



INTO THE DEEP WILD

*Go beyond the cities and into the wilderness in this expansion
for Iron Kingdoms: Requiem*



INTO THE DEEP WILD



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TABLE OF CONTENTS

MAP.....	4	CHAPTER 3: MAGIC OF THE DEEP WILD	130
WHERE THE WILD THINGS ARE.....	7	Spell Descriptions	131
CHAPTER 1: THE DEEP WILDS	8	Class Spell Lists	131
Gods of the Deep Wilds	14	Treasures of the Deep Wild.....	139
Regions of the Deep Wilds	17	Magic Item Descriptions	139
Factions & Societies of the Deep Wilds	38	Magic Item Creation.....	142
Daily Life in the Deep Wilds.....	43	CHAPTER 4: DEEP WILD GEAR.....	154
CHAPTER 2: CHARACTER OPTIONS.....	48	Weapons.....	155
RACES	49	Adventuring Gear	157
Anura	49	Poisons and Remedies.....	159
Bog Trog.....	52	CHAPTER 5: WARBEASTS	162
Gatorfolk	54	Swamp Warbeasts	163
CLASSES AND SUBCLASSES	57	Additional Warbeasts.....	166
Monster Hunter	58	Warbeast Gear.....	167
Warlord.....	62	Imprints	168
SUBCLASS OPTIONS	66	Gaining an Imprint.....	168
Alchemist	66	Imprint Descriptions	168
Barbarian	69	Quick Warbeasts	169
Bard.....	71	Science Gone Mad: The Works of Dr. Arkadius.....	170
Fighter.....	72	Let Slip the Hogs of War	173
Mechanik	74	CHAPTER 6: DEEP WILDS ADVENTURES	176
Monk.....	77	Campaign Settings	178
Paladin	78	The Wilderness.....	178
Ranger.....	81	Campaign Concepts	181
Rogue	85	APPENDIX A: SPECIAL NPC	204
Shaman	87	APPENDIX B: CHARACER SHEETS	222
Mist Speaker	90	INDEX	226
Sorcerer.....	92		
Warlock	95		
MULTICLASSING.....	98		
Backgrounds.....	99		
Adventuring Companies	112		



HOWLING WASTES



Blackice Mountains

Burningfront Plains

Broken Mirror Lake

KHADOR

GHORD

RHUI

KORSK

LLACL

SHYRR

ORD

UMBRIC

MERYWYN

IOS

MERCIDIUS

MERIN

UMBRIC

MERYWYN

TOR VAATCHASH

IOS

Wailing Sea

MERIN

UMBRIC

MERYWYN

TOR VAATCHASH

IOS

BLOODSTONE DESERT

UMBRIC

MERYWYN

TOR VAATCHASH

IOS

CRYX

MERIN

UMBRIC

MERYWYN

TOR VAATCHASH

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KEY

- CAPITAL
- CITY
- FORTRESS
- FEATURE OF INTEREST
- RAILROAD
- ROAD
- MOUNTAINS
- HILLS
- FOREST (deciduous)
- FOREST (coniferous)
- SWAMP

SCALE (in miles): 25 50 75 100 200 300 400

ALCHIERE SUBCONTINENT





WHERE THE WILD THINGS ARE

EVEN IN THE HEARTS OF THE LARGEST CITIES OF western Immoren, deep behind walls and guarded by marvels of magic and engineering, the bravest of souls sometimes awaken in the dark depths of night and wonder, *Does the place where I live really belong to me?*

In the wild places across the continent—off the roads and beyond the walls, at the very edges of the firelight, there are beings who answer, *No*. Or, more accurately, they often give no answer at all save a bloodcurdling roar just before the listener is devoured.

These are the deep wilds. Places of untamed nature, free of walls or roads or the industry of the Iron Kingdoms. Untrodden by boots. Unexplored, at least according to the universities and the rulers in their high towers. Off the beaten path—well off that path. Out of sight and, for many of the inhabitants of the nations of Immoren, out of mind—until that sleepless night comes when dark, ancestral memories of the things that lurk beyond the firelight keep them awake, shivering in a cold sweat.

Yet while these regions may be largely unknown to city folk, they are far from uninhabited. They are home to complex societies of beings the citizenry of the Iron Kingdoms may think of as beasts but only because they don't know (or choose to ignore) the rich tapestry of those creatures' cultures. From the gatorfolk who dwell within the swamps and marshes to the farrow of the Thornfall Alliance to the trollkin and their larger relatives, these are the monsters of campfire stories in the Iron Kingdoms, but in the deep wilds they are simply folk, living their lives much as anyone within the walls of a city or village might.

WHAT ARE THE DEEP WILDS?

Sometimes the deep wilds are located beyond the edges of the Iron Kingdoms. Other times, they lie within their borders, the hidden depths of these wilds unknown even to their closest neighbors. They are patches of untamed wilderness not yet conquered by soldiers of the crown, even when they lie within that crown's borders. These include places like the Widower's Wood near Corvis, the Gnarls in Thuria and the Western Midlunds, the Shadoweald in Khador, and many others.

At one time, such wild places dominated western Immoren. Today they are the exception rather than the rule. But just because the fires and walls of civilization have pushed farther and farther into the deep wilds does not mean the places that remain are any less dark or any less dangerous. The depths of the forest are still a place where many may enter and far fewer return, and those who make their homes here are often reluctant to welcome outsiders as anything other than dinner.

WHO LIVES THERE?

For those who make their homes in the cities and villages of the Iron Kingdoms, the deep wilds are often considered "uninhabited," but the fact is that nothing could be further from the truth. The wilds are home to a wide range of

inhabitants beyond the birds and beasts of the field. There are even humans, elves, and dwarves who live in these unexplored places, sometimes maintaining traditions that predate the Iron Kingdoms themselves.

However, the majority of the denizens of these wild places are as unfamiliar to humanity as are the places themselves. Here, gatorfolk build empires of death and dark magic, subjugating "weaker" species and bending them to their will. Among the gatorfolk's number, one has even grown so powerful as to ascend to actual godhood. And beneath the claws of the gators, the fishlike bog trogs and batrachian anura attempt to hold on to their own customs while adapting to the rule of their cold-blooded tyrants—or rebelling against them.

Throughout the most rugged parts of the continent, farrow of all stripes eke out existences on the edges of so-called "civilization," often raiding and pillaging from nearby settlements for the resources they need to survive. Some of these farrow emulate their human neighbors while others cleave to an older way of life.

Then there are the various kriels of trollkin, who once ranged across much of the continent and who, since the time of the coming of the Orgoth and the formation of the Iron Kingdoms, have been driven increasingly to the fringes. After the Claiming, a huge portion of the United Kriels ventured south to the subcontinent of Alchiere, where they have begun the construction of a new trollkin empire—one that may yet prove the salvation of their people and a challenge to the supremacy of the Iron Kingdoms.

AND WHAT ADVENTURES AWAIT?

Challenges abound in the wild places of the Iron Kingdoms, both for outsiders and for those who make their homes here. Life in the deep wilds is never easy—the struggle for survival makes up much of the day-to-day lives of the residents of these primal wildernesses. Massive predators still call the forests of Immoren home, and the peoples of the wilds clash over limited resources.

For those who venture into the wilderness from the cities, the lure of exploration is often a driving force. To go where no one has gone before—or, at least, no one who has been acknowledged by the local university or explorers' guild. There are also great mysteries and artifacts still to be found in the places as-yet unconquered by the encroachment of so-called civilization. Artifacts dating from the time of the Orgoth occupation and even before lie covered by creeping foliage. Powerful centers of geomantic energy remain untapped. Rich supplies of natural resources wait to be claimed.

And at the edges of the Iron Kingdoms, in the subcontinent of Alchiere and beyond, whole lands stretch out for those bold enough to chart them—lands that may yet provide the future of the Iron Kingdoms.

1

THE DEEP WILDS



HUMANITY MAY BELIEVE IT HAS CONQUERED western Immoren, but in truth, it has managed to carve out only a handful of urban centers and scattered villages. Most of the continent remains untamed. What the settled nations see as “the wilderness” is just the fringe of the wilds, a curtain separating so-called “civilized” lands from the true wilderness, the deep wilds.

The deep wilds consist of ancient forests, tall mountain ranges, raging rivers, and other natural features. It is where civilization has yet to make a significant impression and where only a few human explorers have ever treaded. It is a place of primeval power where nature still reigns supreme.

The wilds are home to many creatures and cultures, some of which seem strange and dangerous to the folk of the Iron Kingdoms. Many of these creatures are the descendants of ancient beasts, kin that have survived the passage of time and the onslaught of civilization. Others are more recent denizens, drawn to the wilds by its untamed power or thrust into the deep wilds of western Immoren by forces beyond their control.

The deep wilds are a place of mystery and danger, where even the bravest explorers sleep with one eye open and the wisest know when to turn back. They are a place of beauty and untamed power, and they can never be fully conquered—by anyone.

THE HISTORY OF THE DEEP WILDS

Understanding the history of Immoren’s wild places begins with the realization that, at one time, the entire continent was wilderness. In the days before Menoth taught his children the way of the wall and the flame, the world was a place of predator and prey, of nature red in tooth and claw—and in the deep wilds, it is still.

In these earliest times, the Molgur were at their peak. Not one creed or nation, the Molgur were made up of disparate—and often conflicting—tribes of trollkin, gobbers, ogrun, and even humans. However, they all worshipped the Beast of All Shapes, seeing in the Devourer Wurm a way to become better hunters and better adapted to surviving in an often brutal world. This proved to be enough to bind the Molgur together, and among their number, respect existed for the largest ogrun and the smallest gobber alike. At least, most of the time.

