20	1 swarm of buzzard beetles consuming the flesh of a recently deceased horse
21 – 25	A thunderstorm 1d6 miles away that drenches the surround lands for in a 1-mile radius before dissipating
26 – 35	1d6 tribal warriors on horseback
36 – 40	The remains of a small, abandoned village. The word "Harvesters" is carved into the trunk of a nearby tree.
41 – 50	A caravan of 2d6 traders (commoners) traveling to a nearby village and willing to trade
51 – 55	A nest of 2d4 burrow-mawgs
56 – 60	2d4 bandits led by 1 bandit captain
61 – 65	1 common troll attacking a herd of 2d4 elk
66 – 70	1 common argus
71 – 75	1d4 + 3 swarms of insects
76 – 85	The site of an old battlefield crisscrossed with a network of trenches and rusting war machines
86 – 90	A family of 2d6 commoners working the fields. The farmers are willing to trade their harvest for news of the world and can offer 2d10 rations' worth of produce.
91 – 92	1d4 hollow men wandering the remnants of an ancient battlefield
93 – 94	2d4 dread rots harassing a human family on its farm
95 – 99	1d6 mercenary elites led by 1 mercenary veteran on patrol. There is a 50% chance they are accompanied by 1 mercenary light warjack .
100	1d4 spine rippers



HILL ENCOUNTERS

d100 Encounter

01 - 20 1 **farrow warlord** and 2d4 **farrow**

21 - 25 1d4 **farrow** and either 1 **farrow brute** (50%) or 1 **farrow shaman** (50%)

26 - 30 1d4 + 3 **boars**

31 - 35 A camp of Rhulic miners hollowing out a hill to extract its mineral wealth. There is a 50% chance that the miners have discovered an underground ruin or creature's lair that they require aid in exploring.

36 - 40 The ruins of a small village are visible in the shadow of the next hill. There are no people present, but trade goods worth 2d10 × 10 gp are scattered among the ruins.

41 - 45 A gang of 2d4 **bandits** and 1 **bandit captain** in wild pursuit of a merchant's wagon through the hills. The wagon is stacked with 200 gp worth of trade goods that are scattered on the ground for miles behind it.

46 - 75 A hill ahead is riddled with burrow-mawg warrens. Any creature who moves through the region at anything above a slow travel pace must succeed on a DC 14 Dexterity saving throw or stumble into one of the warrens, rousing all 2d8 **burrow-mawgs** in the area to fight.

76 - 80 2d6 **dregg** hiding in a nest in the overhang of a hill. If encountered at night, the dregg are preparing to strike out to raid the nearby countryside. Otherwise, the dregg are hiding from the sunlight and attack only if provoked.

81 - 85 An abandoned wooden watchtower standing at the peak of a hill. From its elevated position, the tower offers a clear view of the terrain for miles around.

86 - 90 A sudden rainstorm begins lashing the hills, causing rapid flooding in the lower valleys. Within an hour, the spaces between the hills are filled with rapidly moving rivers that are difficult to navigate. The storm lasts for 2d6 hours before dissipating. After the storm dissipates, it takes another 1d4 + 1 hours for the waters to recede.

91 - 95 An encampment of nomadic Radiz. The campsite contains 2d10 wagons, each of which carries a family of four. The Radiz are sharing stories and playing music around their campfires and invite the characters to join them.

96 - 99 A set of weathered standing stones sitting atop a hill. A character who succeeds on a DC 14 Intelligence (Arcana) or Intelligence (Religion) check identifies the runes as characteristic of the Circle Orboros.

100 A set of 2d6 **shallow graves** dug into a nearby hilltop. Atop each grave sits a small memento worth 1 gp.



MOUNTAIN ENCOUNTERS

d100	Encounter
01 – 05	1 satyr vigorously defending its territory
06 – 10	1 farrow warlord and 2d4 farrow
11 – 15	1d4 farrow and either 1 farrow brute (50%) or 1 farrow shaman (50%)
16 – 20	1 swarm of razorbats
21 – 30	2d6 wolves
31 – 35	A storm blankets the area for 1d4 + 1 hours. At lower altitudes, the storm produces strong winds and heavy rainfall; at higher altitudes, it becomes a powerful blizzard.
36 – 40	A crumbling trestle bridge from an abandoned railroad
41 – 50	1d10 + 5 tribal warriors
51 – 55	A fissure that leads to the lair of 1 night troll
56 – 60	1d4 common trolls
61 – 65	A weathered waystone covered in runes.
66 – 70	1d6 ogrun (tribal warriors) (75%) or 1 ogrun (berserker) (25%)
71 – 75	2d4 + 2 scouts
76 – 80	An old mining outpost. It is either crewed by 1d10 prospectors (commoners) and 1 light laborjack (50%) or the hideout for a gang of 2d4 bandits (50%).
81 – 85	1 dragonspawn or 1d4 lesser dragonspawn hunting for prey
86 – 90	A waterfall cascading down the mountain
91 – 95	1 common argus . At higher altitudes, replace with 1 winter argus
96 – 99	1 saqu teaching its 1d4 young (giant eagles) to hunt
100	1 slag troll devouring a vein of exposed ore

SWAMP ENCOUNTERS

d100	Encounter
01 – 03	1 dracodile
04 – 15	1d4 gatormen (50%) or 1d4 bog trogs (50%)
16 – 17	1 boatman eager to offer passage through the swamp
18 – 20	1 boneswarm
21 – 25	2d4 croak hunters . There is a 50% chance they are accompanied by a croak sorcerer
26 – 35	2d4 gobbler raiders (gang cutthroats)
36 – 40	1d6 wooden shacks built on stilts to raise them above the water
41 – 45	1 croak sorcerer and 1d4 croak hunters
46 – 60	1 swarm of devil rats and 1d4 putrid devil rats
61 – 70	2d4 bog trogs accompanied by either 1 bog trog trawler (75%) or 1 bog trog mist speaker (25%)
71 – 75	1d4 gatormen accompanied by either 1 gatorman bokor (50%) or 1 gatorman husk (50%)
76 – 80	2d6 + 3 swamp shamblers (risen thralls) wandering through the mire
81 – 82	1 pale tatzylwurm protecting a clutch of eggs
83 – 85	The home of a swampie willing to sell passage on a flat-bottomed boat for 1 sp per person
86 – 88	A gatorman shrine to Kossk covered in candles and the bones of various sacrifices
89 – 90	1 black tatzylwurm hunting 1d4 bog trogs
91 – 94	1 boneswarm
95 – 99	1 swamp troll
100	1 fog drake



UNDERGROUND ENCOUNTERS

d100	Encounter
01 - 03	1 iron lich studying the carvings of a ruin in an effort to discover arcane secrets from the past
04 - 10	A nest of 1d6 + 1 crypt spiders
11 - 20	2d4 dregg and 1 dregg pain monger
21 - 25	A group of 1d4 + 2 cephalyx drudges commanded by 1 cephalyx slaver
26 - 30	The remains of an adventuring scholar at the bottom of a sheer wall. The body is wearing a climbing harness attached to a severed rope.
31 - 40	2d6 risen thralls dressed as mine workers. They are carrying rusty pickaxes and shovels.
41 - 50	A chamber that has been claimed by a creature as its lair. Roll again on this table to determine the creature type. If you roll a result that does not include a creature, the creature is not present, but the remains of its most recent meal are scattered across the chamber.
51 - 55	1 iron maiden protecting the resting place of its creator
56 - 60	1d4 swarms of devil rats
61 - 65	1 cephalyx cognifex accompanied by 1 cephalyx monstrosity
66 - 70	A fetid underground lake. There is a 50% chance that the lake is the current lair of a hungry thrullg .
71 - 80	2d4 swarms of razorbats
81 - 85	A ravine 100 feet wide and 1d10 × 10 feet deep
86 - 88	A massive underground chamber the Orgoth used as an arena where captured prisoners fought to the death. The area is littered with the bones of dozens of humanoids and an array of strange, wicked-looking weaponry.
89 - 90	An ancient torture chamber. There is a 50% chance that it is the lair of 1 excruciator .
91 - 95	1 night troll looking for anything to eat
96 - 97	1 entombed protecting an Orgoth ruin
98 - 99	1 deep drake
100	1 deathless sitting in its burial chamber with 1d4 dread serving as bodyguards

UNDERWATER ENCOUNTERS

d100	Encounter
01 - 15	1 boneswarm composed of the barnacle-crusted skeletons of several drowned sailors
16 - 30	1d4 deathbound revenants walking along the ocean floor in search of treasure
31 - 45	1 hull grinder
46 - 60	1d4 killer whales
61 - 75	1d4 reef sharks
76 - 90	1 hunter shark
91 - 95	A sunken ship with a cracked keel. Its hull contains trade goods worth 150 gp.
96 - 100	1 sea drake looking for its next meal



URBAN ENCOUNTERS

d100

Encounter

- 01 – 10 2d4 **gang cutthroats** and 1 **gang underboss** shaking down the locals for protection money
- 11 – 20 2d10 **devil rats**
- 21 – 25 1d6 + 3 **infernal cultists** abducting 1 **noble**
- 26 – 30 A pair of bickering gobbers and a damaged heavy laborjack blocking the street
- 31 – 35 2d4 **skiggs** scampering out of a gunsmith's shop
- 36 – 45 1 **swarm of devil rats** and 1d4 **putrid devil rats**
- 46 – 60 1d4 + 3 **city watch constables** and 1 **city watch captain** on patrol
- 61 – 62 1 **junker hulk** stampeding out of a scrapyard
- 63 – 65 A street performer putting on a show. The performance is a distraction for a group of 2d4 street urchins (**commoners**) attempting to pickpocket passersby.
- 66 – 69 1 **noble** and 1 **mercenary veteran** preparing to duel

- 70 – 75 2d10 **gang thugs** destroying the market stall of a terrified **commoner**
- 76 – 80 An alchemist's workshop on the block suffers a mishap and detonates in a fiery explosion. Each character on the street must succeed on a DC 12 Dexterity saving throw or take 1d6 bludgeoning damage from flying debris.
- 81 – 85 1d10 + 5 **gang thugs** and 2d4 **gang cutthroats** battling in the street to determine who controls this part of town
- 86 – 90 1 **heavy laborjack** going on a wild rampage due to 1d4 + 2 **gremlins** causing havoc in its cortex
- 91 – 95 A bar brawl of 2d10 **commoners** spills onto the street due to the meddling of a **cask imp**.
- 96 – 100 A **noble** missing an eye begs for help, claiming that a **glimmer imp** is coming to claim his remaining eye.



LEGENDARY MAGIC ITEMS OF THE IRON KINGDOMS

Since its advent, mechanika has provided the vast majority of the magic items in the Iron Kingdoms. The predictability, reliability, and power of such devices, along with their ability to be produced in a relatively short period of time, has made them the de facto standard in western Immoren.

This is not to say that true magic items do not exist, however. On the contrary, some of the most potent magic items on Caen come from a time before mechanika. These objects run from the fairly common, such as the rune-inscribed axes wielded by Khador's Greylord arcanists, to the rare and ancient. Many are relics of forgotten or lost cultures: the artifacts of the Black Kingdom of Morrhdh, for example, or the cursed fellblades produced by the Orgoth.

Almost all the magic items in the Iron Kingdoms have a long and storied history. They are passed down through generations, or taken from the hands of the deceased by their killers. Some go missing for a time, only to reemerge years or even decades later.

This section describes a few of the strange and wondrous magic items strewn across the Iron Kingdoms.

MAGIC ITEMS

ARTICLE 1185

First Appearance: No Quarter #47, "Foundry, Forge & Crucible: In Rare Form"

Weapon (hand cannon), artifact

During the last years of the Rebellion, the Orgoth devised their own crude firearms. The most terrible among them were wrought in unnatural fires stoked by the fell magic of the Orgoth warwitches. These weapons were said to claim not only the body, but also the soul of those they felled.

One such weapon was discovered by the Khadoran Army as it consolidated its control of Llael in 605 AR. The Greylords immediately assumed control of the site, an Orgoth vault that had been sealed since the Rebellion, and called for experts who arrived from Khardov soon after. They found several Orgoth artifacts inside the vault, including a unique handheld cannon that would come to be known as *Article 1185*, the catalog number they assigned to the weapon.

You gain a +2 bonus to attack and damage rolls made with this magic weapon. When you hit a creature with the Spellcasting class feature or the Innate Spellcasting special trait with this weapon, eldritch green flames erupt from the point of impact and deal an extra 2d6 necrotic damage to the target.

This weapon requires specially forged iron shot. Casting shot for the weapon requires 1 gp of raw material and ritual components.

Hex Hunter. While you hold this weapon, you are aware



ARTICLE 1185

of the presence of creatures within 60 feet of you that can cast spells.

Instrument of Pain. The fell magic of this weapon makes it dangerous to wield. When you roll a 1 on an attack roll made with this weapon, you take 2d6 necrotic damage; in addition, your hit point maximum is reduced by the amount of damage you take. This reduction lasts until it is reversed by the *lesser restoration* spell or similar magic.

BANNER OF THE PRECURSORS

First Appearance: WARMACHINE: Legends

Wondrous item, uncommon (requires attunement by a Morrowan)

The banners of the Precursor Knights are blessed and infused with the collective prayers of the gathered Precursors. The elevated and gleaming Radiance of Morrow that adorns each banner pains the walking dead and saps away their strength.

If you use an action to recite a prayer to Morrow while holding the banner, undead creatures within 30 feet of you must succeed on a DC 15 Wisdom saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once this item has been used, it can't be used again until the next dawn.

CHEATER'S DECK

First Appearance: The Witchfire Trilogy, Book 3: The Legion of Lost Souls

Wondrous item, uncommon

This deck of cards, created by Thamarite priests of Scion Bolis, ensures its owner wins nearly every game played with it. This may seem great at first, but owners quickly discover two problems with the deck. The first is the ease of getting too lucky and drawing the wrong kind of attention; the second is the fickleness of the deck, which is apt to reverse itself after a hot winning streak in order to make its owner lose badly.

When you make a Dexterity (Sleight of Hand), Wisdom (Insight), Charisma (Deception), or Charisma (Intimidation) check while gambling, you can use this item to give yourself advantage on the roll, but if you roll a 20 on either die, you have disadvantage on all skill checks related to gambling for the next 24 hours. (You must decide whether to use this item before you roll.)

DARKRAZER

First Appearance: The Witchfire Trilogy, Book 3: The Legion of Lost Souls

Weapon (longsword), very rare (requires attunement)

This weapon once had a noteworthy history among the coastal protectors of Ord. A wizard employed by the church enchanted the sword to be used against Cryxian raiders.

You gain a +2 bonus to attack and damage rolls made with this magic weapon. In addition, while you are attuned to this weapon, when you hit an undead with this weapon, the undead takes an extra 3d6 slashing damage.

HAND OF TADHG

First Appearance: Monsternomicon Vol. 1

Wondrous item, relic (requires attunement)

This desiccated hand is an ancient Iosan artifact. It was once attached to an eldritch named Tadhg, rumored by many to have been the first such creature. Tadhg was slain

by an elven hero of old, and the eldritch's hand was severed during the battle and cast aside. An unknown magician secreted the severed member away and fashioned it into a powerful artifact.

While you are attuned to this item, you have resistance to necrotic damage and are immune to any eldritch's Aura of Desecration special trait. In addition, all sythyss have disadvantage on attacks rolls against you.

HEX RAZOR

First Appearance: Forces of HORDES: Legion of Everblight

Weapon (short sword), uncommon (requires attunement)

Salvaged from abandoned tunnels beneath the Thornwood, the ancient weapons known as *hex razors* were once used by the warlords of Morrth. It is said that the touch of one of these weapons is like the touch of death itself.

You gain a +1 bonus to attack and damage rolls made with this magic weapon. In addition, when you damage a living humanoid creature with this weapon, the target must succeed on a DC 14 Constitution saving throw or be unable to heal or be healed until the end of your next turn.

IMPRECATOR

First Appearance: No Quarter #47: "Foundry, Forge & Crucible: In Rare Form"

Weapon (pistol), unique

The *Imprecator* is a foul product of the Thamarite pistoleer Errigan, who once prowled the streets of Corvis in the late 400s AR. The pistol is rough and tarnished, its metal surfaces covered with pitting and stained a greasy greyish color. Its cracked grips are roughly carved from worm-chewed wood adorned by weathered Telgesch runes that are illegible yet still manage to suggest the profane rituals of the weapon's creation.

Although Errigan created this fell weapon to exact final vengeance upon his enemies, he ironically became its last victim after he was cornered by the Corvis City Watch. Refusing to be taken alive, he turned the pistol on himself, and his ghost is now inextricably bound to the weapon. The pistol was stored in one of the watch's secure houses, but it vanished mere days later.

You gain a +1 bonus to attack and damage rolls you make with this magic weapon. In addition, when you hit a target with it, the target takes an extra 1d6 necrotic damage.

Dead Shot. As a bonus action, you can mark a target whose name you know by whispering the name to the pistol. While the target is marked, you can reroll the first attack roll you make each turn against it. The mark lasts for 1 minute unless your target drops to 0 hit points or you end the mark voluntarily as a bonus action. Once you use this weapon to mark a target, you can't do so again until the next sundown.

THE GHOST OF ERRIGAN

When you roll a 1 on an attack roll made with this weapon against a marked creature, Errigan's ghost is temporarily freed from the weapon. The ghost appears within 5 feet of the weapon, is hostile to any living creature it can see, and



IMPRECATOR

attempts to possess the closest humanoid it can see. While the ghost is free of the weapon, the weapon loses the Dead Shot magical property. The ghost returns to the weapon after 1 minute or if it drops to 0 hit points.

LADY LUCK

First Appearance: *The Witchfire Trilogy, Book 3: The Legion of Lost Souls*

Weapon (pistol), uncommon (requires attunement)

Lady Luck is an infamous weapon in both the underworld and collector's circles. It was lost for some time in the Undercity of Corvis, where it was discovered by the deranged hermit Renfrow. The pistol is said to have been merged with the spirit of a duelist who could outduel a pistol wraith.

You gain a +1 bonus to attack and damage rolls made with this magic weapon. In addition, while you are attuned to this weapon, you deal an additional 1d8 piercing damage if you hit a creature that has not yet taken an action this turn. If two or more dice in the damage roll match, the target has disadvantage on attack rolls against you until the end of your next turn.

LENS OF TARVODH

First Appearance: *WARMACHINE: Legends*

Wondrous item, artifact (requires attunement)

This arcane Orgoth relic was famously discovered and wielded by Koldun Kommander Alexandra Zerkova. It looks like a milky-white glass eye.

To attune to this item, you must first gouge out your own eye and press the artifact into the empty socket. The eye grafts into the socket but remains a dead, white orb. While you are attuned to the lens, you gain the following benefits:

You have truesight.

You have advantage on Wisdom (Perception) checks that rely on sight.

When you cast a spell that has a range of 5 feet or more, you can use a bonus action to double the range of the spell. The lens can't be used this way again until the next midnight.

When you cast a spell that has a range of touch, you can use a bonus action to make the range of the spell 30 feet instead. The lens can't be used this way again until the next midnight.

OBLIVION

First Appearance: *WARMACHINE: Apotheosis*

Weapon (flail), rare (requires attunement)

Once carried in battle by the legendary High Allegiant Amon Ad-Raza, the magical flail *Oblivion* is a relic of the Order of the Fist. Although the high allegiant's fate remains unknown, his weapon continues to strike down Menoth's foes across western Immoren, and new *Oblivion*-flails have begun to appear in the hands of monks of the Order.

You gain a +2 bonus to attack and damage rolls made with this magic weapon. In addition, when you score a critical hit with this weapon, the target takes an extra 3d6 bludgeoning damage and must succeed on a DC 15 Strength saving throw or be knocked prone.

RATSMASHER

First Appearance: *The Witchfire Trilogy, Book 3: The Legion of Lost Souls*

Weapon (warhammer), unique (requires attunement)

"'Twas good fer squashin' them damn devil rats what plagued our mighty halls!"

—Onar Delver, regarding his hammer, *Ratsmasher*

This weapon was once wielded by Clan Lord Jurek of Clan Buldar, a minor clan that suffered a decades-long devil rat infestation, which prompted the forging of this mighty hammer. After the weapon was used to eradicate all the rats, it was displayed in the high halls of Clan Buldar before ultimately being awarded to Onar Delver, a Rhulic adventurer. The weapon's original name was lost to history, but Delver was eager to give it a new, straightforward moniker.

You gain a +2 bonus to attack and damage rolls made with this magic weapon. In addition, a swarm loses its damage

resistance against attacks made with this weapon.

Ring the Stones. While you are attuned to this weapon, you can slam it into the ground as an action to produce a shockwave of thunderous force. Each creature within 10 feet of you must succeed on a DC 16 Constitution saving throw or take 3d6 thunder damage. Swarms of Tiny creatures have disadvantage on this saving throw. After you use this property, you can't use it again until the next dawn.

RENFROW'S HOLY SYMBOL

First Appearance: *The Witchfire Trilogy, Book 3: The Legion of Lost Souls*

Wondrous item, spellcasting focus, unique (requires attunement)

This item once belonged to Father Cappus, a priest in Corvis who was murdered by the prelate Tommasen. Cappus became a hungry ghost that haunted the Undercity and fed on the spiritual energy of his victims. The holy symbol Cappus wore in life was tarnished black by his deeds in undeath and twisted with the curse of Scion Aidan, the Thamarite patron of grave robbers and treasure seekers.

If you are a spellcaster, you can use this item as a spellcasting focus for your spells. In addition, if you are holding this item when you take psychic damage, you can use your reaction to reduce the damage by 1d4 (to a minimum of 0).

Curse. This item is cursed, and becoming attuned to it curses you until you are targeted by the *remove curse* spell or similar magic. As long as you remain cursed, you cannot get rid of the holy symbol, which will reappear around your neck at the stroke of midnight if it is not in your possession.

If you complete a long rest while attuned to this item, you must make a DC 17 Wisdom saving throw upon awakening. On a failed save, you must steal items worth a total of 5d10 gp before midnight; if you do not do so, you will not gain any benefits of sleep during your next long rest and will suffer one level of exhaustion after you finish the rest.

REST'S BETRAYER

First Appearance: *Iron Kingdoms Character Guide*

Weapon (dagger), uncommon (requires attunement)

These jagged daggers are replicas made by Thamarite cultists to emulate the weapon of the Dark Twin herself.

You gain a +1 bonus to attack and damage rolls made with this magic weapon. In addition, any hit you score with this weapon against a surprised creature is a critical hit. While attuned to this weapon, you can use an action to cast *darkness*. This special action can't be used again until the next midnight.

TOOTHLESS ROGER

First Appearance: *No Quarter #12, "Foundry, Forge & Crucible"*

Wondrous item, rare (requires attunement)

This tattered cloak is made from the flag of the pirate ship *Black Iron*. It is emblazoned with a traditional skull and bones motif, although the skull lacks teeth. While wearing it, you gain the following benefits:



You have advantage on Dexterity (Stealth) checks and Charisma (Intimidation) checks.

As an action, you can cast *fog cloud* as a 5th-level spell. Once used, the *fog cloud* property can't be used again until the next dawn.

TORCH OF LORD KHAZARAK

First Appearance: *WARMACHINE: Legends*

Wondrous item, relic (requires attunement)

This holy Menite relic was once carried by the legendary horselord Khazarak and was interred with him when he died. The eldritch Goreshade used the relic to free the elven god Nyssor from his icy imprisonment. After Goreshade discarded the relic, it was claimed by the Khadoran warcaster Aleksandra Zerkova and stored in the vaults of the Greylords Covenant. Goreshade later attempted to reclaim the relic but was stymied by Zerkova's actions. Profane curses on the relic prevented anyone but Goreshade from wielding its power, but the curses' effect has faded in recent years, perhaps due to the eldritch's current state.

While you are holding the torch, you can use an action to speak its command word and cause it to burst into flame. While it is burning, the torch sheds bright light in a 20-foot radius and dim light for an additional 20 feet, and you gain resistance to cold damage. Additionally, within the radius of the torch's light, all ice, magical or otherwise, melts.

While the torch is burning, you can use an action to cast the *flame strike* spell (save DC 18). Creatures with resistance or immunity to cold damage have disadvantage on the saving throw against this spell. Once used in this way, the torch is extinguished and cannot be relit until the next dawn. The torch remains lit until you use your action to extinguish it.

TREMULUS' MARIONETTE

First Appearance: WARMACHINE: Legends

Wondrous item, very rare (requires attunement)

The grisly puppet of Tremulus, one of the iron liches of the Withershadow Combine, is an arcane focus through which the creature forced its victims to act according to its whims. The mad iron lich created several of these marionettes, fashioning a new one whenever it had grown bored with the old one, which it then discarded.

As a bonus action, one humanoid of your choice that you can see within range must succeed on a DC 16 Wisdom saving throw or be charmed by you for 1 minute. A charmed target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. After you successfully charm a target with this item, you cannot use it again until the next midnight.

While a creature is charmed by you, you can use an action on each of your turns to manipulate the puppet. The charmed creature must attempt to replicate whatever you make the puppet do. You can perform the following tricks with the puppet.

Slack Strings. You cause the puppet to fall to the ground. The target falls prone.

Slapstick. You cause the puppet to perform a series of pratfalls and clumsy actions. The target has disadvantage on attack rolls until the start of your next turn.

Quiver and Quake. You cause the puppet to tremble as if in fear. The target has disadvantage on Dexterity checks and Dexterity saving throws until the start of your next turn.

WITCHFIRE

First Appearance: The Witchfire Trilogy, Book 1: The Longest Night

Martial weapon (greatsword), melee weapon, artifact (requires attunement)

The blade known as the *Witchfire* is a powerful artifact forged and enchanted ages ago. The details of its construction are lost to antiquity, but rumors of its terrible abilities can be found in certain obscure and ancient texts. Some say its wielder can lead an army of the dead; others speak of its ability to capture the souls of its victims. There is truth to both rumors, and more besides.

You gain a +3 bonus to attack and damage rolls made with this magic weapon. In addition, you have advantage on attack rolls made with this weapon against creatures with the Spellcasting class feature or the Innate Spellcasting special trait. When you hit such a creature with this weapon, that creature takes an extra 2d6 necrotic damage and must succeed on a DC 15 Wisdom saving throw or be stunned until the end of your next turn.

Life Stealing. If you slay a spellcaster with this weapon, the victim's soul is captured within the blade with no saving throw possible. Captured souls can be extracted only by advanced magical techniques. The *Witchfire* can hold a limitless number of souls.

If you are able to cast spells and capture the soul of a slain spellcaster with this weapon, you can choose to instantly

learn any one spell the spellcaster knew. The chosen spell must be of a level for which you have spell slots but does not count against the total number of spells you know.

Sentience. The *Witchfire* itself is not sentient but contains the sentience of many individuals who were slain by it over the course of history. The voices of the spirits within the sword chatter constantly in your mind while you are attuned to it. This effect manifests itself once every 7 days. When it manifests, you must make a DC 18 Charisma saving throw. On a failed save, you do not benefit from completing a short or long rest for the next 24 hours due to the voices that plague your sleep.

Stir the Dead. Unless shielded by divine rituals or contained within one inch of metal, the *Witchfire* radiates powerful necromantic energy that automatically raises the remains of dead humanoids as risen thralls within an area equal to 100 feet × your proficiency bonus. While you are attuned to the *Witchfire*, these thralls are under your control. Once per day, you can raise a humanoid corpse as a thrall warrior instead of a risen thrall.

As a bonus action on each of your turns, you can mentally command any creature animated by the *Witchfire* if you are attuned to the weapon and wielding it and if the creature is within 120 feet of you. (If you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one.) You decide what action the creature will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you do not issue any commands, the creature only defends itself against hostile creatures. Once given an order, the creature continues to follow it until its task is complete.