Bloody conflict was a way of life for the Molgur, and if life were nasty, brutish, and short, it was also often joyous and celebrated, filled with feasts and rites of passage. Violence was not seen as abhorrent but as natural. The Devourer was, after all, the first predator, and it was seen as something to emulate as much as it was to fear it. As such, the Molgur had no dread of the wilds. Indeed, there was little enough else in the world at that time, and the Molgur considered themselves the masters of the wild places, to the extent such places could ever have masters at all.

Though early Menite accounts—from the days when the first priest-kings vied against the Molgur chieftains—would have it that these early Molgur tribes were barbaric cannibals,

little more than beasts themselves, the Molgur were also crafters, capable of working leather, making weapons, and carving and erecting stone. It is said there were even smithies in the largest villages, where weapons and armor could be forged from bronze.

In time, Menoth returned to his scattered flock and saw that they worshipped his eternal enemy. So, this was the time when humans first began separating themselves from the wilderness where they had dwelt. Menoth brought to them knowledge of the wall, and with it a way to separate villages, then towns, and then cities from the wild places of the world.

However, the Molgur had persisted for thousands of years, and even with the gifts that Menoth brought to his followers, it took considerable time for civilization to push back the shadows of the wilderness. More than a thousand years after the fall of the elven Empire of Lyoss, at the time the largest civilization in Immoren, the first of the Menite priest-kings became a legitimate challenge to the reigning Molgur war chiefs.

Around 2800 BR, a zealous and powerful follower of the Lawgiver began uniting the humans of the Black River delta. Valent would become the first of the Menite priest-kings and would build the Hold of Calacia, a fortification capable of standing against the Molgur hordes. This fortress was the beginning of a string of such strongholds that came to be known as the Shield of Thrace.

For centuries, the Shield held out against Molgur raids from the Wyrmswall Mountains and the surrounding wilderness. One side might lose ground while the other gained, but for the most part the two were held in a stalemate that lasted until the arrival of the bloodthirsty priest-king Golivant in 2230 BR. While his predecessors had been content to defend themselves against the ravages of the Molgur, Golivant sought to break them. To this end, he began assembling an army the likes of which the continent had never seen.

This aggression was met with the rise of a great champion among the Molgur. Horfar Grimm was the first to unify numerous tribes beneath his leadership and to command the largest force of Molgur ever assembled against the walls of the Shield of Thrace. Ultimately, however, he fell, and though the curses he levied against the Menites with his dying breath still resound with power to this day, his demise signaled the start of the slow decline of the Molgur.

THE OUTSKIRTS OF A THOUSAND CITIES

The fall of Horfar Grimm took place during what is known to historians as the Warlord Era, which prefigured the Thousand Cities Era. For many in the Iron Kingdoms, this is seen as the beginning of their national history; for the Molgur, however, it was the beginning of the end.

While human tribes conquered by the Menite priest-kings had the option of converting to worship of the Lawgiver, ogrun, gobbers, trollkin, and others were given no such alternative. They were slaughtered and driven into exile from lands they had held for generations. It was the launch of a

MORRDH

Centuries before humanity was given the gift of magic by Thamar, a group of apostate Menites had created one of the most dreaded kingdoms in history. The rulers of Morrdh possessed strange powers heretofore unknown to humankind. At their command, the dead rose to serve them, and horrific beasts fought at their side. Like all the edifices of civilization, however, the kingdom of Morrdh eventually fell, the stones gradually reclaimed by wild growth. Today, only ruins remain, buried in the heart of what is now called the Thornwood.

Just as the dead of Morrdh did not rest easy, however, the ruins of this once powerful empire still trouble the living world around them. Seekers after dark power search out Morrdhic ruins and relics, and everyone from the Nightmare Empire of Cryx to rogue Thamarites to desperate Khadoran Greylords have pillaged the ruins of the Black Kingdom for artifacts of terrible might. Nor are they the only ones. In the wilds, the gatorfolk of the Thornwood and the surrounding regions have found the remnants of ancient Morrdh hold much of the death magic that their own sorcery taps into, and they have repurposed the stones of these ancient ruins to their own ends.

purge that would forever change the balance of power on the continent as well as the structure and future of the various children of Dhunia.

With the Molgur broken, so-called civilization spread

across the wild places of Immoren at a staggering pace, and those who were unable or unwilling to become part of the towns and cities that gave the era its name were ultimately ground beneath the heel of what their oppressors called “progress.” Though the children of Dhunia would survive this time, their numbers would be forever reduced, and many among them abandoned the worship of the Devourer Wurm, turning instead to their mother goddess, whose worship fit a necessarily more peaceful and agrarian lifestyle.

Conflict was far from over after the dwindling of the Molgur, however. The city-states that sprang up during this period fought many bloody wars between themselves, and they drove those who didn’t bow to the dictates of “civilization” farther into the wilds. With less and less land to call their own, those who were unwelcome in the cities found themselves driven into conflict with the earlier residents of the deep wilds—gators, farrow, and others that had never been a part of the larger Molgur tribal structures.

However, these conflicts generally remained small and personal. Skirmishes arose between individual tribes over territory and resources, but these were not the full-blown wars that so often defined the histories of the “civilized” nations.

That is, until the arrival of the Orgoth on the shores of western Immoren.



WILD PLACES DURING THE ORGOOTH OCCUPATION

The coming of the Orgoth changed the face of western Immoren more than perhaps any other event until the Claiming. As these ruthless invaders arrived in their blackships, the civilizations of humanity gradually fell before their onslaught. For six centuries, the Orgoth held the continent in chains, and even the wild places were not immune to their conquest.

And yet the deep wilds fared better than their urban counterparts did during the years of the Orgoth occupation. The Orgoth were indifferent as to who toiled beneath their lash or who perished in their mass sacrifices, but the peoples of the wilds were hardy folk, inured to life beyond the safety of city walls, and possessed of natural magics that helped protect them against the Orgoth invaders.

While the Orgoth were primarily interested in conquest, they also turned their eyes toward power that the folk of the cities of western Immoren might never have guessed at. They sought out sites where blood sacrifices had been made to the Devourer Wurm for countless generations. They bent the sacred places of the trollkin and the Circle Orboros to their own hellish uses. When these conquests brought the Orgoth into opposition with the people of the wilds, bloody battles were fought that have never been recorded in history books—and probably never shall be.

Eventually, a rebellion began that would throw off the yoke of the Orgoth oppressors. The key components of its creation were the gift of magic, brought to humanity by Thamar at a great cost and, with it, the rise of alchemy and mechanika. This eventually led to the creation of the first colossal, the earliest precursor of the 'jacks that are such an integral part of life in the Iron Kingdoms today.

Indeed, it was the rebellion against the Orgoth that created the Iron Kingdoms as they currently exist, nations codified in the Treaties of Corvis in 202 AR after years of bloody fighting that finally pushed the Orgoth from Immorese shores. These treaties also acknowledged at least some of the contributions made by those outside the nations of humanity. Specifically, the trollkin kriels of the Gnarls and the Thornwood had been instrumental in helping to drive off the Orgoth, and thus they were granted rights to their traditional lands in the same treaties that defined the borders of the Iron Kingdoms.

THE TROLLKIN WARS

With the Orgoth gone, the long path toward reconstruction began. For those who relied on the walls and the protection offered by cities and towns, this was a time of renewal and growth, as new borders further defined the regions that “belonged” to the nations of Immoren, and the wild places were pushed ever farther toward the fringes.

New weapons and advances in both engineering and mechanika came about rapidly, and the explosion of so-called civilization into previously untamed lands was a recipe for conflict. While the trollkin of the Gnarls and the Thornwood had been granted rights to their traditional lands and

waterways, these agreements were gradually abandoned by the rulers of the Iron Kingdoms as the need for raw materials grew during reconstruction, materials readily available in the trollkin's lands.

This betrayal began what would become known as the Trollkin Wars—a series of clashes between the nations of the Iron Kingdoms and the southern kriels that changed the fates of both. The First Trollkin War ended in 247 AR, when the combined might of the kriels proved no match for Cygnaran colossals. However, the Iron Kingdoms were embroiled in other conflicts at the time as well, and those wars drained them of resources and resolve. By 262 AR, the Second Trollkin War had begun, as the kriels once more pressed their claims for the lands and rights that had been promised them.

The forces of Cygnar were, by this time, stretched thin, and morale was low. Meanwhile, the trollkin had learned hard lessons from their defeat in the First Trollkin War, and they found ways to turn the size and scope of the colossals against the enemy. These skirmishes, where the massive war machines fell to the guerilla fighting of the trollkin, helped to demonstrate that the time of the colossals had passed, and this ushered in the age of the smaller 'jacks that dominate the kingdoms today.

The Second Trollkin War ended in 267 AR, when Cygnar's King Woldred himself attended peace talks that saw the nation reaffirming the terms of the Corvis Treaties and agreeing to pay reparations to the trollkin who had been wronged. Sadly, this peace, too, would prove short lived.

MEANWHILE, IN THE SHADOWS

Even as the Orgoth were driven out and the Iron Kingdoms rose and clashed with their neighbors, life in the wilderness of Immoren continued much as it had for centuries, but changes were taking place, though they were not as immediately obvious as those in the more urban parts of the continent.

The farrow, formerly scattered bands of raiders and brigands content to follow the strongest leader in the pack, began to organize behind more powerful leaders, charismatic and brutal war chiefs such as the self-styled Lord Carver, who saw a future for their people beyond the petty raids and skirmishes that had previously made up their lot.

In the wake of the many conflicts that rocked the Iron Kingdoms, the gators who made their homes in the swamps and marshlands found powerful relics and ruins infused with death magic that they could, in turn, use to their own advantage. In the mires and marshes around Blindwater Lake, a growing cult of these gatorfolk increased in strength, its leader feasting on so much death and carnage that he would eventually step into the realm of godhood.

Nor was it merely old powers the gators reawakened. The incursions of the forces of the skorne into western Immoren brought new beasts into the wilds as well as the slaves the skorne had bent beneath the lash. Among these were the anura, colloquially known as croaks, who fit neatly into the

plans of the aquatic gators and who found among the gators a life better than the cruel yoke of the skorne—if only barely.