SLANG OF THE IRON KINGDOMS

Although the nations of western Immoren lack a common language, it's sure money that if the characters spend any time in the rough-and-tumble streets of Five Fingers, Corvis, or any other city, they're going to need to know some slang to get out with their purse and person intact. Using these terms may not win someone any friends among the nobility, but they may save a person from a right poxy time among the mucksills!

ashcat *noun* : someone who works with steam furnaces : an engine stoker

give (someone) Ayn's greetings *noun, often disparaging* : to have someone murdered (from Khadoran Empress Ayn Vanar)

belch *noun* : beer, often of low quality

black diamonds *noun* : coal, especially from an official source such as the government

black 'jack *noun* : a steamjack that has been involved in an accidental death

row (someone) up Black River *verb* : to beat someone up or give someone hell

blag *verb* : steal

bloke *noun* : a person, usually male

bloody *adjective* : an intensifier

blow smoke *verb* : brag

bodge *verb* : repair

bodger *noun* : a mechanik who specializes in quick fixes

Bolden's informers *noun* : lice or fleas (from Scout General Bolden Rebal of the Cygnaran Reconnaissance Service)

boxy *adjective* : restless or going crazy

brass hat *noun, often offensive* : a figure of authority (perhaps from the brass emblem worn on the caps of foremen in the Steam & Iron Workers Union)

candle *noun* : a member of the Temple Flameguard

chew cinders *verb* : to have a steam engine working overtime, especially in reference to a laborjack

chuffed *adjective* : very pleased

clapped out *adjective* : worn down, broken

clock *noun* : a steam gauge

dancing on the fine rug *verb* : called to an official's office for investigation or discipline

dead *adverb* : very

dodgy *adjective, often disparaging* : risky, suspicious

dreg *adjective, often disparaging* : 1. A despicable, worthless person. 2. Least desirable portion, refuse

drink the queen's tea *verb, often disparaging* : to be poisoned. A reference to Khadoran Empress Ayn Vanar

fob, fob off *verb* : to deceive, put off, or appease through deceit or evasiveness

git *noun, disparaging* : a contemptable person

gorax, to see the *verb* : to see it all; to experience it all. Sometimes pertaining to war; to see battle.

graveyard *noun* : storage for damaged or decommissioned steamjacks; a scrap pile

grease finger *noun, often disparaging* : a mechanik

greyhat *noun, often disparaging* : a Khadoran, especially a member of the Winter Guard

grind *noun* : a studious, unsociable person

grum *adjective* : surly; gloomy; glum

grymbait *noun, disparaging* : one who engages in dubious behavior or overindulges in vices.

gubbins *noun* : paraphernalia; miscellaneous stuff.

gut-fire *noun* : liquor, typically used by Thurians of Cygnar and Ord

halfjob *adjective* : poorly made or unfinished mechanika.

iron skull *noun* : 1. a member of the Steam & Iron Workers Union. 2. someone wearing steam-powered armor.

'jackhead *noun* : a steamjack worker.

"My boy Rennik was so tanked up that he left all his gubbins an' the whole beast at the 'jackhead's place."

knackered *adjective* : tired, exhausted, ruined.

knock into a cocked hat *verb* : to knock someone senseless or startle them.

kriel-pint *noun* : a gallon, especially when referring to alcohol.

lamp-lighting *noun* : dusk or sundown.



Leto's nephew *noun, disparaging* : King Julius of Cygnar.

lily, lilies *noun, often disparaging* : a term for the Llaeese. Possibly a corruption of the word, but it may also reference a misinterpretation of the Llaeese flag, the Crown and Stars

lug-hole *noun, often disparaging* : the ear

"Clear the mud out of yer lug-holes, ye manky sods! If any one of ye mucksills don't like how I run my shop, I'll knock you into a cocked hat!"

manky *adjective* : disgusting, dirty

maul *verb* : to work a steamjack with full stoke and full throttle

"Bloody oarsmen. Always maulin' their 'jacks to get the cargo ashore. They've been at it from first bell to lamp-lighting!"

menites *noun* : matches; also "Sulese trees"

mizzenmast worker *noun* : a top-story thief; also "window-washer" or "second-story man."

mucksill *noun, often disparaging* : an uneducated member of the working class. Also "mucker."

never-fear *noun* : a pint of beer

oars, oarsmen *noun, often disparaging* : a term for Ordic citizens, particularly those in the military. The strength of Ord's navy may be the origin of this term

pips *noun* : currency

"How many pips for a kriel-pint of belch in this pub? I'm going boxy from waiting."

portsider *adjective* : left-hander

poxy *adjective, often disparaging* : 1. of poor quality; rubbish. 2. diseased

pub *noun* : an inn or tavern. Short for "public house"

ratbag *noun, disparaging* : a rogue or an eccentric person.

red *noun, disparaging* : a Khadoran soldier. Also "boiled red" when referring to steam-armored Man-O-War

ride the shanks' mare *idiom* : to go on foot.

royal chambermaid *noun, disparaging* : Ashlynn d'Elyse, senior advisor to Queen Kaetlyn of Llael

sharpen (someone's) pin *verb* : to settle a matter. Refers to the honing of firing pins in firearms

shinning, shinning around *verb* : moving about quickly.

slink *noun* : a rogue, scout, or other person who relies on stealth.

"Some slink gave 'im the Queen's tea. That ratbag deserved it, if'n ye ask me."

sod *noun, often disparaging* : 1. a despicable person. 2. a pitiable person; frequently "poor sod"

sod-all *idiom* : nothing

spark *noun* : 1. a Cygnaran warjack. 2. a soldier in the Storm Division

steamo *noun* : 1. a person who works with steam mechanika. 2. a member of the Steam & Iron Workers Union.

strawjack *noun* : a horse or mule used to haul steamjacks over long distances

Sulon's ale *noun, disparaging* : water. Claimed to be the strongest drink Hierarch Sulon ever enjoyed

swan *noun, disparaging* : a Cygnaran, especially a member of the Cygnaran military

swan lantern *noun* : lightning

tanked up *adjective* : drunk, intoxicated

whole beast, the *noun* : a full coin purse. The saying originates in northern Ord and refers to the animal parts often depicted on Khadoran coins

SYMBOL GLOSSARY

RELIGIOUS SYMBOLS



MENOFIX

The Seal of Menoth, also known as the Menofix, is a holy symbol for the followers of Menoth. It is one of the most ancient and abstracted symbols meant to represent humanity. This stylized human figure depicts how all of humanity emerged from the burning footprints of the Creator of Man, and over time, it has become more closely associated with Menoth than with the humans it symbolizes.

Depictions of the Menofix range from modest pendants

worn by the faithful to enormous stone constructions adorned with precious metals. Zealots of the faith traditionally carry monolithic stone Menofixes into battle to inspire the masses, and the symbol is the national icon of the Protectorate of Menoth.

WRACKS

The wrack, a Menite device designed to punish the wicked and purify the soul under the white-hot gaze of Menoth, was once fashioned in the style of the Menofix. These ancient stone devices can be found wherever the priest-kings, the holy crusaders of Menoth, conquered the wild people of western Immoren. To pious Menites, they are a somber reminder of the past, but others view them in a much less charitable light.



RADIANCE OF MORROW

The Radiance of Morrow, also known as the Sunburst, depicts his ascension from a mortal man to godhood. This symbol adorns each of the Church of Morrow's holy structures throughout the Iron Kingdoms, and it is often seen on the arms and equipment of devout followers of the faith.



THE VOLITION

The Volition reflects both the three precepts of goodness followed by the Morrowans and the three paths to enlightenment shared by all Thamarites. This uncommon symbol most often appears on syncretistic works that try to balance the perspective of both Twins.



THAMAR'S LEASH

Thamar's Leash, also known as the Ternion Brand, represents the threefold path of the Thamarite faith's three fundamental principles: tyranny, discord, and subversion. Faithful adherents of Thamar generally follow one of these three paths in their pursuit of dark enlightenment.

Acolytes who swear themselves to Thamar often receive her mark as a permanent glyph inscribed with unholy fire on the inner forearm. The marking ceremony is held at midnight on the Dark Ascension, the celebration of Thamar's rise to godhood, and this glyph is said to be visible only when blood is rubbed on the skin. In any case, this mark is an infallible means of identifying fellow initiates of the Dark Twin.



DEVOURER SYMBOL

No single symbol is shared by all the worshippers of the Devourer Wurm, but many symbols share a motif: a swirl of talons or fangs around a central sphere of darkness. This combination is variably called the Wurm's Maw, Wurm's Talons, or Wurm's Eye. Worshippers of the Wurm often scar themselves with a variation of the symbol or scratch it into the stones and tree trunks of their territories and wild shrines.





DHUVIAN SYMBOL

The abstract form most often used to depict Dhunia is evocative of a fertility idol and points to the cycle of reincarnation that the Dhuvian peoples undergo through their goddess. Almost all icons of Dhunia are made of natural materials such as wood, clay, and stone, and sculptural depictions of the goddess are much more common than the iconography favored by humans and Iosans.



MASQUE OF CYRISS

The Masque of Cyriss, also called the Face of Cyriss, depicts the machine countenance of the Clockwork Goddess. As befits the Maiden of Gears, a geared halo surrounds her face in most depictions.

Although the Masque of Cyriss is common among the goddess's adherents, some smaller cabals of Cyrissists—mainly those who live in communities intolerant of their faith—prefer other, more subtle portrayals. These displays are often long and complicated geometric algorithms that, when mapped out by a talented mathematician, graph a rudimentary version of the Masque.



SIGIL OF LIFE

The Sigil of Life, also called the Spring Sigil, is the symbol of Scyrah, the Iosan goddess of spring. Its entwined forms evoke new life—a mark that holds some bittersweet irony for the Iosans now living among the Iron Kingdoms.



THE SHARD OF NYSSOR

The Shard of Nyssor is the symbol of Nyssor, the winter god of the Nyss and sage of the elven gods' Divine Court. Its iconography combines the symbols of Nyssor's shield, Winter's Shield, which was said to protect the Nyss in their freezing homeland, and of the god's sword, Voass, also known as "Summerbane."



MOUNT GHORFEL

Mount Ghorfel, also known as the Great Fathers' Tor and the Colossus of Ghorfel, is the emblem of the Great Fathers of Rhul, the founders of the dwarven nation. It shows a mountain split through the center, representing the great mountain-god Ghor in Karg Droghun, the "Land Beneath," the dwarves' name for Urcaen. The symbol depicts the destruction of their cruel god and the construction of the great tower that brought about his demise.



POLITICAL SYMBOLS



CYGNUS

The golden swan of Cygnar, the Cygnus, was initially the banner of Benewic Govant, who was crowned the first king of Cygnar after the adoption of the Corvis Treaties. Legend states that King Benewic the Bold chose this symbol after a golden swan guided him safely past an Orgoth patrol. Scholars debate whether this legend refers to a physical creature or to the Swan constellation, which includes one star with a notably golden hue.

CYGNARAN MILITARY RANKS



CYGNARAN ARCANE RANKS



THE ANVIL OF KHADOR

Since ancient times, those who have opposed the people of western Immoren's northern reaches have learned a singular lesson: these hardy folk's determination to forge their own destiny is greater than any force of arms one can bring against them. Fittingly, the emblem of the great northern nation of Khador is the Anvil, which symbolizes both the ironclad resilience of Khador's people and their strength of body and spirit. For those who are familiar with Khadoran history, the Anvil serves as a symbol of Khador's might, as well as a warning to those who would oppose its dreams of empire. It is also a reminder of Khadoran ingenuity, as the northern kingdom was not only the first to develop the rail and the steam engine, but also the first to begin working on the colossals, which were critical to repelling the Orgoth.



THE BROKEN SWORD

The symbol of Ord, the Broken Sword symbolizes the weapon of King Alvor Cathor I, who fought to defend the borders of his kingdom against the expansionist wars of Khador. Even though Ord had a strong alliance with Llael, this united front could not repel the full strength of Khador. King Alvor himself died leading a charge against his Khadoran foes, but his broken sword was recovered and returned to Ord, where it came to symbolize defiance against such oppression and was embraced as the kingdom's sigil.



THE CROWN AND STARS

The sigil of Llael is the Crown and Stars, which suggests a greater destiny for the Llaesele people—one guided by the strength of their aristocracy. Considering the many woes that have fallen upon Llael in recent memory, this emblem has a somewhat tarnished reputation.



BLAUSTAVYA SHIPPING & RAIL

In Khador, the symbol of Blaustavya Shipping & Rail is ubiquitous. The company has a hand in almost every major industrialized effort in the north, and its emblem is emblazoned across locomotives, laborjacks, and cargo containers from Uldenfrost to Port Vladovar.

OTHER SYMBOLS



THE ORDER OF ILLUMINATION

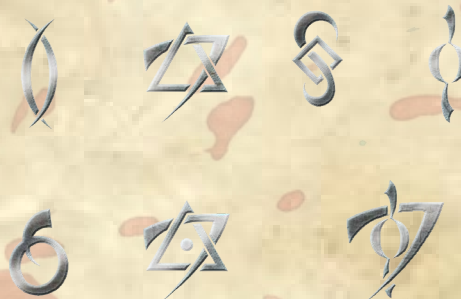
The radiant dagger of the Order of Illumination has a complex reputation. Due to the relentlessness with which the Illuminated Ones have pursued their objective of rooting out infernalists and necromancers over the years, the symbol once struck fear in all who saw it. In the years since the Claiming, however, many have come to view the symbol—and the order it represents—with awe.



GREYLRORDS COVENANT

As a branch of the Khadoran government and military, the Greylords Covenant proudly bears the Anvil of Khador as its symbol. The waxing sickle moon that circumscribes the Anvil is an ancient symbol that conveys the increasing of light and knowledge, but some mistakenly believe it pays homage to the Night of Howling Wolves, when Obavnik Kommander Aleksandra Zerkova eradicated an entire chapter of the Order of Wizardry in preparation for Khador's assault on Llael.

GREYLORD ARCANES RANKS





THE STRANGELIGHT WORKSHOP

The emblem of the Strangelight Workshop has a double meaning. It depicts a strangelight lantern, a dedicated piece of mechanika that the Strangelight Workshop's investigative teams use to reveal invisible spirits and other supernatural creatures, but it also represents the work of the organization, which is devoted to shining light into the darkness and revealing the hidden world.



ORDER OF WIZARDRY

The open eye and tome of the Order of Wizardry's crest signify the tireless pursuit of knowledge the order exemplifies. This symbol is often seen emblazoned on the organization's chapter houses and is typically worn as a pendant by arcanist members in good standing.



DEATH'S DOOR

This symbol rose to prominence in Point Bourne during the Cryxian infestation of the city. Rangers from the Cygnaran Reconnaissance Service scouted the streets, going door to door in search of the undead. They began marking the doors of buildings plagued by mechanithralls with a simple skull in order to signal to the soldiers behind them that the structure needed to be cleared of its unliving occupants. Since then, the symbol has become commonplace wherever the undead might be a threat. In the Undercity of Corvis, Death's Door is scratched into the walls as a warning that a tunnel or chamber ahead contains an undead menace.



CRUCIBLE GUARD

The symbol of the Crucible Guard features a shield surrounding the symbol of the Order of Golden Crucible, and it reflects the military organization's purpose: protecting the order of alchemists above all others. Ever since the Crucible Guard's recent turn from a purely defensive force to a more proactive one, this emblem has become a more common sight on western Immoren's battlefields.

NON-PLAYER CHARACTERS

SEVERA BLACKTIDE

LEGENDARY SATYXIS WARRIOR

Those looking for the famed Satyxis warrior Severa Blacktide will find her in the maelstrom of battle, her laughter punctuated by the crack of her pistols as she sows chaos and death. The finest Satyxis gunslinger alive, Severa is counted among the premier gun mages in western Immoren. Each bullet through a rival gun mage's skull or heart serves as another reminder that she has yet to meet her equal—and perhaps never will.



SEVERA BLACKTIDE

Medium humanoid (Satyxis), lawful evil

Armor Class 16 (leather armor)

Hit Points 110 (20d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	20 (+5)	13 (+1)	12 (+1)	15 (+2)	18 (+4)

Saving Throws Dex +9, Cha +7

Skills Acrobatics +9, Arcana +5, Deception +8, Insight +6, Perception +6, Persuasion +8, Stealth +9

Senses darkvision 60 ft., passive Perception 16

Languages Five Cant, Ordic, Satyxi, Scharde Tongue

Challenge 9 (5,000 XP)

Reactionary. Severa can take three reactions each turn instead of one.

Rune Shots (4 Uses). Severa knows the following rune shot options. Once during each of her turns, when she makes a vortex pistol attack, she can apply one of the following options to that attack.

Accuracy. Severa has advantage on the attack roll.

Black Penny. Severa does not have disadvantage against targets within 5 feet of her.

Ghost Shot. If Severa is aware of the target's position, this attack ignores half cover, three-quarters cover, and total cover.

Heart Stopper. If Severa hits a creature with this attack, that creature takes an extra 2d6 necrotic damage and must make a DC 16 Constitution saving throw. On a failed save, the creature cannot regain hit points until the start of Severa's next turn. This rune shot has no effect on undead or constructs.

Silencer. Severa's firearm produces no sound when it discharges. If Severa hits a creature with this attack, that creature cannot shout or speak until the start of Severa's next turn.

Spellcasting. Severa is a 14th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). She regains all expended spell slots when she finishes a short or long rest. She knows the following gun mage spells: Cantrips (at will): *dancing lights*, *mending*, *prestidigitation*, *true strike* 1st–5th level (3 5th-level slots): *blur*, *bullet dodger*, *heightened reflexes*, *misty step*, *phantom barrage*

ACTIONS

Multiattack. Severa makes three ranged attacks.

Vortex Pistol. Ranged Weapon Attack: +9 to hit, range 40/120 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage. Attacks made with this weapon are magical. This weapon has AOE (5). When Severa hits a target but before making the damage roll, she can choose another creature within 15 feet of the target. The chosen creature must succeed on a DC 16 Strength saving throw or be pulled 10 feet closer to the target.

JUSSIKA BLOODTONGUE

THE QUEEN OF BLOOD

All who live in the port towns of the Broken Coast know the exploits of Jussika Bloodtongue, “the Queen of Blood.” This blighted trollkin is a favored lieutenant of the brutal taskmaster Gerlak Slaughterborn, who routinely leads hosts of the blighted trollkin warriors known as Bloodgorgers in great orgies of destruction. Bloodtongue has risen through the ranks to become one of the most dreaded and infamous trollkin in the Scharde Islands, and she often leads crews of Bloodgorgers into battle or on raids of nearby settlements.

A favored lieutenant of the brutal taskmaster Gerlak Slaughterborn, the blighted trollkin Jussika Bloodtongue has become one of the Scharde Islands’ most dreaded and infamous marauders. All who live in the port towns of the Broken Coast know the exploits of the Queen of Blood, who routinely leads crews of the blighted trollkin warriors known as Bloodgorgers in great orgies of destruction.

The blighted trollkin Jussika Bloodtongue has become one of the Scharde Islands’ most dreaded and infamous marauders. All who live in the port towns of the Broken Coast know the exploits of the Queen of Blood, who is a favored lieutenant of the brutal taskmaster Gerlak Slaughterborn. Bloodtongue has risen through the Cryxian ranks to lead her own crew of Bloodgorgers on terrible raids that culminate in great orgies of destruction.



JUSSIKA BLOODTONGUE

Medium humanoid (trollkin), neutral evil

Armor Class 16 (scale mail)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	17 (+3)	11 (+0)	12 (+1)	13 (+1)

Saving Throws Str +6, Con +5

Skills Athletics +6, Intimidation +3, Perception +3

Damage Resistances poison

Senses passive Perception 13

Languages Molgur-Trul, Scharde Tongue

Challenge 4 (1,100 XP)

Instill Vengeance. When an allied humanoid creature within 15 feet of Jussika is damaged by a melee attack, it can use a reaction to make a melee attack against the attacker.

Trollkin Toughness. Jussika has advantage on saving throws against being poisoned.

Blighted. Jussika has the Blighted trait.

ACTIONS

Multiattack. Jussika makes three melee attacks or two ranged attacks.

Battleaxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Blunderbuss. *Ranged Weapon Attack:* +4 to hit, range 30/90 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage. Each creature within 5 feet of the target must succeed on a DC 13 Dexterity saving throw or take half of the damage taken by the target.

REACTIONS

Vengeful Strike. When Jussika is damaged by a melee attack, she can use a reaction to make a melee attack targeting the attacker.

BLOODGORGER

Medium humanoid (trollkin), chaotic evil

Armor Class 15 (scale mail)

Hit Points 60 (8d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	16 (+3)	10 (+0)	11 (+0)	10 (+0)

Saving Throws Str +5, Con +5

Skills Athletics +5, Intimidation +2

Damage Resistances poison

Senses passive Perception 13

Languages Molgur-Trul

Challenge 2 (450 XP)

Trollkin Toughness. The Bloodgorgers has advantage on saving throws against being poisoned.

Blighted. The Bloodgorgers has the Blighted trait.

ACTIONS

Multiattack. The Bloodgorgers makes two melee attacks.

Battleaxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

GREYGORE BOOMHOWLER

LOUD AND PROUD FELL CALLER

Greygore Boomhowler hails himself as the reincarnation of Bragg, the forebear of all fell callers. An admitted outcast among the wild trollkin tribes, he wears garish strips of cloth in a style of his own design unrelated to any quitari tartan pattern of his people. He also refuses to be quiet, even in ambush.

Whether Greygore is the reincarnation of the legendary Bragg or just a self-important bard with a bloated ego matters little to his employers. He and his trollkin followers are experienced, skillful warriors, and they make an impressive addition to any army. Between bouts of drunken revelry, Greygore needs very little prompting to regale his allies with tales of his wartime exploits, and his outgoing nature has

settled the nerves of more than one green recruit before a major battle. Even so, commanders are often very deliberate when assigning Greygore and company to a particular spot on the battlefield. Just like at the Caspian Amphitheater, one out-of-tune instrument during a symphony can spell disaster—especially if that instrument can turn soldiers into jelly with a single sour note.



TROLLKIN BRUTE

Medium humanoid (trollkin), neutral

Armor Class 14 (studded leather armor)

Hit Points 68 (8d8 + 32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	18 (+4)	10 (+0)	12 (+1)	11 (+0)

Saving Throws Str +5, Con +6

Skills Athletics +5, Intimidation +2

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 11

Languages Molgur-Trul

Challenge 2 (450 XP)

Brute. A melee weapon deals one extra die of its damage when the brute hits with it (included in the attack).

Trollkin Toughness. The brute has advantage on saving throws against being poisoned.

ACTIONS

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 16 (2d12 + 3) slashing damage.

Blunderbuss. *Ranged Weapon Attack:* +4 to hit, range 30/90 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage. Each creature within 5 feet of the target must succeed on a DC 13 Dexterity saving throw or take half of the damage taken by the target.

GREYGORE BOOMHOWLER

Medium humanoid (trollkin), neutral

Armor Class 14 (studded leather armor)

Hit Points 170 (20d8 + 80)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	18 (+4)	11 (+0)	13 (+1)	15 (+2)

Saving Throws Con +8, Cha +6

Skills Athletics +8, Intimidation +10, Perception +5, Performance +10

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 15

Languages Cygnaran, Khadoran, Molgur-Trul, Ordric

Challenge 9 (5,000 XP)

Brute. A melee weapon deals one extra die of its damage when Greygore hits with it (included in the attack).

Fell Call. As a bonus action, Greygore can begin one of the following fell calls. The fell call continues until he chooses to stop.

Call of Defiance. Greygore and each ally that can hear him within 60 feet of him that can hear him can use a reaction to gain resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks until the end of the turn.

Fell Howl. Each enemy creature that can hear Greygore within 60 feet of him that can hear him has disadvantage on saving throws against being frightened or charmed and takes a -1 penalty to attack rolls and damage rolls.

Reveille. Greygore and each ally that can hear him within 60 feet of him that can hear him has advantage on saving throws against being frightened or charmed and cannot be knocked prone. Each ally in range that is prone when he begins this fell call may immediately stand up.

Spellcasting. Greygore is a 14th-level spellcaster. His spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). He has the following spells prepared:
Cantrips (at will): *blade ward, light, true strike, vicious mockery*
1st level (4 per day): *bane, cloak of fear, color spray, command, heroism, thunderwave*
2nd level (3 per day): *enhance ability, enlarge/reduce, heat metal, shatter*

3rd level (3 per day): *fear, heightened reflexes, slow*

4th level (3 per day): *confusion, phantasmal killer*

5th level (2 per day): *compelled obedience, hold monster*

6th level (1 per day): *heroes' feast*

7th level (1 per day): *prismatic spray*

Trollkin Toughness. Greygore has advantage on saving throws against being poisoned.

ACTIONS

Multiattack. Greygore use Sonic Blast if he can. He then makes three melee attacks.

Greataxe. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage.

Blunderbuss. *Ranged Weapon Attack:* +6 to hit, range 30/90 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage. Each creature within 5 feet of the target must succeed on a DC 13 Dexterity saving throw or take half of the damage taken by the target.

Sonic Blast (Recharge 5-6). Greygore uses his voice to create a wave of destruction in a 40-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 35 (10d6) thunder damage on a failed save, or half as much damage on a successful one. Any exposed brittle objects that an affected creature in the cone is carrying, such as nonmagical glass, are destroyed.

JAROK CROE

MURDEROUS MERCENARY

Most assassins prefer to work alone and practice their sinister profession in dark alleyways, but Jarok Croe has always been a more personable and affable murderer. He enjoys the company of his peers and teaches by example while instructing his subordinates in the fine art of stalking humans and slitting throats. Born in the slums of Fharin, Croe learned the way of the blade as a child and later apprenticed as a pistoleer under a discredited former officer of the Cygnaran Army. Once Croe had mastered the firearm, he provoked his teacher into a duel, gunned him down, and claimed the enchanted pistol Hiss as his prize.

He later spent time in rough neighborhoods across Cygnar serving a variety of crime lords as an enforcer but soon went into business for himself.

In recent years, Croe has assembled a honed team of hunters, killers, and skilled highwaymen, all of them experts in the art of stealth and ambush. He also has earned a reputation for repeatedly evading certain death. His unassuming face allows him to blend in easily among his men in battle, making him difficult to spot. Bullets intended for this peerless survivor invariably find his subordinates instead, and he always seems to find a means of escape when capture seems guaranteed. Some of Croe's men whisper that their leader sold his soul to bolster his luck, and all tread carefully around him.

Croe always travels with a posse of at least four cutthroats and carries his enchanted pistol with him at all times. Although he's lost count of the number of times he's cheated fate, he is quick to flee if he feels death's hand drawing near.

JAROK CROE

Medium humanoid (human), chaotic evil

Armor Class 16 (studded leather armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	15 (+2)	16 (+3)	13 (+1)	15 (+2)

Saving Throws Dex +6, Int +5

Skills Acrobatics +6, Deception +4, Insight +3, Perception +3, Persuasion +4, Sleight of Hand +6, Stealth +6

Senses passive Perception 13

Languages Cygnaran, Khadoran, Llaeese, Ordic

Challenge 4 (1,100 XP)

Cunning Action. On each of his turns, Jarok can use a bonus action to take the Dash, Disengage, or Hide action.

Backstab. Jarok deals an extra 7 (2d6) damage when he hits a target with a weapon attack and the target is within 5 feet of an ally of Jarok that isn't incapacitated.

ACTIONS

Multiattack. Jarok makes two melee attacks or two ranged attacks.

Greatsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Hiss. *Ranged Weapon Attack:* +7 to hit, range 40/120 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage. Attacks made with this weapon are magical. If the target is a creature, it must succeed on a DC 13 Constitution saving throw or be poisoned until the end of Croe's next turn.

REACTIONS

Surprise, Surprise (1/Day). If Jarok drops to 0 hit points and at least one of Jarok's Medium humanoid allies is within 30 feet of him, he does not die. Instead, choose a Medium humanoid ally within 30 feet of Jarok and set the ally's hit points to 52. The chosen ally is secretly Jarok and has his greatsword, studded leather armor, and Hiss but is otherwise disguised. As a bonus action, a creature that carefully examines the body can attempt a DC 16 Intelligence (Investigation) check to determine whether it is truly Jarok and whether Hiss is a fake. A creature who sees through the disguise can attempt a DC 16 Wisdom (Perception) check to find the real Jarok among his humanoid allies.

CROE'S CUTTHROAT

Medium humanoid (human), chaotic evil

Armor Class 15 (studded leather armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	13 (+1)	13 (+1)	11 (+0)	12 (+1)

Saving Throws Dex +5

Skills Perception +2, Sleight of Hand +5, Stealth +5

Senses passive Perception 12

Languages Cygnaran, Ordic

Challenge 1 (200 XP)

Cunning Action. On each of its turns, the cutthroat can use a bonus action to take the Dash, Disengage, or Hide action.

Backstab. The cutthroat deals an extra 3 (1d6) damage when it hits a target with a weapon attack and the target is within 5 feet of an ally of the cutthroat that isn't incapacitated.

ACTIONS

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Hand Crossbow. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 2 (1d4) poison damage.



MR-JACK-09



DRAEGYN THE BASTARD

SCHEMING MASTERMIND

Known simply as the Bastard to many, the man called Draegyn is also called many other names not fit to print. He works alongside notorious ex-mercenary-turned-businessman Hamil Bodak, often serving as the middleman between Bodak and his former mercenary comrades. Although Bodak is undoubtedly the boss in their arrangement, Draegyn appears to be the true mastermind behind their schemes. Bodak simply tells his man what he wants, and Draegyn procures it, no matter the cost.