Even as the nations of the land sought to bring military might to bear, the Circle Orboros tapped into the magical power of Caen itself, studying the heavens and the seasons to find the right moment to access places of great geomantic potential. For centuries, these blackclads had been going about their secretive business, and now it seemed the time had come for many of their plans to come to fruition.

The trollkin kriels also began to unite in ways they hadn't since before the Trollkin Wars. Under the leadership of Madrak Ironhide, scattered kriels from all over the wilds began to come together to support one another as the other nations once again conveniently forgot the promises they had made. Once a staunch ally and friend to Cygnar, Madrak ultimately led his people against even them in an effort to carve out a place for the trollkin to survive and thrive. He even took up Rathrok, the World Ender, the axe once wielded by Horfar Grimm and cursed ever since.

These United Kriels would eventually help the nations of the Iron Kingdoms as the peoples of western Immoren put aside their differences and fought against the coming of the infernals during the Claiming. And afterward, many continued to follow Madrak as he forged a new empire for his people in Alchiere.

Far to the north, another calamity was befalling the scattered Nyss—one that would not be noted by their southern neighbors until it was nearly too late. Virtually all of the Nyss were either wiped out or corrupted by the power of the dragon Everblight, who had discovered the secret of splitting his essence among several vessels and so creating a legion of mindlessly loyal soldiers and draconic monsters that would eventually sweep down from the icy places and drive a snarling, blighted wedge into the Iron Kingdoms.

WILD PLACES DURING THE CLAIMING

Though it may have seemed as such to the peoples of western Immoren, the infernals did not simply appear overnight. Since the time of the gift of magic, delivered by Thamar to the humans to facilitate the rebellion against the Orgoth, the infernals had been biding their time and sowing the seeds of their return, when they would finally take that which they were owed.

While the devastation wreaked by the Claiming upon the cities and kingdoms of western Immoren has been well documented, the infernals—like the Orgoth before them—were not interested merely in the habitations of humankind. Needing gateways by which they could summon forth horrors into the world of Caen, they sought out places of geomantic and necromantic power—ancient altars where blood had been spilled for centuries, forgotten battlefields, Morrdhic ruins, and more.

Many of these lay in territories controlled by the agents of the Circle Orboros, by trollkin kriels, or by tribes of gatorfolk. When these inhabitants of the wilderness were forced into conflict with infernalists and their masters, the

results were always grisly but rarely recorded by the scribes and historians of the Iron Kingdoms.

Some heroes and warriors from the wild places were even there at Henge Hold, where the infernal threat was broken. Others will never be remembered in the chronicles of the disaster, and still others never so much as encountered an infernalist, isolated as they were from the conflicts of their “civilized” neighbors and embroiled in troubles and ambitions of their own.

TOLOK FORTRESS AND THE UNITED KRIELS

Madrak Ironhide is considered the greatest leader the trollkin have ever known, at least since the days of the Molgur. In the years prior to the Claiming, he unified trolls and trollkin from countless kriels, many of whom joined together to form the most powerful army of its kind the world had ever seen. Other heroes of the trollkin came to march under his banner. Hoarluk Doomshaper, a venerable shaman of the Gnarls, brought dire trolls to the aid of his kin for the first time, while heroes such as Grissel Bloodsong, Janissa Stonetide, and even the trollkin known as Gunnbjorn, formerly a member of the Cygnaran military, all added their strength to his cause.

In time, even the trollkin of the northern kriels, led by the charismatic Borka Kegslayer, joined the United Kriels to fight against the enemies of all trollkin everywhere. What had begun as a confederation of mutual aid and protection against the encroachment of humanity's wars became something greater still—the first true trollkin nation since the days of the Molgur.

Yet, even such a mighty gathering of trollblood heroes could only do so much, and many of the kriels remained a people without a home to call their own, even as the aftermath of the Claiming saw much of the Iron Kingdoms depopulated. There were opportunities in the wake of Henge Hold for Madrak and the United Kriels to claim new lands within western Immoren or even to retake some of the ancestral homelands they once controlled.

The trollkin of the United Kriels were all-too familiar with the vicissitudes of fate, however, and the limits of humanity's gratitude. How could they ever trust the nations of the Iron Kingdoms after so many betrayals? If they retook their lands in the Thornwood or found new lands on the outskirts of the kingdoms, how long would it be before humanity was once more knocking at their doors with cannon and blade, ready to push them from their homes and deeper into the wilds once again?

Instead, Madrak and the trollkin of the United Kriels turned their eyes southward. Beyond the Bloodstone Marches stretched the jungle-choked subcontinent of Alchiere. There, none of the kingdoms of humanity yet held sway, and even the empire of the skorne from the east had not penetrated far. These were wilds deeper than any left in western Immoren, and in them the trolls could perhaps truly build a home for themselves that could never be taken away.

This was the beginning of Tolok Fortress, a place at once

frontier fortification and the germ of a new trollkin nation. It is something greater than any one kriel, taking the ideals that brought the United Kriels together and forging them into a charter that will guide the trollkin into the future—or, at least, so Madrak and his lieutenants hope.

BRINGER OF MOST MASSIVE DIPLOMACY

The farrow have never been strangers to the outskirts of the Iron Kingdoms. Though reports of them date back only as far as the rebellion against the Orgoth, they have existed for centuries in much the same way they still do throughout western Immoren. During most of that time, they were regarded by humans as little more than a nuisance—not to be dismissed, certainly, but instead to be either endured or stamped out.

Despite this, the farrow are clever beings with their own rich mystical traditions. They are also more than capable of building weapons and armor, even replicating simplified versions of the more complex weapons of war wielded in the Iron Kingdoms, including rudimentary firearms often called “pig irons” and even cannons and steam engines.

Hardy pragmatists, farrow see little distinction between raiding for supplies and acquiring them any other way, which has often led them into conflict with their human neighbors. Yet the farrow remained a disorganized and isolated threat for hundreds of years—a threat easy for the Iron Kingdoms to underestimate. That all changed with the coming of Lord Carver, the self-styled Bringer of Most Massive Destruction.

While the scattered tribes of farrow tended toward a “might makes right” system of governance, with numerous raids between neighbors and constant internal skirmishes to determine the pecking order, there had never been a farrow warlord like Lord Carver. Appearing from the dry hills near the Marchfells, this ambitious farrow crushed all opposition before him, uniting previously disparate tribes through martial prowess and sheer force of will.

His dreams were bigger than merely being king of the hill, however. Carver saw a future in which the farrow had a nation of their own rather than living on the scraps of the kingdoms around them; this dream was born out of his own unpleasant interactions with humans, who had regarded him as something less than a person even as they paid him coin to shed blood in their service.

In a bit of ultimate irony, the realization of Carver’s dream required the intercession of a human, the strange and enigmatic Dr. Arkadius, who believed he could eventually grasp the secret of creating life and found in the farrow ideal subjects for his experiments. Hardy to the point of atavism, the basic nature of the farrow proved surprisingly easy to alter, and Arkadius was able to demonstrate his value to Lord Carver by creating massive warbeasts created from modified farrow.

Combining Carver’s martial might and iron determination with the imposing beasts created by Dr. Arkadius, the two formed the Thornfall Alliance, a first-of-its-kind summit of farrow warlords and chieftains, all of whom ultimately

bent the knee to Carver’s vision—or were slain by their subordinates, who acknowledged the Bringer of Most Massive Destruction in their stead. For the first time, the farrow had become more than brigands and raiders. They were an organized army with a real goal, one beyond territory, food, or salvage.

Occasionally selling the services of his troops to the highest bidder, Lord Carver never took his eye from the prize, and as the rest of western Immoren struggled with the Claiming and its aftermath, he saw the way to his goal at last. On a patch of land near Scarleforth Lake, amid the crags and foothills that separated the region from the Bloodstone Marches, Lord Carver seized the territory where he would build his kingdom, which he called Carversburg.

What had once been scattered tribes—more a threat to one another than to the human kingdoms—became something new. While Carversburg was established without much fanfare (or even notice) from the neighboring nations of Cygnar and Llael, it is only a matter of time before the Iron Kingdoms wake up to the threat posed by this new nation of farrow. By then, however, it might be too late.

THE BLINDWATER CONGREGATION AND THE LORD OF BLOOD

It began in the swamps and marshes around Blindwater, deep in the heart of the Thornwood, in lands the humans of Cygnar continue to foolishly believe they control. A lone gatorfolk bokor known as Bloody Barnabas began a meteoric rise to power that would see him attaining greater heights than any of his kin ever had before. First, he set out to vanquish the other local tribes. Though he earned his place through bloody conquest, those he ruled over found him surprisingly benevolent—content to let them go on with their daily lives so long as they paid him deference.

Over time, gators from other tribes began to pledge their fealty to Barnabas, including powerful warriors and bokors from distant regions such as Calaban of the Fenn Marsh tribes and the prophetic Jaga-Jaga, known as the Deathcharmer, who hailed from the swamplands of the Bloodstone Marches. As these potent leaders combined their strength with that of Barnabas and his growing congregation, the scope of his ambitions became clear.

Barnabas believed he was nothing less than a living god, destined to reach apotheosis on a tide of blood and carnage delivered by the gators that followed him. Within the ever-expanding ranks of the Blindwater Congregation, Barnabas was worshipped alongside (and sometimes above) Kossk, the creator deity of the gators. Not all who followed the bloodthirsty bokor believed in his dreams of godhood, but none dared gainsay them in his presence.