DRAEGYN

Medium humanoid (human), neutral evil

Armor Class 15 (studded leather armor)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	14 (+2)	12 (+1)	14 (+2)	13 (+1)

Saving Throws Dex +6, Cha +4

Skills Acrobatics +6, Deception +4, Insight +5, Perception +5, Sleight of Hand +6, Stealth +6

Senses passive Perception 15

Languages Cygnaran, Swampie

Challenge 5 (1,800 XP)

Gunfighter. Draegyn does not have disadvantage on ranged attack rolls against targets within 5 feet of him.

Slippery. Draegyn's movement doesn't provoke opportunity attacks.

Trick Shot (1/Turn). When Draegyn makes a ranged attack, he can add one of the following effects to that attack.

Dual Shot. Draegyn makes an additional ranged attack against the same target.

Golden Bullet. The attack ignores damage resistances.

Snipe. Draegyn does not have disadvantage against a target at long range.

ACTIONS

Multiattack. Draegyn makes three ranged attacks.

Repeating Pistol. Range Weapon Attack: +6 to hit, range 40/120 ft., one target. Hit: 8 (1d10 + 3) piercing damage.

REACTIONS

Quick Draw. Draegyn adds 3 to his AC against a ranged weapon attack. To do so, he must be able to see the attacker. If the attack misses, he can make a repeating pistol attack against the attacker.

FIONA THE BLACK

UNABASHED THAMARITE WARCASTER

An unabashed Thamarite, Fiona the Black brazenly displays her devotion to her widely loathed goddess and takes pride in having liberated herself from quaint notions of conventional morality. She has found a home among the pirates and privateers of the Broken Coast, where skill and ambition bring ample rewards—and where folly and stupidity invite destruction.

Fiona is usually accompanied by three to five steamjacks. Her light warcaster armor has the Bond and Fleet runes. Her mechanical pike, Viper, has an arcane interval generator and a runeplate with the Bond and Grievous Wounds runes.



FIONA

Medium humanoid (human), lawful evil

Armor Class 19 (light warcaster armor, Fleet rune)

Hit Points 225 (30d8 + 90)

Speed 40 ft. (Fleet rune)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	20 (+5)	15 (+2)	16 (+3)

Saving Throws Dex +10, Int +11, Cha +9

Skills Acrobatics +10, Arcana +11, Deception +9, History +11, Insight +8, Investigation +11, Perception +8, Persuasion +9

Senses passive Perception 18

Languages Cygnaran, Five Cant, Ordic, Scharde Tongue

Challenge 18 (20,000 XP)

Focus Manipulation. Fiona and her bonded steamjacks can use any of the following abilities.

Attack Bonus. Spend 1 focus point to have advantage on the next attack roll made this turn.

Damage Bonus. Spend any number of focus points to deal an extra 1d8 weapon damage for each focus point spent on the next weapon damage roll this turn.

Extra Attack. Once each turn, spend 1 focus point to make an additional attack when taking the Attack action.

Reduce Damage (Fiona Only). Spend 1 focus point to reduce the damage by 5. (This ability can be used each time damage is taken.)

Shake It Off. Spend 1 focus point to have advantage on a saving throw.

Legendary Resistance (2/Day). If Fiona fails a saving throw, she can choose to succeed instead.

Spellcasting. Fiona is a 20th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 19, +11 to hit with spell attacks). Casting a spell requires Fiona to spend a number of focus points equal to the spell's level. She has the following spells prepared:

Cantrips (at will): *arcane bolt*, *light*, *sense cortex*, *true strike*
1st level: *bleed*, *conceal cortex*, *detect magic*, *fog cloud*, *shield*
2nd level: *blur*, *chains of Ekris*, *gust of wind*, *misty step*, *Roth's madness*

3rd level: *counterspell*, *dark fire*, *devil's tongue*

4th level: *Stacia's hellfire*, *stygian abyss*

5th level: *Aiden's ghostly shroud*, *chasten*, *scourge of Khorva*

Steamjack Control. Fiona can be bonded to up to five steamjacks. Each of Fiona's bonded steamjacks gains 2 focus points at the start of its turn if it is within 80 feet of Fiona.

Warcaster. Fiona has 8 focus points and a control range of 80 feet. She regains 4 focus points at the start of each of her turns, to a maximum of 8.

ACTIONS

Multiattack. Fiona makes three melee attacks. She can replace one of those attacks with a spell that has a casting time of 1 action.

Viper. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target.

Hit: 7 (1d10 + 2) piercing damage plus 5 (1d10) necrotic damage.

Attacks made with this weapon are magical. If this attack hits a creature other than a construct or an undead, the target's hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Dark Omen (1/Day). Until the start of Fiona's next turn, all enemies within 80 feet of her have disadvantage on all attack rolls, and Fiona and all her allies have advantage on all attack rolls.



EILISH GARRITY

FORMER BLACK RIVER IRREGULAR

An arcanist, scholar, and experienced sell-sword, the once-affable Eilish Garrity has walked a dangerous road to power. Those who battle this former member of the Black River Irregulars discover that his scholarly demeanor belies his potent arcane skill, which was earned in part through nefarious means. His old charm returns when dealing with outsiders, but it merely allows him to put on a smiling face before he overwhelms them with his magic and offers them to his infernal masters.

Eilish still sees the man he once was when he looks in the mirror, and he insists that he wields his magic for the greater good. In truth, however, he is addicted to power. His thirst for hidden knowledge led him not only to eagerly accept the forbidden lore that was offered to him, but also to willingly tread a dark path of degradation, disgrace, and damnation.

EILISH GARRITY

Medium humanoid (human), neutral evil

Armor Class 16 (mage armor)

Hit Points 88 (16d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	13 (+1)	19 (+4)	12 (+1)	13 (+1)

Saving Throws Int +7, Wis +4

Skills Arcana +7, Investigation +7

Senses passive Perception 11

Languages Cygnaran, Khadoran, Llaelese, Ordic

Challenge 7 (2,900 XP)

Spellcasting. Eilish is a 10th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): *chill touch*, *fire bolt*, *light*, *mage hand*

1st level (4 slots): *bleed*, *cloak of fear*, *mage armor*, *shield*

2nd level (3 slots): *darkness*, *invisibility*, *spellpiercer*

3rd level (3 slots): *bestow curse*, *fireball*, *slow*

4th level (3 slots): *blight*, *greater invisibility*

5th level (2 slots): *cloudkill*, *fireball*

Gate Walker (3/Day). Eilish casts *misty step*.

Marked Soul. Eilish is a marked soul. An infernalist of infernal master can use Eilish's marked soul to summon horrors into the physical world.

Mental Force. Whenever Eilish casts a spell, he may choose to take 1d10 psychic damage. If he does, the spell's DC increases by 1, he has advantage on the spell attack roll if the spell has one, and the spell deals an extra 1d10 psychic damage if it deals damage.

GARLINE GHERKE

STONEHEARTED WARCASTER

Garline Gherke is a warcaster from the Rhulic city of Farhallow. Growing up far from Rhul's bustling industrial center, she spent the early years of her life learning the art of distilling hollowbite, a potent liquor distilled from the arctic weeds that grow in the colder areas of Rhul. She might not have discovered her warcaster talent at all if not for a chance encounter with members of Clan Lord Dagget Gelhurn's honor guard, who paraded through the streets of Farhallow upon Gelhurn's rise to lordship following his father's death in 600 AR. It was the first time Garline had seen a steamjack up close, and it awoke her latent warcaster abilities.

Leaving the distiller's life behind, Garline traveled to Ghord and sought employment with a mercenary company. For nearly two decades, she refined her skills as a warcaster, traveling the length and breadth of the Iron Kingdoms to participate in some of the bloodiest battles in recent history. She accompanied the mercenary forces of Ghord to the Battle of Henge Hold and took control of Durgen Madhammer's battlegroup when the Rhulic warcaster was overwhelmed by infernal forces.

Garline is often accompanied by one to three steamjacks. Her heavy warcaster armor has the Aegis and Bonded runes. Her weapon can be used as either a greataxe or a carbine and has an alchemical capacitor with the Accuracy and Bonded runes.



GARLINE GHERKE

Medium humanoid (dwarf), lawful neutral

Armor Class 18 (heavy warcaster armor)

Hit Points 150 (20d8 + 60)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	18 (+4)	14 (+2)	12 (+1)

Saving Throws Con +7, Int +8

Skills Arcana +8, Athletics +6, Insight +6, Perception +6

Senses darkvision 60 ft., passive Perception 16

Languages Cygnaran, Ordric, Rhulic

Challenge 9 (5,000 XP)

Focus Manipulation. Garline and her bonded steamjacks can use any of the following abilities.

Aegis (Garline Only). Spend 1 focus point to gain resistance to acid, cold, fire, or lightning damage until the start of the character's next turn.

Attack Bonus. Spend 1 focus point to have advantage on the next attack roll made this turn.

Damage Bonus. Spend any number of focus points to deal an extra 1d8 damage for each focus point spent on the next damage roll made this turn.

Reduce Damage (Garline Only). Spend 1 focus point to reduce the damage by 5. (This ability can be used each time damage is taken.)

Shake It Off. Spend 1 focus point to have advantage on a saving throw.

Spellcasting. Garline is a 14th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). Casting a spell requires Garline to spend a number of focus points equal to the spell's level. She has the following spells prepared: Cantrips (at will): *arcane bolt*, *light*, *sense cortex*, *true strike*
1st level: *conceal cortex*, *detect magic*, *jump start*, *shield*, *thunderwave*
2nd level: *battering ram*, *redline*, *scorching ray*, *seize gears*, *shatter*
3rd level: *eruption*, *grind*, *overdrive*, *scramble*
4th level: *stone shape*, *wall of fire*
5th level: *seismic shock*

Steamjack Control. Garline can be bonded to up to three steamjacks. Each of Garline's bonded steamjacks gains 1 focus point at the start of its turn if it is within 60 feet of Garline.

Warcaster. Garline has 6 focus points and a control range of 60 feet. She regains 3 focus points at the start of each of her turns, to a maximum of 6.

ACTIONS

Multiaction. Garline makes two melee attacks or two ranged attacks. She can replace one of those attacks with a spell that has a casting time of 1 action.

Greataxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage. Attacks made with this weapon are magical.

Carbine. *Ranged Weapon Attack:* +6 to hit, range 50/150 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage. Attacks made with this weapon are magical.

Resolute (1/Day). Garline and all her allies within 60 feet of her gain a +2 bonus to AC until the start of her next turn.



GREAT PRINCESS REGNA GRAVNOY

THE WHITE QUEEN

That the infernals have their hooks deep in mortal affairs is demonstrated by their subversion of one of the Khadoran Empire's highest-ranking nobles. Great Princess Regna Gravnoy of Khador earned respect as the ruler of Gorzytska volozk through her keen intelligence, political acumen, and undeniable ruthlessness. She was also, for most of her life, a secret infernalist. She has perfected the rituals by which lesser horrors can be summoned and bound, and she enjoys the thrill of incinerating her foes with hellfire. Calling herself the White Queen, she attempted to overthrow Empress Ayn Vanar and rule the frozen north; in the aftermath of her failure, she now lives on the run from the Greylords as an enemy of the state.

Regna is often accompanied by a shrieker or lamenter.

REGNA GRAVNOY

Medium humanoid (human), lawful evil

Armor Class 15 (mage armor)

Hit Points 130 (20d8 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	15 (+2)	16 (+3)	17 (+3)	20 (+5)

Saving Throws Wis +7, Cha +9

Skills Arcana +7, Deception +9, History +7, Insight +7, Investigation +7, Persuasion +9

Senses passive Perception 13

Languages Cygnaran, Khadoran, Llaelese, Ordic

Challenge 12 (8,400 XP)

Empower Horror. As a bonus action, Regna can give an allied infernal horror within 15 feet of her one of the following benefits. The chosen benefit lasts until the start of Regna's next turn. The horror has advantage on its next attack roll. The horror deals an extra die of damage on its next damage roll. Increase the DC by 2 for all saving throws caused by the horror's next action.

Mistress of Horrors. An allied horror within 15 feet of Regna can use a reaction to reduce any damage Regna would take by 16 (3d10).

Marked Soul. Regna is a marked soul. An infernalist of infernal master can use Regna's marked soul to summon horrors into the physical world.

Spellcasting. Regna is a 17th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). She regains all expended spell slots when she finishes a short or long rest. She knows the following warlock spells: Cantrips (at will): *blade ward*, *eldritch blast*, *mage hand*, *prestidigitation* 1st–5th level (8 5th-level slots): *bleed*, *blight*, *calamity*, *charm person*, *cloak of fear*, *compelled obedience*, *counterspell*, *dark fire*, *darkness*, *devil's tongue*, *dispel magic*, *enthrall*, *fear*, *fireball*, *hold monster*, *invisibility*, *mage armor*, *misty step*, *spellpiercer*

ACTIONS

Multiattack. Regna makes two melee attacks.

Dagger. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage plus 10 (3d6) poison damage, and the target must succeed on a DC 16 Constitution saving throw or be poisoned for 1 minute.

Maleficium (1/Day). Regna can summon one infernal horror from the Outer Abyss with a challenge rating of 9 or lower. If Regna dies or becomes unconscious, any horror she has summoned immediately returns to the Outer Abyss. Regna can return any horror she has summoned to the Outer Abyss as a bonus action.

REACTIONS

Infernal Shielding (1/Day). Regna adds 4 to her AC against one attack that would hit her.

GUL

HALF-SIZED BACKSTABBER

Most of the denizens of Five Fingers' Emerald District know the name Gul, although few have actually seen this most elusive of gobbers. When he chooses to be seen, wary folk quickly take note of his unique weapons: twin latch-blade daggers, which he wields with surgical precision.

Gul has a surprisingly analytical mind and an unnerving ability to suddenly disappear. Let those who say their safeguards are impregnable beware, for wind of such talk is almost certain to pique this gobbler rogue's interest.



GUL

Small humanoid (gobbler), chaotic evil

Armor Class 15 (leather armor)

Hit Points 36 (8d6 + 8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	13 (+1)	13 (+1)	10 (+0)	12 (+1)

Saving Throws Dex +6

Skills Acrobatics +6, Deception +3, Perception +2, Sleight of Hand +8, Stealth +8

Senses darkvision 120 ft., passive Perception 12

Languages Cygnaran, Gobblish, Ordic

Challenge 3 (700 XP)

Beneath Notice. When Gul takes the Disengage action, after moving he can attempt to take the Hide action to remain hidden from any creature he has concealment against.

Cloak of Shadows. Gul has advantage on stealth rolls while he is in complete darkness, low light, or the shadow of a creature or object two sizes larger than him.

Cunning Action. On each of his turns, Gul can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). Gul deals an extra 10 (3d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Gul that isn't incapacitated and Gul doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. Gul makes two melee attacks or one ranged attack.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

REACTIONS

Uncanny Dodge. When an attacker that Gul can see hits him with an attack, he can use his reaction to halve the attack's damage against him.

HUTCHUCK

OGRUN BOUNTY HUNTER, DABBLING ALCHEMIST

Armed with a mace large enough to crush a man in a single stroke and potent alchemical compounds derived from formulas known to only a few, the ogrun Hutchuck possesses a combination of brute force and adaptability that makes him one of the most sought-after bounty hunters operating in the Iron Kingdoms. As might be expected of one whose skills are in such high demand, Hutchuck offers his services only to those with deep pockets.

Hutchuck is an oddly affable ogrun who is happy to make small talk with the bounties he captures. Unless otherwise stipulated in his contract, he'll offer information about who is paying a bounty and why and will make it clear that he has no personal interest in his quarry, who is simply a payday.

HUTCHUCK

Medium humanoid (ogrun), neutral

Armor Class 15 (infantry armor)

Hit Points 127 (15d8 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	16 (+3)	14 (+2)	12 (+1)

Skills Athletics +8, Intimidation +4, Perception +5, Survival +5

Senses passive Perception 15

Languages Cygnaran, Khadoran, Ordric, Molgur-Og

Challenge 5 (1,800 XP)

Ambush. In the first round of each combat, Hutchuck has advantage on attack rolls against any creature that hasn't taken a turn yet.

Special Equipment. Hutchuck carries four pairs of manacles.

Take Down. When Hutchuck reduces a humanoid creature to 0 hit points with a melee attack on his turn, it becomes stable and can't regain hit points or gain temporary hit points until the start of Hutchuck's next turn. In addition, if Hutchuck is within 5 feet of the creature and has a pair of manacles available, he can use a bonus action to restrain the creature if it is a Medium or smaller humanoid.

ACTIONS

Multiattack. Hutchuck makes two melee attacks.

Heavy Mace. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Alchemical Grenades. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one creature. *Hit:* 22 (4d10) piercing damage. Each creature within 5 feet of the target must succeed on a DC 13 Dexterity saving throw or take half of the damage taken by the target. Hutchuck can replace the grenade's piercing damage with one of the following effects.

Cinder Bomb. On a hit, the target takes 22 (4d10) fire damage. The cinder bomb can ignite materials that are not being worn or carried.

Rust Bomb. The rust bomb deals no damage, but the creature hit and each creature within 5 feet of it must succeed on a DC 13 Dexterity saving throw or take a -2 penalty to AC for 1 minute. Steamjacks, targets wearing metal armor, and metal objects have vulnerability to all damage until the end of Hutchuck's next turn if they were in the AOE. Creatures and steamjacks with immunity to acid damage are not affected.

Psychostatic Bomb. On a hit, the target takes 22 (4d10) psychic damage. If the target creature has the Spellcasting class feature or the Innate Spellcasting special trait, it must succeed on a DC 13 Constitution saving throw or be unable to cast spells until the start of Hutchuck's next turn.

CAPTAIN KARLI

TRENCHER GUNNER

Karli served proudly as a Cygnaran trencher for most of her youth, eventually earning the rank of captain through sheer grit and skill. She was present at some of the greatest battles in recent history, including the world-shaking Battle of Henge Hold. Karli is one of only a handful of survivors from her trencher unit who fought in the conflict, and she bears the scars to prove it.



KARLI

Medium humanoid (ogrun), lawful neutral

Armor Class 17 (infantry armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	11 (+0)	15 (+2)	13 (+1)

Skills Athletics +6, Insight +4, Intimidation +3, Perception +4

Senses passive Perception 14

Languages Cygnaran, Molgur-Og

Challenge 4 (1,100 XP)

Thick-Skinned. Karli has a +1 bonus to AC when not wearing heavy armor (included in her AC).

ACTIONS

Multiattack. Karli makes two melee attacks or two ranged attacks. She can replace one of those attacks with Expert Targeteer.

Trencher Knife. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Grenade Launcher. *Ranged Weapon Attack:* +5 to hit, range 40/120 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage. Each creature within 5 feet of the target must succeed on a DC 14 Dexterity saving throw or take half of the damage taken by the target.

Expert Targeteer. Karli studies a target by making a Wisdom (Insight) check with a DC of 5 + the creature's challenge rating or level. If she succeeds, she and all her allies within 10 feet of her roll one additional weapon damage die on ranged weapon attacks made against the target. This effect lasts for 10 minutes or until Karli targets a new creature.



GAVYN KYLE

PREMIER SPY OF THE IRON KINGDOMS

Gavyn Kyle is an enigmatic figure who has stood at the forefront of espionage efforts in the Iron Kingdoms for many years. Working through the Unseen Hand, a consortium of unaligned intelligence operatives drawn from the disbanded remnants of covert Llaeese organizations, he has repeatedly proved capable of infiltrating seemingly impenetrable fortresses and getting close to some of the most influential and best-guarded individuals in western Immoren.

Despite the large number of people this master spy has been involved with over the years, very little is known about him. Some believe that he is a former operative who worked for the Llaeese government before the war, perhaps in the Ministry for the Defense of the Realm, before striking out on his own as a freelance investigator and eventually joining the Unseen Hand. Others believe he is the actual head of the Unseen Hand or works for it under an assumed identity; many of these same people suspect Kyle has been involved with this organization for decades, even when he was on the payroll of the Llaeese government. Still others claim that Gavyn Kyle does not exist—that the name is merely an alias shared by multiple operatives of the Unseen Hand.

The only certainty about Gavyn Kyle is the results of his work. He and the Unseen Hand have compiled dossiers on noteworthy and infamous individuals throughout the Iron Kingdoms, and they continue to work as freelance clandestine operatives. They have taken on contracts from dozens of different nations and individuals ranging from the Scout General of Cygnar to King Baird II of Ord, and they have even worked for leaders of such groups as the Order of the Golden Crucible, the Mercarian League, and the Order of Wizardry.

GAVYN KYLE

Medium humanoid (human), neutral

Armor Class 15 (leather armor)

Hit Points 97 (15d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	17 (+3)	18 (+4)	20 (+5)

Saving Throws Dex +7, Cha +8

Skills Deception +11, Insight +7, Investigation +6, Perception +7, Persuasion +11, Sleight of Hand +7, Stealth +7

Senses passive Perception 17

Languages all common languages used in both western and eastern Immoren

Challenge 7 (2,900 XP)

Cunning Action. On each of his turns, Gavyn can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). Gavyn deals an extra 35 (10d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Gavyn that isn't incapacitated and Gavyn doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. Gavyn makes two melee attacks.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Rynnish Holdout Pistol. *Ranged Weapon Attack:* +7 to hit, range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

REACTIONS

Uncanny Dodge. When an attacker that Gavyn can see hits him with an attack, he can use his reaction to halve the attack's damage against him.

EDREA LLORYRR

IOSAN EXPLORER

One of Professor Pendrake's closest assistants, Edrea Lloryrr is quite the opposite of her human companion Lynus Wesselbaum. Overcome with wanderlust, she left Ios decades ago to explore a world she hardly knew. Pendrake came upon her in the clutches of a dire troll, and after saving her life, he found that he just couldn't get rid of her. Edrea has turned out to be as smart as she is adventurous, and the professor has made good use of her help even though she isn't a student at Corvis University.

Although open with the professor, Edrea—like most Iosans—is outwardly shy, aloof, and mysterious to most she meets. Like Lynus, she is often at the professor's side when he is out in the field.



EDREA LLORYRR

Medium humanoid (Iosan), chaotic good

Armor Class 15 (mage armor)

Hit Points 55 (10d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	13 (+1)	19 (+4)	17 (+3)	16 (+3)

Saving Throws Int +6, Wis +5

Skills Arcana +6, Insight +5, Investigation +6

Senses passive Perception 13

Languages Cygnaran, Shyr

Challenge 3 (700 XP)

Spellcasting. Edrea is a 7th-level wizard. Her spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). She has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *friends*, *ray of frost*, *shocking grasp*
1st level (4 slots):

burning hands, *feather fall*, *longstrider*, *mage armor*

2nd level (3 slots): *gust of wind*, *ray of enfeeblement*, *spellpiercer*

3rd level (3 slots): *dispel magic*, *glyph of warding*, *slow*

4th level (1 slot): *confusion*

ACTIONS

Sword. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target.

Hit: 4 (1d8) slashing damage.

Military Rifle. *Ranged Weapon Attack:* +4 to hit, range 60/180 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

CAPTAIN SAM MACHORNE & THE DEVIL DOGS

DEVILISH MERCENARY CAPTAIN

The Dog Company is one of the oldest and most respected mercenary companies in western Immoren. Under the leadership of former pistoleer, sometime mechanik, and full-time gambler Samantha MacHorne, the Devil Dogs hire themselves out as the best professional antiwarjack unit gold can buy.

MacHorne tends to show up to engagements with some of her Devil Dogs and a light steamjack in tow. Her stun sword is a mechanical shortsword with an arcanodynamic accumulator and runeplate with the Accuracy, Stall, and Light runes. The capacitor has 12 charges left.

DEVIL DOG

Medium humanoid (human), chaotic neutral

Armor Class 16 (infantry armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	15 (+2)	12 (+1)	11 (+0)	11 (+0)

Skills Athletics +4, Intimidation +2

Senses passive Perception 10

Languages Cygnaran, Ordic

Challenge 1 (200 XP)

Dismantle. When the Devil Dog hits a construct with a weapon attack, the target takes an extra 1d8 damage.

ACTIONS

Multiattack. The Devil Dog makes two melee attacks.

Pickaxe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Weighted Net. *Ranged Weapon Attack:* +4 to hit, range 10/30 ft., one Small, Medium, or Large creature. *Hit:* The target is restrained. A creature can use its action to make a DC 13 Strength check to free itself or another creature in the net, ending the effect on a success. Dealing any slashing damage to the net (AC 10) frees the target without harming it and destroys the net.

Slug Gun. *Ranged Weapon Attack:* +4 to hit, range 10/30 ft., one target. *Hit:* 15 (2d12 + 2) piercing damage.

SAM MACHORNE

Medium humanoid (human), chaotic neutral

Armor Class 16 (infantry armor)

Hit Points 60 (8d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	16 (+3)	17 (+3)	13 (+1)	12 (+1)

Saving Throws Con +5, Int +5

Skills History +5, Insight +3, Investigation +5, Perception +3, Persuasion +3

Senses passive Perception 13

Languages Cygnaran, Ordic

Challenge 5 (1,800 XP)

Jack Marshal. Sam is proficient in marshaling steamjacks.

The Charter. Sam has advantage on Charisma (Intimidation) and Charisma (Persuasion) checks related to haggling over a contract, negotiating with a kingdom's military personnel to not interfere with her actions, or interacting with anyone in a way that directly relates to her fulfillment of a contract.

Dismantle. When Sam hits a construct with a weapon attack, the target takes an extra 1d8 damage.

Tools. Sam carries a mechanik's toolkit and is proficient with it.

ACTIONS

Multiattack. Sam makes two melee attacks.

Stun Sword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage. Attacks made with this weapon are magical. Any steamjack hit by this weapon must succeed on a DC 14 Constitution saving throw or be incapacitated until the end of its next turn.

Hand Cannon. *Ranged Weapon Attack:* +5 to hit, range 80/120 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

NICIA

HOUND OF THE ABYSS

With a rage utterly unfettered by the constraints of humanity, Nicia has bound herself to the infernal cause. Armed with Death Song, her magical Vanar Liberator, this peerless killer stalks the battlefield, leaving only death and misery in her wake.

Nicia carries Death Song, a +2 *Vanar Liberator* with AOE (10). Any creature without the Marked Soul trait that uses this weapon must succeed on a DC 18 Charisma saving throw or gain the Marked Soul trait for 1 day. A creature that fails this saving throw three consecutive times gains the Marked Soul trait permanently instead. A creature is not aware that it has gained or lost the Marked Soul trait and should not know that it has made a saving throw to resist the curse of Death Song. A creature can discern the nature of the curse with a successful DC 24 Intelligence (Arcana) check. The *identify* spell reveals Death Song's magical properties but does not reveal the curse.

NICIA

Medium humanoid (human), lawful evil

Armor Class 17 (studded leather armor)
Hit Points 65 (10d8 + 20)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	14 (+2)	15 (+2)	12 (+1)	13 (+1)

Saving Throws Dex +8
Skills Acrobatics +8, Deception +4, Perception +4, Stealth +8
Senses passive Perception 14
Languages Sulese
Challenge 6 (2,300 XP)

Cunning Action. On each of her turns, Nicia can use a bonus action to take the Dash, Disengage, or Hide action.
Marksmanship. A firearm deals one extra die of its damage when Nicia hits with it (included in the attack).
Marked Soul. Nicia is a marked soul. An infernalist or infernal master can use Nicia's marked soul to summon horrors into the physical world.
Sharpshooter. Nicia ignores half cover and three-quarters cover when making a ranged weapon attack.

ACTIONS

Multiattack. Nicia makes three melee attacks or two ranged attacks.
Shortsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.
Death Song. *Ranged Weapon Attack:* +10 to hit, range 100/300 ft., one target. *Hit:* 20 (3d8 + 7) piercing damage. Attacks made with this weapon are magical. Each creature within 10 feet of the target must succeed on a DC 13 Dexterity saving throw or take half of the damage taken by the target. A living humanoid creature slain by this attack is considered to have the Marked Soul trait.

REACTIONS

Disengaging Dodge. Nicia adds 3 to her AC against one attack that would hit her. To do so, she must see the attacker. If the attack misses, she may move up to 5 feet without provoking opportunity attacks.

PROFESSOR VIKTOR PENDRAKE

CHANCELLOR OF EXTRAORDINARY ZOOLOGY, CORVIS UNIVERSITY

Professor Viktor Pendrake has become a legend in his own time. He has passed down the wisdom of his years in the wild by heading the Department of Extraordinary Zoology at Corvis University, but recent events pulled him from the halls of academia. After surviving enslavement by the skorne, he returned west to rejoin old friends and aid his allies in their struggles for survival.