In 609 AR, the armies of the Blindwater Congregation massed in numbers that the gators—formerly made up of scattered tribes concerned with nothing more than food and their own territories—had never demonstrated before. They marched to battle against a combined force of farrow and

A HISTORY OF RESISTANCE

The anura, colloquially known as croaks among the inhabitants of western Immoren, were brought to this region from the Shattered Spine Islands by the skorne as slaves. Initially arriving in 603 AR, when the deposed Cygnaran tyrant Vinter IV attacked Corvis at the head of an army of skorne, many of the anura took every opportunity presented to them to escape their captors and disappear into the swamps and marshes surrounding the City of Ghosts.

While they fit quickly into the ecosystem around Corvis, the anura found there were others in the region who would happily dominate them, offering them existences only marginally better than the ones they had suffered under the skorne. These were the gatorfolk of what would become the Blindwater Congregation.

Some of the anura found niches within gator society that were of mutual benefit, but others saw the gatorfolk as simply another oppressive regime bent on exploitation. In this frame of mind, they joined the many bog trog tribes that had clashed with and usually been conquered by the gatorfolk for generations. Life was hard among the gators, cold-blooded pragmatists who thought nothing of literally devouring those who crossed them, but many among the anura and the bog trogs found these new arrangements to their liking. Others, however, resisted.

There have always been bog trog tribes and leaders who fought against the gators with whom they shared territory, and some have either managed to be regarded on nearly equal ground, such as the warlock Rask, or have been able to retain their autonomy in the face of the growing power of the gatorfolk. At the same time, some among the anura have been part of resistance movements for anuran independence for as long as their kind has been in western Immoren.

At first, these croak independence movements operated in secret and isolated places, but they have been forced into bolder action in recent years, as Barnabas continues to grow in power and tighten his stranglehold upon the gatorfolk and their allies—those who surrender to it as well as those who won't.

trollkin within the Bloodstone Marches. Barnabas had seen the signs and believed his moment of apotheosis was at hand. At the climax of the battle, he was proven correct.

The farrow warlord Carver succeeded in cutting down the powerful bokor in a bloody duel, but little did Carver know that this demise was all part of the gator's plan. Struck down at the height of his necromantic powers while having absorbed the energies of the dying and bloodshed that surrounded him, Barnabas did not perish. Instead, he was severed from the restraints of his mortal flesh and reborn as a god who walked the surface of Caen, truly becoming the Lord of Blood. Since then, the might of the Blindwater Congregation has only grown. Now it is just a matter of time before the people of the Iron Kingdoms must contend with this substantial threat within their own borders.

GODS OF THE DEEP WILDS

While the people of the cities worship their human-like deities on feast days and at special services, the religion of the wild places is something more primal. Gods are everywhere in the wilderness, and every hunt, every meal, every victory or defeat takes place not far from their sight.

Many who make their homes in the wild places worship either Dhunia or the Devourer—or, for those blackclads of the Circle Orboros, an entity composed of both. Since the time of the ancient Molgur, those peoples of the wild who can trace their lineage to the god Dhunia have worshipped her or turned their back on her to pay homage instead to their father, the Devourer Wurm. Most trollkin still worship Dhunia, as do many gobbers, bogrin, ogrun, and even farrow, especially when their minds turn toward their own mortality.

Others in the wild places still make blood sacrifices to the Devourer Wurm, just as their ancestors once did. The most ferocious of these may be the shapeshifting cannibals known as the Tharn, but there are countless human tribes still living in out-of-the-way locales who keep to their old ways and worship the Beast of All Shapes at bloodstained altars.

These are not the only deities those in the depths of the wilderness pray to, however. Gatorfolk, bog trogs, and anura all have their own gods and their own creation myths, describing how they came to be—where they are even remotely concerned with such things.

What's more, just as the Twins once ascended to godhood and changed the cosmology of the Iron Kingdoms many years ago, the gatorfolk bokor known as Bloody Barnabas recently showed that the hierarchy of divinity in the wilderness is no more stable. Struck down in battle, Barnabas was freed from his mortal coil and returned as the Lord of Blood, a literal god walking the surface of Caen. The theological ramifications of this remain to be seen, but Barnabas' aspirations don't end there; next, he will see if the gods themselves can be eaten.

ASHIGA

From the Stone Fathers of the Rhulfolk to Menoth and the teeming masses of humanity, most peoples of Immoren connect their origins to the deities they pray to. Not so with the bog trogs, who seldom speak of their origins and, if asked, often merely shrug as if to say, "We have always been here."

Instead, bog trog mystics describe a massive and powerful creature they call Ashiga, an undying, cold-blooded beast that slumbers beneath a legendary swamp known as Sike Dulra. Religious rites among the bog trogs all focus on one simple idea—that if the bog trogs can make enough sacrifices and gather enough worship and spiritual energy, they will rouse Ashiga from its age-old slumber, and it will slake its hunger upon their enemies.

Because of this unique relationship between bog trogs and their sleeping deity, they also have an unusual priest caste. The mist speakers serve bog trog villages in a variety of important roles. More often counselors than leaders, they

tend to the sick, conjure forth fog to aid hunting parties, and help to ensure a good haul of fish. According to the mist speakers, their powers come from Ashiga but not in the same way human clerics may pray to their distant gods.

Instead, the mist speakers claim they can hear the dreams of the sleeping Ashiga. From these, they determine not only the great somnolent beast's moods and desires but also omens of the world around them, allowing them to influence the weather, choose a proper course of action for the tribe, or simply know where the fish will be biting.

While those rare human theologians who have bothered to study the religious beliefs of the bog trogs sometimes argue that Ashiga is not a deity at all but rather a uniquely powerful swamp spirit, an actual giant beast making its lair somewhere in western Immoren, or even simply a myth, the bog trogs have no interest in such niceties. To them, Ashiga is Ashiga, and one day it will awaken to bring ruin to their foes. Nothing else matters.

BARNABAS, THE LORD OF BLOOD

Even before he ascended to godhood, the bokor known as Bloody Barnabas had already accomplished more than any other gator in history. He had united countless tribes and crushed his opposition, gathered untold necromantic power,

and bound innumerable spirits to his will. Beneath his baleful gaze, something resembling a cold-blooded, reptilian nation was already taking shape. Then, Barnabas was struck down at the height of his power by Lord Carver.

While this would have proven the end of the story for most, for Barnabas it was only the beginning. The energies of all that he had consumed poured into him in that moment, and though his mortal body perished, he became something much more. Truly, he was now the Lord of Blood.

Those among the Blindwater Congregation who had never believed in Barnabas' grandiose schemes of godhood were shaken by his transformation, but not as much as were his enemies. Now, Barnabas strides across the face of Caen as a living god, his chest flayed open by Carver's killing blow and by subsequent bloody rituals to expose a heart at once dead and still beating with terrible power.

When Barnabas speaks, it is with the sound of thunder rolling across the swamps. Where he treads, the very bones shake themselves from the earth and form up to follow. Already, Barnabas commanded the allegiance of the Blindwater Congregation, and tribes of gatorfolk throughout western Immoren bent the knee to the powerful bokor. After his apotheosis, he commands more than that. Countless gatorfolk, bog trogs, and even some human swampies worship the Lord of Blood now, and those who don't pretend



they do when he's around, if they know what's good for them.

For the time being, Barnabas allows the continued worship of Kossk, Ashiga, and other deities among his followers, so long as those other deities are never elevated above him. However, few of his faithful, even amongst his inner circle, know the full extent of his ambitions: Barnabas plans to one day devour Kossk itself and, once he has shown that even a god can be prey, he will lead a tide of gatorfolk and swamp horrors to consume all of Caen.

KOSSK

There are those who say the begetter of the gatorfolk was nothing more than another aspect of the Devourer Wurm or one of the many progeny of the Beast of All Shapes. The gators themselves could not care little about the veracity of these claims. All they need to know of Kossk is its timeless, ceaseless hunger.

In gatorfolk art and story, Kossk is depicted either as a massive, monstrous alligator, its jaws wide enough to swallow whole worlds, or as a gatorfolk of equally impressive scope. What is always present is its hunger. Kossk does not think or plan; it requires neither worship nor obeisance. It exists only to consume, the ultimate expression of the predatory ethos of the gatorfolk themselves.

Gatorfolk shamans and bokors make sacrifices to Kossk less to ask for the god's boons and more as an acknowledgment of their own place in the eternal cycle of consumption and predation. Just as they draw power from the deaths of their prey, so too does Kossk draw power from all death and all acts of devouring...or so they say. To this end, every meal for a gator is a sort of prayer.

Among those few outsiders who understand gatorfolk culture at all, Kossk is often thought of as the god of the gators. However, in gatorfolk society, the word "god" means something different than it does to many others in western Immoren, and many bokors make little distinction between a god and the spirits they traffic with every day.

While there have been historically few gatorfolk who didn't pay homage to Kossk—at least until recently—there are plenty of bokors who also engage in acts that outsiders would see as worship of other powerful spirits in the swamp. At the same time, the gatorfolk do not regard their relationship to these spirits or even to Kossk itself in the same terms that other beings often use for their deities. Just as the bokors struggle to match their wills against the most powerful of swamp spirits, so too do they see worship of Kossk as much in terms of struggle as devotion.

In recent years, the dominion of Kossk among gatorfolk has been challenged by the rise of a new god. While many among the Blindwater Congregation still pay homage to Kossk just as they and their ancestors have done for centuries, Barnabas is a jealous deity, and he will allow no others to be placed above him, so those who follow in his shadow are wise to keep their worship of Kossk out of sight, at least when Barnabas or his agents might see.

TAGASKA AND DAGASCAR

The anura who were brought to Immoren by the skorne brought the worship of their twin deities with them. Unlike Morrow and Thamar, the twin gods of the anura are also one and the same. Tagaska and Dagascar are always depicted as conjoined. The twins share one body, though they possess separate heads and arms. This, to the anura, is the height of physical perfection.

As such, while conjoined twins are still rare, even among the anura, their births are more common than in any other species in western Immoren, and the appearance of conjoined twins is always viewed as a minor manifestation of Tagaska and Dagascar. To this end, conjoined twins in anuran society enjoy a special position of awe and authority, even though they are rarely as well-developed as their gods. Instead, one of the twins tends to be smaller and only partially formed, relying on the larger sibling for survival.