Pendrake is ever the educator. Whenever he sees an opportunity to use events to teach people, he seizes it. Rather than give information outright, he is more likely to ask a series of leading questions so that others can discover the answer on their own.

PENDRAKE'S EQUIPMENT

Pendrake's Orgoth blade is something of a worn-down and faded weapon. It might have been something more powerful and sinister at one point, but a minimal level of enchantment is all that remains—just enough for the blade to stay sharp longer and damage incorporeal creatures.



VIKTOR PENDRAKE

Medium humanoid (human), chaotic good

Armor Class 17 (dracodile hide armor)

Hit Points 117 (18d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	20 (+5)	18 (+4)	17 (+3)

Saving Throws Con +5, Int +8, Wis +7

Skills Animal Handling +10, Insight +7, Nature +10, Perception +7, Survival +7

Senses passive Perception 17

Languages Cygnaran, Khadoran, Llaelese, Molgur-Trul, Ordic, Quor, Shyr

Challenge 8 (3,900 XP)

Against the Odds (3/Day). When Pendrake makes an ability check, skill check, saving throw, or attack roll, he can reroll the die but must use the new roll.

Cultural Insight. Pendrake can communicate with humanoid creatures that he does not share a language with. To do so, he must spend at least 1 day observing the creature as it communicates in its own language and then succeed on a DC 14 Wisdom (Insight) check, after which he can communicate basic concepts with the creature.

Dismember. The first time Pendrake hits a creature other than a construct with an attack roll during his turn, he can add 4 (1d8) to his weapon's damage roll.

ACTIONS

Multiattack. Pendrake makes two melee attacks or two ranged attacks. He replaces one of these attacks with Beast Lore if he can.

Orgoth Blade. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage. Attacks made with this weapon are magical.

Chain Bolas. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one creature. *Hit:* 7 (1d4 + 5) bludgeoning damage, and the target must succeed on a DC 15 Strength saving throw or be restrained and knocked prone. As an action, the restrained creature can make a DC 15 Strength check, escaping from the weapon on a success. The effect also ends if the bolas is destroyed. The bolas has AC 10, 5 hit points, resistance to bludgeoning damage, and immunity to poison and psychic damage.

Lucky Bow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

Beast Lore (Recharge 4–6). Until the start of Pendrake's next turn, Pendrake and each humanoid ally within 10 feet of him have advantage on their next weapon attack targeting a nonhumanoid creature other than a construct. In addition, each of those attacks deals an extra 9 (2d8) weapon damage.

REACTIONS

Duck. Pendrake adds 4 to his AC against one melee attack that would hit him. To do so, Pendrake must see the attacker, and the attacker must be Large or larger.

CYLENA RAEFYLL

NYSS HUNTRESS

Eleven years ago, while working for employers in northern Khador, Cylena first learned about the Retribution of Scyrah and the fate of Nyssor, one of the gods of the elven pantheon. She played a part in preventing Nyssor's destruction in the city of Korsk and briefly allied herself with the Iosans of the Retribution, but after the catastrophic events that occurred in the elven homeland, Cylena returned to her mercenary ways with a renewed hatred of all things blighted and a growing suspicion of what lies waiting in the Mistbough Forest.

CYLENA RAEFYLL

Medium humanoid (Nyss), chaotic neutral

Armor Class 16 (Nyss leather armor)

Hit Points 104 (16d8 + 32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	11 (+0)	16 (+3)	14 (+2)

Skills Athletics +5, Perception +9, Survival +6

Senses passive Perception 19

Languages Aeric, Cygnaran, Khadoran

Challenge 6 (2,300 XP)

Animosity: Blighted (1/Turn). When Cylena hits a blighted creature with a weapon attack, that attack deals an extra 1d8 weapon damage.

Archer. A bow deals one extra die of its damage when Cylena hits with it (included in the attack).

Sharpshooter. Cylena ignores half cover and three-quarters cover when making a ranged weapon attack.

ACTIONS

Multiattack. Cylena makes three melee attacks or two ranged attacks.

Nyss Claymore. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

Nyss Bow. *Ranged Weapon Attack:* +7 to hit, range 200/800 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

NYSS HUNTER

Medium humanoid (Nyss), chaotic neutral

Armor Class 15 (Nyss leather armor)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	13 (+1)	11 (+0)	15 (+2)	14 (+2)

Skills Athletics +3, Perception +4, Survival +4

Senses passive Perception 14

Languages Aeric

Challenge 2 (450 XP)

Animosity: Blighted (1/Turn). When the hunter hits a blighted creature with a weapon attack, that attack deals an extra 1d8 weapon damage.

Sharpshooter. The hunter ignores half cover and three-quarters cover when making a ranged weapon attack.

ACTIONS

Multiattack. The hunter makes two melee attacks.

Nyss Claymore. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

Nyss Bow. *Ranged Weapon Attack:* +5 to hit, range 200/800 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

THE RAGMAN

LLAELESE THAMARITE

Once the head of a small cult based in the north of Llael, Lord Mylo di Northryne is a Thamarite sorcerer and follower of Scion Delesle, the patron of necromancy and death. For years, this Llaelese noble limited his activities to the lands dominated by his family, taking pains to conceal his arts and hiding the truth of his noble birth behind the remnants of a tattered mask. In the years since the Claiming, however, he has become a common sight at the mercenary camps that dot the heartlands of the Iron Kingdoms. With soft words and impeccable politeness, he makes his dark talents available to the most desperate of military commanders, asking only that in return for his services he be allowed to walk unhindered and unobserved through the blasted battlefields once the fighting ceases. As disquieting as this proposition is, few turn down his offer.

The Ragman has chosen a solitary path of dark ascension; he knows the knowledge he gleans from studying the dead eyes of the slain brings him closer to his true path than any instruction he could receive from his necromantic peers. The dead move at his whim, and corpses rise from their resting places to do his bidding.



THE RAGMAN

Medium humanoid (human), lawful evil

Armor Class 16 (mage armor)

Hit Points 91 (14d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	15 (+2)	18 (+4)	10 (+0)

Saving Throws Dex +6, Wis +7

Skills Arcana +5, Deception +3, Investigation +5, Religion +5, Stealth +6

Senses passive Perception 11

Languages Cygnaran, Llaelese, Ordic

Challenge 5 (1,800 XP)

What You Can't See (3/Day). When the Ragman casts a spell that deals damage, he can add 4 to the damage. Any creature he damages with the spell must succeed on a DC 15 Wisdom saving throw or be blinded until the start of the Ragman's next turn.

Spellcasting. The Ragman is a 10th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). He has the following spells prepared:

Cantrips (at will): *eldritch blast*, *light*, *resistance*, *spare the dying*, *thaumaturgy*

1st level (4 slots): *bane*, *bleed*, *cloak of fear*, *inflict wounds*, *mage armor*, *shield*

2nd level (3 slots): *blindness/deafness*, *chains of Ekris*, *Roth's madness*

3rd level (3 slots): *animate dead*, *dark fire*, *devil's tongue*

4th level (3 slots): *death ward*, *Stacia's hellfire*, *stygian abyss*

5th level (2 slots): *Aiden's ghostly shroud*, *scourge of Khorva*

ACTIONS

Walking Stick. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

LADY KARIANNA ROSE

SHEPHERD OF THE DARK MENAGERIE

Driven to madness by loss and grief, poor Lady Karianna Rose has been adopted by the grymkin as one of their own. Lady Rose's songs soothe the rage that feeds these creatures' nightmares, but she can also whip them into a frenzy on a whim. Anyone who raises a hand against this delirious beauty is immediately met with swift and furious retribution from the grymkin who attend to her.

KARIANNA ROSE

Medium humanoid (human), chaotic neutral

Armor Class 16 (barkskin)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	13 (+1)	12 (+1)	16 (+3)	15 (+2)

Saving Throws Wis +6, Cha +5

Skills Animal Handling +7, Arcana +4, Insight +7, Medicine +7, Nature +4, Perception +7, Religion +4

Senses passive Perception 17

Languages Cygnaran

Challenge 4 (1,100 XP)

Nightmare Empowerment. As a bonus action, Karianna can choose a Large or larger grymkin within 15 feet of her to gain one of the following benefits. The benefit lasts until the start of Karianna's next turn.

Attack Bonus. The grymkin has advantage on attack rolls.

Damage Bonus. The grymkin's weapons deal an extra 1d8 damage.

Extra Attack. The grymkin can make one additional attack when it takes the Attack action.

Spellcasting. Karianna is a 6th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). She has the following spells prepared:

Cantrips (at will): *dancing lights*, *friends*, *guidance*, *mending*, *minor illusion*

1st level (4 slots): *animal friendship*, *charm person*, *faerie fire*, *goodberry*, *speak with animals*

2nd level (3 slots): *animal messenger*, *barkskin*, *invisibility*, see *invisibility*

3rd level (3 slots): *major image*, *speak with plants*, *tongues*

Loved by Grymkin. An allied grymkin within 15 feet of Karianna can use a reaction to reduce any damage Karianna would take by 11 (2d10).

Unleash the Wicked Harvest. When Karianna drops to 0 hit points, all grymkin within 60 feet of her have advantage on their attack rolls for 1 minute.

ACTIONS

Dagger. Melee Weapon Attack: +4 to hit, reach 5 ft., one target.
Hit: 4 (1d4 + 2) piercing damage.



TARYN DI LA ROVISSI

LLAELESE GUN MAGE

Not every gun mage of the Order of the Amethyst Rose chose to fight for the Llaelese Resistance. Taryn di la Rovissi remembers the failings that led to her nation's occupation, and the loss of her country freed her from any lingering patriotism. Taryn is one of the deadliest practitioners of the gun mage art in the Iron Kingdoms—an art for which she requires payment. She hates the Khadorans for their occupation of her homeland but also has no love for the former Resistance or the new monarchy of Llael beyond their ability to pay good coin.

Taryn is a solemn woman who is motivated as often by her need to make a living as by anything else. Pragmatic to a fault, she is unburdened by love of country or a desire to die for a cause, unlike many of her former fellow Llaelese gun mages.



TARYN DI LA ROVISSI

Medium humanoid (human), chaotic neutral

Armor Class 16 (infantry armor)

Hit Points 97 (13d8 + 39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	19 (+4)	16 (+3)	14 (+2)	14 (+2)	16 (+3)

Saving Throws Dex +7, Con +6, Wis +4

Skills Perception +4, Stealth +10

Senses passive Perception 14

Languages Cygnaran, Llaelese

Challenge 6 (2,300 XP)

Rune Shots (4 Uses). Taryn knows the following rune shot options. Once during each of her turns, when she makes a magelock pistol attack, she can apply one of the following options to that attack.

Accuracy. Taryn has advantage on her attack roll.

Black Penny. Taryn does not have disadvantage on targets within 5 feet of her.

Brutal. If Taryn hits a creature with this attack, the target takes an extra 2d6 damage, and the attack scores a critical hit on a roll of 19 or 20.

Silencer. Taryn's firearm produces no sound when it discharges. If Taryn hits a creature with this attack, that creature cannot shout or speak until the start of Taryn's next turn.

Taryn regains all uses of this feature when she finishes a short or long rest.

Spellcasting. Taryn a 14th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She regains all expended spell slots when she finishes a short or long rest. She knows the following gun mage spells: Cantrips (at will): *dancing lights*, *mending*, *prestidigitation*, *true strike*

1st–5th level (3 5th-level slots): *blur*, *bullet dodger*, *endless magazine*, *heightened reflexes*, *snipe*

Underground Networks. While Taryn is in an urban area, she has advantage on Intelligence (Investigation) checks to find information about the location of black markets, criminal enterprises such as smuggling rings, and other similar subversive aspects of a city.

ACTIONS

Multiattack. Taryn makes two ranged attacks.

Magelock Pistol. Ranged Weapon Attack: +7 to hit, range 40/120 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage. Attacks made with this weapon are magical.

REACTIONS

Uncanny Dodge. When an attacker that Taryn can see hits her with an attack, she can use her reaction to halve the attack's damage against her. If she is within 5 feet of Rutger Shaw and an attacker that she can see hits Rutger with an attack, she can use her reaction to halve the attack's damage against Rutger instead.

RUTGER SHAW

PROFESSIONAL ADVENTURER

Rutger Shaw enlisted in the Cygnaran Army as a young man. Trained as a trencher, he soon demonstrated a unique knack for marshaling warjacks, as well as great skill with a blade. Long years of battle and military service hardened Rutger even as he chafed at fighting at the whim of callous officers. He ultimately opted out of the army and turned sell-sword, and he has spent the last several years traveling the Iron Kingdoms, guided by his taste for adventure and coin.

If not for his conscience, Rutger Shaw might have become just another grubby mercenary. Even so, his best intentions are tempered by the fatalism of a man who truly understands the harshness of the world.



RUTGER SHAW

Medium humanoid (human), chaotic good

Armor Class 16 (infantry armor)

Hit Points 105 (14d8 + 42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	17 (+3)	11 (+0)	12 (+1)	12 (+1)

Skills Athletics +7, Perception +3

Senses passive Perception 13

Languages Cygnaran

Challenge 6 (2,300 XP)

Jack Marshal. Rutger is proficient in marshaling steamjacks. In addition to the standard drives, Shaw can use the following drive:

Drive: Cover Me! When a creature the steamjack can see hits an allied creature that is within 5 feet of the steamjack with a ranged attack, the steamjack can use its reaction to reduce the damage the target takes by 2d10 + its proficiency bonus (to a minimum of 0).

Indomitable (1/Day). Rutger rerolls a failed saving throw. He must use the new roll.

Second Wind (Recharges after a Short or Long Rest). As a bonus action, Rutger can regain 20 hit points.

Tools. Rutger carries a mechanik's toolkit and is proficient with it.

ACTIONS

Multiattack. Rutger makes two melee attacks. If he has his hand cannon drawn, he can also make a ranged attack.

Mechanical Sword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage, or 15 (2d10 + 4) slashing damage if used with two hands. Attacks made with this weapon are magical.

Hand Cannon. *Ranged Weapon Attack:* +5 to hit, range 100/400 ft., one target. *Hit:* 13 (2d10 + 2) piercing damage.

KAPITAN SOFYA SKIROVA

WOMAN OF IRON

Kapitan Sofya Skirova has earned a place of prestige among the officers of the Black Dragons, an elite unit of veteran Iron Fang pikemen who have vowed never to retire from active duty. She ably demonstrates why this unit's emblem is feared, intercepting blows intended for her soldiers while refusing death itself so long as her brothers and sisters in arms are threatened.

Kapitan Skirova is a stern woman bound by her personal code of honor and her oath as a Black Dragon. Her bond with her fellow Iron Fangs is absolute and cannot be shaken. She seldom lets down her guard or her iron sense of decorum.

SOFYA SKIROVA

Medium humanoid (human), lawful neutral

Armor Class 20 (plate armor, shield)

Hit Points 75 (10d8 + 30)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	11 (+0)	13 (+1)	14 (+2)

Skills Athletics +7, Intimidation +5, Persuasion +5

Senses passive Perception 11

Languages Khadoran

Challenge 6 (2,300 XP)

Polearm Expert. A polearm deals one extra die of its damage when Sofya hits with it (included in her blasting pike attack).

Reactionary. Sofya can take three reactions each turn instead of one.

Wall of Iron. Sofya gains a +1 bonus to AC while standing within 5 feet of an ally. Additionally, when she takes the Help action to aid an ally's attack, she can make one weapon attack as a bonus action.

ACTIONS

Multiattack. Sofya makes two melee attacks.

Blasting Pike. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 5 (1d10) bludgeoning damage, or 15 (2d10 + 4) piercing damage plus 5 (1d10) bludgeoning damage if used with two hands. If the target is a Large or smaller creature, it must make a Strength saving throw with a DC of 12 or half the total damage dealt, whichever is higher. On a failed save, the target is knocked prone.

REACTIONS

Righteous Vengeance. When an allied creature within 15 feet of Sofya is reduced to 0 hit points, she can use a reaction to move 10 feet and make a melee attack.

Shield Guard. When an allied creature within 15 feet of Sofya is hit by a ranged attack, Sofya can use her reaction to be hit instead.



THOR STEINHAMMER

FRIEND OF THE MACHINE

One of the best-paid mercenaries in western Immoren, Thor Steinhammer repairs and commands warjacks with outstanding skill. This consummate combat mechanic can coax unbelievable performance out of his machines, scorch nearby enemies with his ever-ready torch, and keep the warjacks of other sell-swords in fighting trim, all for a reasonable fee.

Thor can usually be found marshaling a steamjack such as the Ghordson Avalancher. He has a cheerful disposition when he's interacting with his steamjacks and is eager to talk shop with other mechanics and those who show an interest in his machines.

GHORDSON AVALANCHER

Large construct (steamjack), unaligned

Armor Class 18 (natural armor, shield)

Hit Points 105 (10d10 + 50)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	20 (+5)	5 (-3)	10 (+0)	1 (-5)

Saving Throws Str +7, Con +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison, psychic

Condition Immunities charmed, frightened, paralyzed, petrified, poisoned

Senses passive Perception 10

Languages understands the languages of its manufacturer but can't speak

Challenge 6 (2,300 XP)

Cortex. The Avalancher's cortex allows it to understand basic commands from its controller (spoken verbally by most but usually communicated telepathically by warcasters). Verbal commands must be akin to those issued to a trained animal, such as "stay," "guard," "attack," and so on. The Avalancher will carry out these commands with no regard for its own safety.

Heavy Metal. The Avalancher's attacks are magical for the purpose of overcoming resistances and immunity to nonmagical attacks for steamjacks, colossals, and warbeasts.

Steam Powered. The Avalancher requires coal and water to function. When not in combat, it can function for 6 hours with a full fuel load of 600 pounds of coal and fresh water in its boiler. While in combat, the Avalancher can function for 1 hour with a full fuel load. If the Avalancher's coal and water are not refilled at the end of this time, it suffers one level of exhaustion at the end of each minute. Due to the amount of noise its steam engine produces, the Avalancher has disadvantage on Dexterity (Stealth) checks.

ACTIONS

Assault Shield. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

Avalanche Cannon. *Ranged Weapon Attack:* +3 to hit, range 100/300 ft., one target. *Hit:* 13 (3d8) piercing damage. Each creature within 10 feet of the target must succeed on a DC 13 Dexterity saving throw or take half of the damage taken by the target. In addition, each creature damaged by this attack must succeed on a DC 14 Strength (Athletics) check or be knocked prone.

REACTIONS

Shield Guard. When a friendly creature within 15 feet of the Avalancher is hit by a ranged attack, the Avalancher can use its reaction to be hit instead.

THOR STEINHAMMER

Medium humanoid (dwarf), lawful neutral

Armor Class 18 (plate armor)

Hit Points 71 (11d8 + 22)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	15 (+2)	18 (+4)	13 (+1)	10 (+0)

Saving Throws Con +5, Int +7

Skills History +7, Investigation +7

Senses darkvision 60 ft., passive Perception 11

Languages Ordic, Rhulic

Challenge 5 (1,800 XP)

Dismantle. When Thor hits a construct with a weapon attack, the target takes an extra 1d8 damage.

Indomitable (1/Day). Thor rerolls a failed saving throw. He must use the new roll.

Second Wind (Recharges after a Short or Long Rest). As a bonus action, Thor can regain 15 hit points.

Tune Up. Thor can use an action to tune up an allied steamjack within 5 feet of him. The steamjack has advantage on attack rolls until the end of its next turn.

Jack Marshal. Thor is proficient in marshaling steamjacks.

Tools. Thor carries a mechanic's toolkit and is proficient with it.

ACTIONS

Multiattack. Thor makes two melee attacks. He can replace one of those attacks with a blowtorch attack.

Mechanic's Wrench. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Blowtorch (Recharge 5–6). Thor projects fire in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 13 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one. A creature that fails the saving throw by 5 or more takes 1d6 fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.



LYNUS WESSELBAUM

LONG-SUFFERING ASSISTANT PROFESSOR

Professor Pendrake's senior assistant and now a junior professor in his own right, Lynus Wesselbaum helps the professor in almost everything he does. Although Lynus possesses the courage of a typical bookworm, he can never refuse an adventure at Pendrake's side, and he truly hopes to one day truly fill the professor's shoes.

LYNUS WESSELBAUM

Medium humanoid (human), neutral good

Armor Class 14 (studded leather)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	13 (+1)	19 (+4)	16 (+3)	16 (+3)

Saving Throws Int +8, Wis +7

Skills Animal Handling +5, Medicine +6, Perception +5

Senses passive Perception 15

Languages Cygnaran, Ordric, Shyr

Challenge 3 (700 XP)

Applied Knowledge (1/Day). As a bonus action, Lynus can make a Wisdom (Animal Handling) check with a DC equal to 5 + the challenge rating of a target nonhumanoid creature (other than a construct) he can see. If the check succeeds, until the start of Lynus' next turn, the next attack Lynus or one of his allies makes that damages the target also causes one of the following effects of Lynus' choice.

The creature has disadvantage on Strength checks and attack rolls until the end of its next turn.

The creature can't take reactions until the end of its next turn.

The creature takes a -2 penalty to AC until the end of its next turn.

Meticulous Study. Lynus can use a bonus action to make a Wisdom (Perception) check to spot a hidden creature or object.

ACTIONS

Multiattack. Lynus makes two melee attacks or two ranged attacks.

Greatsword. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) slashing damage.

Military Rifle. *Ranged Weapon Attack:* +4 to hit, range 60/180 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

BRAYLEN WANDERHEART

TROLLKIN OUTLAW

Once an unparalleled bandit concerned only with the acquisition of personal wealth, Braylen Wanderheart is now a robber with a different agenda. She and her trollkin bandits travel the forests of western Immoren plundering military convoys and outposts amid the crackle of pistol fire and donating the weapons and armor collected during her raids to trollkin communities throughout the Iron Kingdoms. After the repeated plights the kriels have been subjected to in recent years, Braylen wants to be certain that they will never be caught unprepared again.

BRAYLEN WANDERHEART

Medium humanoid (trollkin), chaotic neutral

Armor Class 15 (leather armor)

Hit Points 90 (12d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	16 (+3)	11 (+0)	13 (+1)	10 (+0)

Saving Throws Dex +7, Con +6

Skills Acrobatics +7, Perception +4, Stealth +7

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 14

Languages Cygnaran, Molgur-Trul

Challenge 5 (1,800 XP)

Gunfighter. Braylen does not have disadvantage on ranged attack rolls against targets within 5 feet of her.

Trollkin Toughness. Braylen has advantage on saving throws against being poisoned.

ACTIONS

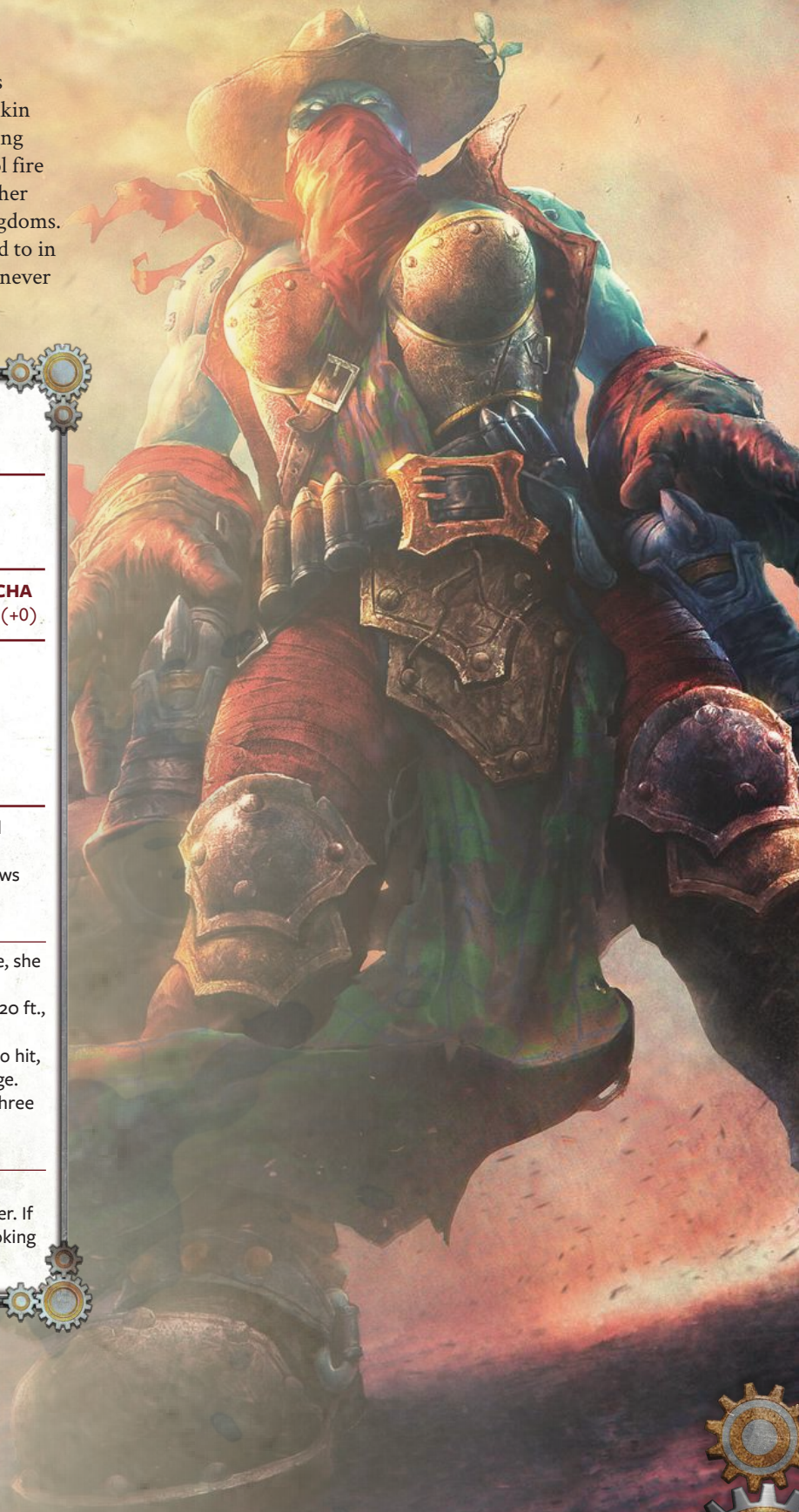
Multiattack. Braylen uses Lucky Shot if she can. Otherwise, she makes three heavy pistol attacks.

Heavy Pistol. *Ranged Weapon Attack:* +7 to hit, range 40/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Lucky Shot (Recharge 5–6). *Ranged Weapon Attack:* +7 to hit, range 40/120 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage. This attack roll is made with advantage. Braylen can make three attacks each time she uses this ability.

REACTIONS

Disengaging Dodge. Braylen adds 3 to her AC against one attack that would hit her. To do so, she must see the attacker. If the attack misses, she may move up to 5 feet without provoking opportunity attacks.



YURI THE AXE

NORTHERN MADMAN

Some men are simply too dangerous to let live, or at least to let live free. A hunter of nearly inhuman skill from northern Khador, Yuri the Axe has left a staggering trail of bodies behind him. Khador's leaders have played on Yuri's patriotism and offered him amnesty in exchange for turning his talents to killing southerners, which he does with superlative ease.

Yuri considers himself a proud and patriotic son of Khador. That doesn't stop him from hunting down his fellow Khadorans like a hungry wolf, nor does it stay his axe if he feels insulted, but the northerner can be reasoned with—to an extent—by appealing to his patriotism. When Yuri speaks, which he seldom does, he cuts to the point of the matter and doesn't waste his breath talking for long.

YURI THE AXE

Medium humanoid (human), chaotic evil

Armor Class 17

Hit Points 114 (12d8 + 60)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	9 (-1)	11 (+0)	9 (-1)

Saving Throws Str +8, Con +8

Skills Athletics +8, Perception +3, Stealth +5, Survival +3

Senses passive Perception 13

Languages Khadoran

Challenge 6 (2,300 XP)

Brutal Critical. Yuri can roll two additional weapon damage dice when determining the extra damage for a critical hit with a melee attack.

Brute. A melee weapon deals one extra die of its damage when Yuri hits with it (included in his greataxe attack).

Forest Walk. Yuri can move across difficult terrain made of nonmagical plants without needing to spend extra movement.

Reckless. At the start of his turn, Yuri can gain advantage on all melee weapon attack rolls he makes during that turn, but attack rolls against him have advantage until the start of his next turn.

Unarmored Defense. While Yuri is not wearing any armor, his Armor Class equals 10 + his Dexterity modifier + his Constitution modifier. He can still use a shield and gain this benefit.

ACTIONS

Multiattack. Yuri makes two melee attacks.

Greataxe. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) slashing damage.



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