The special consideration given to such conjoined twins is more than a matter of religious awe, however. Most anuran conjoined twins are natural sorcerers, with the smaller twin granting increased arcane might to the larger. This, the anurans say, is a result of them channeling the essence of the gods, making them potent weapons against the enemies of the tribe. At the same time, the twins are believed to share the cunning of Tagaska and the wisdom of Dagascar and are often consulted in important matters or treated as prophets.

Each of the two gods has their own domain. Tagaska is the goddess of the hunt, and her blessings aid her followers as they track their prey or hide from their enemies. She is invoked in matters of survival and of warfare, and many among the anura liberation group the Poison Dart leave simple effigies representative of the goddess behind when they strike against their oppressors. When one of the anura makes a kill, they are expected to invoke the name of the goddess and offer up a sacrifice, usually in the form of some choice organ from their prey, which is dropped into a nearby river or other body of water to be consumed by the water spirits that the anurans believe inhabit the bodies of fish.

Dagascar is the god of mysteries. The anura attribute to Dagascar, the left twin, great wisdom and arcane power. He is said to see all the tides that will affect the anura throughout their lives, and at the time of one's birth, Dagascar knows how that individual will perish. It was Dagascar, according to anuran tradition, who taught his people speech and brought them the knowledge of tools.

For those rare outsiders who have bothered to study the religious beliefs of the anurans, the twin deities can be deeply confusing, for while the anurans attribute different aspects to the two different deities, they also refer to them as one being, and often use their names interchangeably. To the anurans, this is not contradictory—the twin gods are two but also one.



REGIONS OF THE DEEP WILDS

Across varied biomes, every major part of western Immoren contains one or more areas of deep wilderness to which humanity cannot lay claim. From frozen peaks to shadowy swamps, these areas are as diverse as they are perilous.

No matter the region, these wild places of Immoren offer plentiful opportunities for adventure and exploration as well as a chance to test one's wits and resourcefulness against the continent's toughest challenges.

But they are also places of danger, and those who venture into them should not underestimate the creatures that call these places home or the forces of nature that can cause even the strongest and most experienced to stumble.

THE NORTH

Wild and untamed places exist all across western Immoren, from the shattered islets of the Broken Coast to the icy peaks to the north of Rhul. Indeed, inhospitable wilderness is probably more pervasive in the northern parts of the continent than anywhere else, as plummeting temperatures and jagged mountains make life difficult for all but the hardiest of inhabitants. From the distant Shard Spires, far to the north of lands claimed by any nation, to places like the dark and foreboding Gallowswood, which lies in the heart of Khador, the north is home to some of the toughest and most

tenacious peoples in the deep wilds. Here, human tribes still cling to old traditions while northern trollkin physically adapt to their icy surroundings, and a scattered few Nyss attempt to rebuild their shattered homes.

In recent years, the inhabitants of the north have found themselves thrust into conflict not only with their neighbors to the south but with unexpected threats from within, as the Legion of Everblight rolled across much of the northern wilderness in a tide of teeth and blighted flesh.

BLACKROOT WOOD

Among the smallest of the northern forests, the Blackroot is also one of the least inhospitable, especially compared to its nearby neighbor, the forbidding Shadoweald. Named for its fertile black soil, from which many conifers grow prolifically, the Blackroot is heavily logged and frequently traveled. Home to several trollkin kriels, the wood is frequented by humans from nearby communities, and the local trollkin even trade with Khadoran forces from Khardov and Rustok Castle.

Some of the most common threats within the wood—to outsiders and natives alike—are the numerous burrow-maws and wild argus that make this region their home. Indeed, larger predators find it difficult to achieve a foothold within the Blackroot, for these smaller hunters and scavengers are too numerous.

The large number of argus packs within the wood make it attractive to blackclads, who often travel here from the nearby Shadoweald to collect potential warbeasts. These



excursions sometimes bring them into contact with the local trollkin kriels, and skirmishes between members of the Circle Orboros and northern trollkin have become matters of legend among the nearby settlements, which tell of the booming calls of trolls and of unseasonable storms conjured by the blackclads.

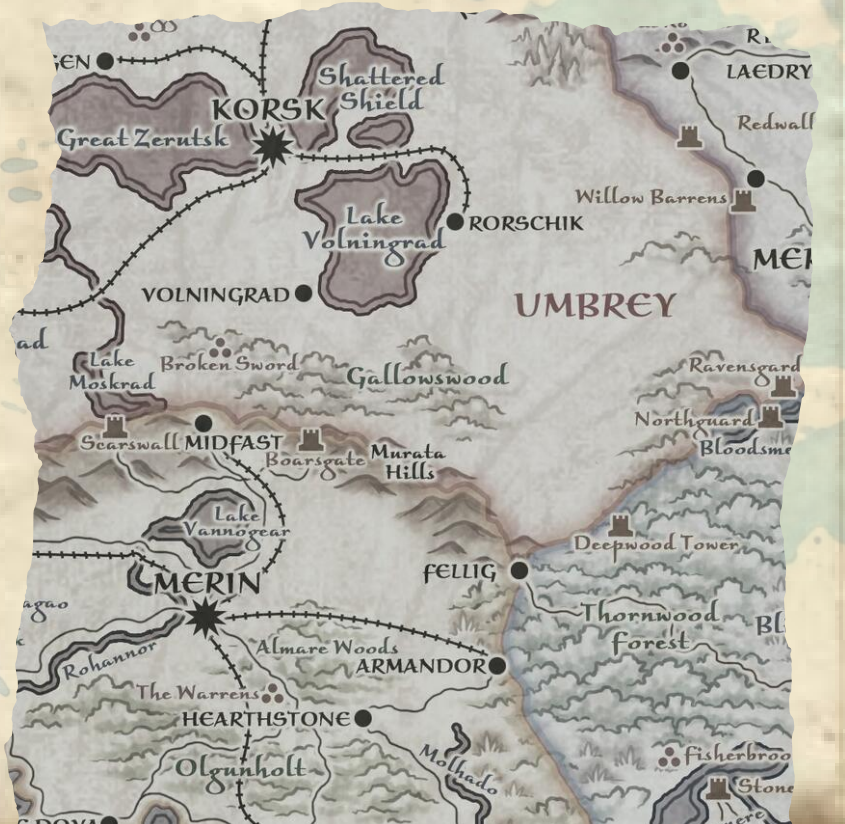
GALLOWSWOOD

Perched on the border between Khador and Ord, the Gallowswood presents a study in contrasts. Its outside edges are heavily harvested for lumber cut from the tall oaks and hickories that grow here, but the depths of the woods are home to blackclads and vicious Tharn, who guard their territory ruthlessly.

While the Gallowswood once spread across many hundreds of acres, today it is only about half its original size, as the demand for lumber following the Claiming has driven an increase in work along the forest's shrinking borders. This, in turn, has pushed lumberjacks into more frequent conflict with the inhabitants of the deeper wood, and bloody clashes between lumber camps and Circle forces have led the nations of both Khador and Ord to station troops near the wood.

In the relative peace that has followed the Claiming, the Orlovosk Highway connecting the capitals of the two nations has seen greater traffic, and lumber harvesting by both Khador and Ord has happened within the outskirts of the Gallowswood. However, this increase in traffic means greater

pressure for the already desperate inhabitants of the deeper forest. While caravans carrying trade goods, lumber, and even the occasional diplomatic mission are more frequent sights along the highway, they are always accompanied by a heavy guard, for the threat of attack from the Circle and their Tharn allies is ever present.



Adventure Hook

In the southern Gallowswood, logging camps from both Khador and Ord have joined forces for greater protection from the denizens of the wood. However, recently, loggers from both sides have gone missing, leading to growing tension within the camps. With loggers from each side blaming the other, it's only a matter of time before internecine violence erupts, and both Ordic and Khadoran concerns are looking for outside investigators to try to settle the matter (and preferably pin it on the blackclads or some other external force) before things get out of hand.

MALGUR FOREST

Located far to the north, beyond the icy surface of the Gravewater and near the peaks of the Nyschatha Mountains, the ancient Malgur Forest is an inhospitable wilderness of dense scrub and slender conifers. Plagued by packs of winter argus and lone winter trolls, the forest is unwelcoming to outsiders for more reasons than one—its location in the wind shadow of the Shard Spires means that temperatures here stay well below freezing for long periods of time, and the residents of region sees remarkably little precipitation, relying instead on the frigid waters of the Iceblade River, which cuts through the forest from the Sea of Blackice to the north.

Though the nearby city of Skirov relies on the Malgur for lumber, game, and charcoal, expeditions are sent into the forest, but camps are rarely established within its borders. This is because the Malgur is a source of longstanding superstitious awe and fear for the locals. Legend has it that the Old Witch herself once resided among its hardy and tangled trees, and the forest and its environs are still home to vast numbers of Devourer worshippers, many of whom are affiliated directly with the blackclads and the Wolves of Orboros, who frequently recruit from here.

Because of its isolated and inhospitable location, the Malgur Forest is also one of the last refuges for certain barbarian tribes, including the Skirov and Vindol peoples of Khador. The Vindol, in particular, are among the most feared of the old Molgur tribes who remain. Fighting as berserkers, they brand their bodies with figures of fearsome beasts and hurl themselves into battle with little concern for their own individual safety. Along with the Vorgoi tribes of the north, they live much as they did in the days of the ancient Molgur, dwelling in simple huts made from untanned hides and rough-hewn logs.

Though their numbers are drastically reduced, there are still tribes of Vindol who dwell in the Malgur and other wild places in the north, devoutly worshipping the Beast of All Shapes and keeping to the old ways, even as the press of civilization pushes them further and further to the fringes.

Adventure Hook

Anthropologists from Volningrad University wish to study the Vindol tribes of the Malgur Forest. Of course, such a dangerous expedition requires guides who are willing to stand between the scholars and the subject of their studies—not to mention any wild beasts that may want to make a meal of them.

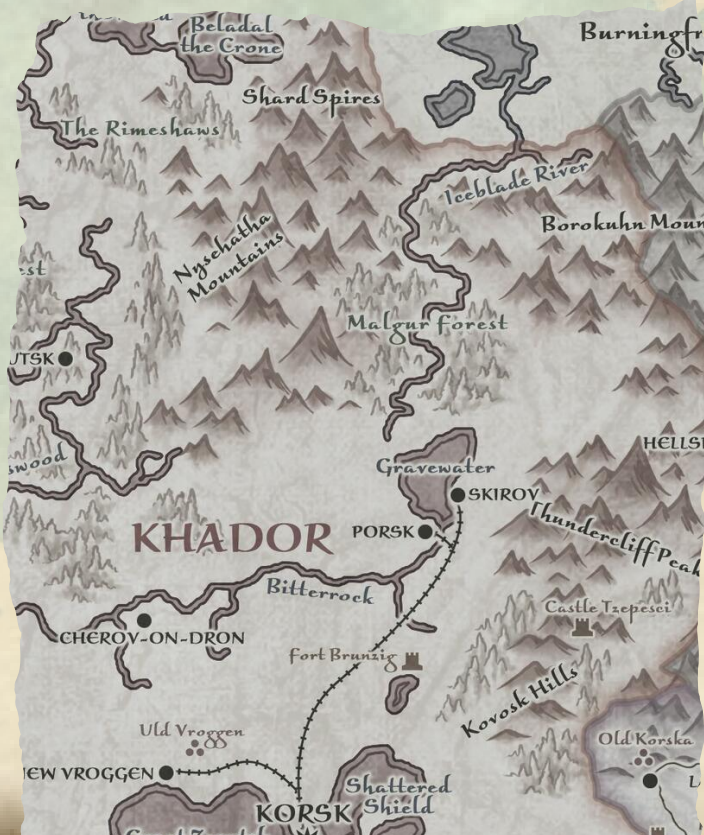
NYSCHATHA MOUNTAINS

Older and lower in elevation than the imposing Shard Spires to the north, many peaks among the Nyschatha Mountains nevertheless remain snowcapped throughout the year. In the lower slopes and valleys, deciduous forests and plentiful ground covering provide habitats for a wide variety of animal life, including mountain goats, ulk, snow leopards, and even the occasional widow bear. Winter trolls sometimes range from their lairs higher up in the mountains, as indicated by their yodeling cries heard throughout the lower valleys.

At one time, these mountains were home to large numbers of human barbarians. However, the early Menite priest-king Khardovic performed bloody crusades throughout these lands, slaying many of the early Molgur tribes. These violent clashes left certain regions of the mountain range haunted by literal ghosts of the bloody days gone by, areas that are often marked by their uncanny stillness and lack of the region's usual animal life.

Prior to the Claiming, many of the Nyss who had been driven from their northern homelands attempted to settle in this area, where they often found themselves in conflict with the local bogrin and even isolated groups of human barbarians such as the Vindol and Vorgoi tribes that once called this region home. More common, at least in the lower valleys, are small communities of Skirov and Kossite settlers. Ostensibly citizens of Khador, these isolated communities are largely self-sufficient and frequently keep to old ways, even though most of them have abandoned worship of the Devourer in favor of the Menite or Morrowan faiths.

Friendly but not exactly welcoming to outsiders, these small communities resent the gradual intrusion of mining





interests into the mountains, especially since such camps are almost always overseen by the kayazy. This has led to isolated conflicts between miners and locals, and while bloodshed during such squabbles is not uncommon, these skirmishes have rarely left large body counts in their wake. Instead, the arrival of miners into an area simply tends to escalate local tensions, a fact that is becoming increasingly pertinent as the empire relies more and more heavily on resources mined from the Nyschatha Mountains in their efforts to rebuild following the Claiming.

SCARSFELL FOREST

Though often dismissed or forgotten by those who dwell farther to the south, the Scarsfell is one of the largest swaths of untrammled wilderness left in western Immoren, an expanse of ancient trees that covers an area nearly as large as the entire nation of Ord. From as far north as the shores of Winterborn Lake and the Tapping River to the peaks of the Rimeshaws and the Shard Spires in the north and east, the forest stretches nearly as far south as the Bitterrock and cities like Ohk and Cherov-on-Dron.

Unsurprisingly, such a vast swath of wilderness is home to a wide array of inhabitants—from wild animals to Kossite settlements to large enclaves of the Circle Orboros. Though the forest lies within the borders of Khador, by far the most potent force in the Scarsfell are the vast kriels of northern

trollkin, who control much of the territory and are more than willing to defend it tooth and claw against Kossite settlers or blackclad interlopers alike.

In addition to mundane animals, the less-traveled regions of the Scarsfell are also home to more exotic and dangerous residents, including the griffons named for the forest. These stealthy and majestic beasts live in aeries in the mountain peaks along the forest's northern border and consider much



of its expanse their hunting grounds. Few among the forest's inhabitants have had interactions with the Scarsfell griffons and lived to tell the tale, but among the members of the Circle Orboros, the griffons are prized as beasts of war, and the blackclads often travel deep into the wilderness to collect them.

Other dangers of the woods include bears, winter argus, lone trolls, spine ripper packs, and even a local breed of mauler, related to the better-known Thornwood mauler of the south and just as deadly. These and the trollkin kriels that call this beautiful but often dangerous land home make the Scarsfell a perilous region for humans and other southerners, and yet there are many isolated Kossite settlements strewn throughout the forest, especially along its southern reaches.

These small towns and villages are generally left to their own devices by the Khadoran government, and the residents often live as their ancestors did for hundreds of years. In spite of this, there are usually Winter Guard outposts among the larger communities, even if they act more as local militias than an organized apparatus of the Khadoran war machine.

Recent years have also seen the local kriels driven more and more into contact—and conflict—with their southern neighbors. Even before the Claiming, many younger trollkin from the north ventured to aid their southern cousins in conflicts against the nations of the Iron Kingdoms, often spurred on by the example of the notorious shaman Borka Kegslayer. And in the years of relative peace that have followed, trade between the northern kriels and their Khadoran neighbors has increased in frequency, even while there are those among the trollkin who are hesitant to trust the bellicose Khadorans too far.

Adventure Hook

Bernal Actavio, a high-ranking castellan noble in the kingdom of Ord, wants a symbol to help elevate his house even further, and he has settled on a Scarsfell griffon as the ideal one. Not content with new heraldry, however, he wants to capture a living griffon, which he can keep as a “pet.” Of course, capturing such a beast is easier said than done, so the castellan is willing to pay a handsome bounty to anyone who can bring him a live griffon, so long as it comes in good condition. An unduly damaged griffon isn't very impressive as a mascot, after all.

SHARD SPIRES

Despite being some of the most inhospitable peaks in all of Immoren, the Shard Spires saw, in the years before the Claiming, one of the most vicious and little-understood conflicts ever to change the face of the continent. For centuries, these imposing mountains had been home to the reclusive Nyss, who split off from their southern kin in ancient times. To this day, the ruins of Nyss settlements and stones carved with Aeric runes can be found throughout the Shard Spires.

In 605 AR, however, an escaped ogrun slave named Thagrosh was drawn to the top of Nrynrr Lyss, the peak known as the “Top of the World.” It was here that the athanc

of the dragon Everblight was imprisoned after his defeat in 390 AR, and it was here that Thagrosh discovered the dragon's heartstone and began the Legion of Everblight.

The clever and patient dragon had found a way to split his essence among several vessels, thereby shielding himself from the scrutiny of his progenitor and his draconic siblings. Beginning with Thagrosh, Everblight created an army of blighted warlocks and monstrous creatures that swept through the Shard Spires and, eventually, farther south, striking deep into the Iron Kingdoms.

Before they were discovered by the rest of the world, however, the Legion had destroyed, corrupted, or driven out nearly all of the Nyss who had once called these rugged peaks home. Those who weren't altered irrevocably by the taint of Everblight fled to the south, and few have returned in the years since the Claiming.

Whatever the case may be, the Shard Spires have returned to something like normalcy in the years since, with wildlife that was driven away by the presence of so many draconic beasts slowly making its way back to their previous territories. Home now to winter trolls, mountain goats, eagles that nest in high aeries, and many other species, the mountains are rarely visited by humans or anyone else from the south. Few plants grow on their nearly sheer slopes, and a heavy blanket of snow and ice covers the jagged peaks and twisting, narrow valleys nearly the whole year round.

Though the threat of Everblight seems to be gone from the region, few would dare to inhabit these “cursed” peaks even without the memory of the terror that recently swept down from them, and so, for now, the Shard Spires remain largely untouched by the encroachment of “civilization”—keeping the mountains' secrets locked behind walls of ice and snow.

Adventure Hook

Led by a former priest of Nyssor, a band of Nyss settlers left a freehold on the outskirts of Rhul, determined to retake some of their former homelands in the Shard Spires. Some left families behind in the freehold, who haven't heard from them in months. They fear that something untoward has happened to them, and some suspect that their leader had sinister and hidden motives for the journey. They have pooled their resources and would like to hire someone to follow their trail and attempt to find out what has become of their loved ones.

SHADOWEALD

A small, dense forest of black conifers, the Shadoweald has been held by the Circle Orboros for centuries, despite many fierce battles with Khadoran forces led by Zevanna Agha in the years before the Claiming. Overseen by Omnipotent Dahlekov, the blackclad forces here maintain that the Shadoweald is a source of considerable mystical power, and they hold it using whatever means necessary. Most of the time, doing so involves using argus and other wild beasts to attack and terrorize nearby settlements and to instill in the locals an almost superstition fear of the dark wood.

It doesn't hurt that the Shadoweald is uniquely inhospitable



THE SOUTH

The southern reaches of western Immoren are more heavily settled than any other part of the continent. Here, the Iron Kingdoms stretch their influence across every hectare—or so they like to believe. However, just because the south lies within the boundaries of kingdoms and nations does not mean there are no wild and untamed places left. Indeed, some of the most rightfully notorious wilderness regions in all of western Immoren lie within the borders of nations like Cygnar, where the Thornwood is home to deadly threats of all descriptions, despite having been the site of heavy fighting prior to the Claiming.

While these untamed regions are comparatively sparse compared to their northern neighbors, they are no less trackless and inhospitable for it, and they are home to gatorfolk and Tharn, trollkin and their larger kin, farrow and human barbarians, as well as other, stranger inhabitants. If anything, the relative proximity of human cities only makes the denizens of these primal forests and swamps more desperate—and dangerous.

BLOODSMEATH MARSH

Near what was once the northern border between Cygnar and Khador, the Bloodsmearth Marsh is essentially an inland sea of murky water and black mangroves, broken up only by tiny islands of peat moss. One of the only landmarks in the region—indeed, occupying, some of the only land—is the haunted border fortress of Northguard.

During the fighting that preceded the Claiming, the beleaguered fortress changed hands several times. Originally Cygnar's northernmost fortification, it fell to

to outsiders. The trees here grow close and block out much the sun, and the ground beneath is uneven, making travel through the dim interior difficult, even without the dangers posed by blackclads, Wolves of Orboros, and the dangerous predators who make the forest their home.

The Circle's holdings here suffered during the Claiming, as infernalists sought to tap into some of the sites of power contained within the forest's boundaries. Today, the Shadoweald still belongs predominantly to the druids of the Circle Orboros, but there are certain sites within the wood that are considered too corrupted for use in their rites, and the agents of the Circle watch carefully for potential infernal incursions and other threats to their hegemony.





Khadoran forces as they pushed their way deeper into the Thornwood and annexed much of Llael. Khador didn't hold Northguard long enough to dig in, however, and by the time the Claiming shook the Iron Kingdoms, the northern fortification had been essentially abandoned by both sides. Today, it sits empty, though those soldiers stationed in the nearby Deepwood Tower claim that they see strange lights inside sometimes.

Flanked by the Black River on one side and the northern Thornwood on the other, Bloodmeath is a region so unwelcoming that even the gatorfolk of the Blindwater Congregation largely ignore it, despite its swampy reaches technically lying within their territory. Instead, the marsh is home to one of the few holdouts of the human "swampie" population, who have lived throughout the boggy regions of northern Cygnar for generations.

There are still a few swampies near Corvis as well as scattered tribes within the Blindwater, where they engage in close cultural exchange with the gatorfolk, to the extent that many Blindwater swampies have turned to the veneration of Barnabas or at least engage in odd, regional variations of Thamarite or Devourer worship. The largest concentration of swampies left in western Immoren, however, reside in the Bloodmeath, where they fish, harvest peat, and otherwise ply a living from the unforgiving marsh.

They are far from alone among the mangroves, however.

The Bloodmeath hums with life, though most of it is decidedly hostile. While the gatorfolk ignore the marsh in favor of more desirable territory, the swampies vie with local bog trog hunters for resources and game, and both groups are likely to run afoul of biting insects, venomous serpents, massive reptiles, swamp trolls, and other unsavory denizens of the fetid waters.

Adventure Hook

Recently, swampies have begun to go missing in the Bloodmeath, and the locals are laying the blame at the foot of an unusual culprit—others among their own number. It seems that one particular swampie has begun a strange cult based around a small island located in the middle of the marsh. Here, he claims, lives the god of the Bloodmeath, and he has begun attracting followers to his cause. These followers round up other swampies to sacrifice to the god on the island. The locals have grown desperate enough that they have turned to outsiders, sending a delegation to Deepwood Tower to demand the authorities do something. Unfortunately, due to staffing shortages, Deepwood Tower has no soldiers to spare in sorting out a "swampie problem," but they'll happily pay a few outsiders to go break up the cult and do something about this so-called god—which they're convinced is probably just a fog drake anyway.

DRAGONSPINE PEAKS

A relatively small mountain chain located north of the Upper Wyrnwall and south of the Dragon's Tongue River, these peaks help to defend the borders of Cygnar while supplying important rail and other trade routes throughout the kingdom. However, this strategic importance does not mean the range is fully tamed.

Formed from granite and basalt, the Dragonspines are home to numerous deep canyons and narrow caverns, all of which make good hiding places for beasts of prey as well as the tribes of farrow who make this region their home, sometimes raiding nearby settlements, trade caravans, or even boats along the Dragon's Tongue.

For the most part, these farrow brigands never amount to enough of a threat to incur military retribution, and even when missions have been undertaken to drive them from certain parts of the mountains—say, for the construction of a rail line—the porcine raiders have simply hidden themselves among the many caves and furrows until the soldiers moved on.

The major rail hub of Bainsmarket is located in the midst of these peaks, one of the few regions of the mountain chain considered fully under the control of the Cygnaran government. Here, several rail lines converge, and passengers, goods, and soldiers move through this region regularly.

The government of Bainsmarket employs a large and loosely knit confederation of rail wardens to patrol the lines running throughout the mountains and to ensure these lines are in good repair and protected from farrow brigands, rockslides, and other threats both natural and otherwise.

Drawn from the ranks of former soldiers, bounty hunters, and other rugged individuals, these wardens receive good pay and a fair amount of personal flexibility when it comes to their work, which appeals to a wide range of not always savory applicants.

Perhaps the most famous location within the Dragonspine Peaks, however, is one few people have ever visited. The Tomb of Lost Souls, as it has become known, is the resting place of a group of ancient mercenaries known as the Eternals. Interred here long ago, they have been roused to battle twice since their deaths, once by Alexia Ciannor, who led them against Vinter IV and the skorne invaders that attacked Corvis during the Longest Night, and again by a Morrowan archon, who sent the Legion of Lost Souls against the infernals in a decisive battle during the Claiming.

Today, the tomb is sealed once more, and no one living knows what lies within. However, as the fame of the Legion of Lost Souls spread in the wake of the Claiming, pilgrimages to the tomb site have grown, and occasionally these pilgrims find themselves running afoul of the other denizens of the mountains. Nor are they the only interlopers in these wild regions. Even before the Claiming, gold had been found in the gravelly basins at the foot of the mountains, leading prospectors to risk life and limb by venturing deeper and deeper into the peaks.

Indeed, rich enough veins have since been struck that a few larger mining operations have set up shop in the foothills. These mining camps have enough coin to hire mercenaries to guard them from the occasional farrow raiding party, but the miners have begun to complain after digging up strange and unnatural things far beneath the earth.

Adventure Hook

Amery Briarford is a Morrowan priest with a mission. She believes she received a vision from Ascendant Ellena herself that told her to construct a permanent shrine outside the Tomb of Lost Souls, a place where Morrowan faithful can contemplate the miracles that occurred there and where pilgrims to the site can be protected and given food and shelter. Of course, the project is a difficult and dangerous one. She'll need escorts, bodyguards, and possibly more, for there may be other dangers than just brigands and wild beasts that stand between her and her goals...

FENN MARSH

Along Cygnar's southern shore, from Mercir to Clocker's Cove, an endless sea of yellow-green grass and spindly reeds rises from the brackish water. This is the Fenn, a stretch of land half-swallowed by the waters of the Meredius. Here, land appears and disappears with the tides, and since standing water and sucking mud are everywhere, fresh water is a precious commodity in short supply.

As such, though this land occupies a major stretch of Cygnar's coast, few humans eke out a living here. For the most part, the Fenn belongs to tribes of gatorfolk and to hardy trollkin that have adapted to life in the salty barrens.





At one time, the gators of Fenn Marsh were fractious and divided, but in recent years, they have found themselves more and more under the sway of Calaban, called the Grave Walker. This powerful bokor has allied himself with the living god Barnabas, Lord of Blood, and thereby joined the fates of the Fenn Marsh gators with those of the Blindwater Congregation.

Despite Calaban's considerable power here, however, not all the tribes of gatorfolk within the Fenn bow to him. And though the gators have laid claim to much of this inhospitable territory, there are still numerous trollkin kriels who make their homes here, among them waverider trollkin who have ventured from the islands of the Schardes to settle among the saltwater bogs. In fact, as many of the trollkin who once called this region their ancestral homeland were driven out by gatorfolk and human settlement, certain waverider kriels have moved in to take their place, forming new communities among the rank grasses of the Fenn—kriels who are said to have secretive pacts and relationships with the Brineblood Marauders of the south.

Adventure Hook

Harthreen Bloodborn of the Brineblood Marauders, captain of the ship *Firebrand*, had a contact among the trollkin of the Fenn Marsh. Together, the two had worked out a system of running hooch and other contraband, often stolen by the marauders from ships they had attacked. Unfortunately, Tassar Wavesong—the contact—has recently gone missing, and Bloodborn needs to find him or learn his fate, if he has perished. The locals say he was working near the territory of one of the independent gatorfolk tribes when he didn't return home, so perhaps they know what became of him... if they can be persuaded to talk.

Unlike most of the marshlands within western Immoren, the Fenn's coastal nature means it is located directly at the base of a massive mountain range. Where the marsh meets the foothills of the Wyrnwall is a region known as the Ditches, a desolate reminder of the cruelty of the Orgoth invaders. Here, the Orgoth drove countless slaves to their deaths in the quest for precious metals and the stone used to construct their massive fortifications.

The result is a barren wasteland of poisoned sand and broken rocks. Few creatures call the Ditches home, and there is little of value here for the living. The dead, on the other hand, are another matter. Among the Ditches are substantial deposits of the necrotite used to power the necrotech upon which the armies of Cryx rely, and in the years since the Claiming, the possibility of exploiting the laxity of Cygnaran coastal patrols to establish necrotite drilling operations here has been explored by operatives of the Nightmare Empire more than once. As a result, Cygnar has stepped up patrols from the Knights of the Highgate Vigil in the area, though the region's hostility requires them to operate largely undercover or out of sight of the locals.

Adventure Hook

An ambitious iron lich operating out of Blackwater has set his sights on the Ditches. He has set up shop in the partially buried remains of an old Orgoth guard post and has employed the crew of a Broken Coast pirate ship called the *Bloody Tongue* to ferry supplies to him under cover of night. Most recently, however, the ship arrived to find Pestixius, the iron lich, and his staff of thralls and 'jacks gone without a trace. The pirates wouldn't be particularly concerned, but he still owes them a hefty payment, and they would like to collect—or bring what's left of him and his group back to Blackwater to sell for scrap, if that's the only way they can recoup their losses. Of course, they aren't going to go into the Ditches to look for him. But if they can convince someone else to on their behalf...

THORNWOOD

Located near the borders of Cygnar, Llael, Khador, and Ord, this massive and primeval forest is one of the largest and densest in all of western Immoren—and its location has made it a place of unique strategic importance over the years. Battles have been fought and blood spilled in great quantities within the Thornwood, and large swathes of the forest have been pushed down by machines of war. In spite of this, the forest has withstood the barrage of artillery, troops, and engines of war that have shaken it, and it remains a vast and trackless wilderness that still holds many secrets within its shadowy interior.

Even as soldiers from Khador and Cygnar clashed on the surface, Cryxian forces undermined the region from below, constructing a massive and secret underground lair for mining necrotite and even building 'jacks, ready to burst forth from beneath their enemies and strike at the heart of the mainland. Today, these necrofactoriums and laboratories

lie abandoned, at least by those who originally created them, but cephalyx and other twisted creatures frequently emerge from the dark tunnels that honeycomb the earth beneath the Thornwood.

Adventure Hook

Looking to ingratiate herself to the upper echelons of the Blindwater Congregation, a local gatorfolk bokor has decided to raid one of the abandoned Cryxian laboratories beneath the Thornwood, which she believes is loaded with valuable artifacts and necromantic remnants. There's just one problem: it would seem that the cephalyx have beaten her to it.

The forest itself sprawls across miles, spreading into each of the neighboring nations. Here, one can find everything from human "swampies" and swamp gobber villages to trollkin kriels, bloodthirsty Tharn, isolated blackclad enclaves, and even the occasional hidden Cyrissist temple/workshop. Prior to the Claiming, the region was home to one of the largest concentrations of trollkin in all of western Immoren, most of whom joined the United Kriels under the banner of Madrak Ironhide. The majority of these kriels followed that chieftain to the south in the wake of the infernal invasion, but some others have returned to what they now see as their homeland in the Thornwood and are attempting to rebuild, trading openly with their human neighbors.

In recent years, however, one faction has risen to special prominence within the Thornwood and promises to be the greatest threat to the forest's neighbors in years to come. To

the east, the forest becomes marshy and damp, eventually giving way to the waters of the Bloodsmeath and Blindwater Lake. It is on the swampy shores of the latter that a gatorfolk empire has begun to grow, fed by the apotheosis of the bokor known as Barnabas, who ascended to literal godhood and whose ambitions have not yet been sated.

Under the command of this self-styled Lord of Blood, the gators have unified in ways never previously seen, and the so-called Blindwater Congregation threatens at any moment to spill beyond the wilds and into the cities and nations that surround it. All around the shores of Blindwater Lake and in the other marshy regions of the Thornwood, gatorfolk villages are seemingly everywhere, and the power of the gators grows with each passing day as tribes from other regions answer the call of the Lord of Blood and come to join their power to Barnabas' and his flock.

Despite his considerable sway over much of the eastern region, however, Barnabas and his congregation are far from the only major presence in the Thornwood. Indeed, the forest reaches all the way to the edges of major cities such as Fellig, formerly a Cygnaran regional capital and now a part of Ord, and Armandor. The Black River and the Dragon's Tongue both flow along the forest's borders, while rail lines run along its outskirts. There is even a major trade route that cuts through the center of the Thornwood, running from Fellig to Corvis. Cygnar's northernmost fortification is here as well. Deepwood Tower makes for a vital—if not particularly inviting—link in the protection of Cygnar from its northern neighbor, though soldiers stationed there probably have more to fear from the inhabitants of the forest itself.

BLINDWATER LAKE

Blindwater is the name of both the vast, stagnant lake that dominates much of the eastern Thornwood and the swamps and mires that spread out around it. Home to the largest and most fearsome concentration of gatorfolk in all of western Immoren, the Blindwater draws these cold-blooded inhabitants to it due to its own unique properties, which seem to trap the souls of those who perish here, preventing them from moving on to Urcaen.

The reason for this unique quality is unknown, and certainly there are theologians, infernalists, Thamarites, and necromancers who would be more than happy to put it to study, but the gators of the swamp have largely laid claim to these energies for themselves. To call the Blindwater haunted is an understatement. Here, the miasma of death hangs heavy over everything, felt as a sense of constantly being watched or a sudden chill despite the oppressive warmth of the region.

The bokors of the gatorfolk draw on this power via rituals and blood sacrifice. They can bind spirits to their will with the aid of bone totems and strange fetishes, using them to inflict curses upon their enemies or caging them in rotting flesh to act as undead servitors. What's more, not all the spirits that infest the Blindwater are the spirits of humans or even anything similar. Older, stranger spirits dwell here as well, capable of being bent to the will of a powerful enough bokor.

In the heart of this trackless expanse of eerie swamp lies Blackwater Lake itself. When water levels are low, the lake



is nearly split in two by a vast peninsula of muddy earth that juts deep into its interior, though after a heavy rain, this jagged finger of ground is often covered completely by the waters of the surrounding lake. At the terminus of this peninsula, the living god Barnabas has built his stronghold.

TABERNACLE OF THE LORD OF BLOOD

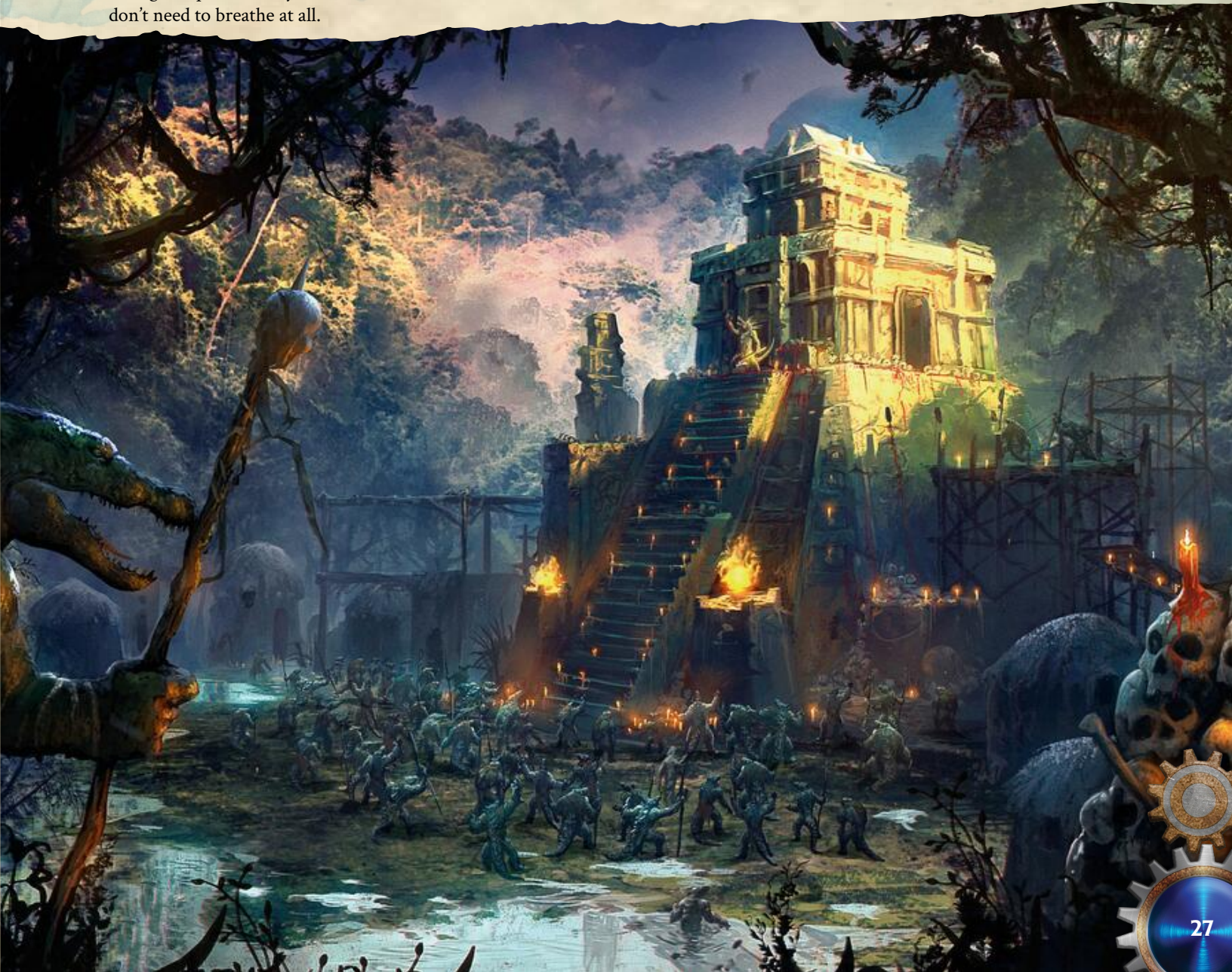
A massive stepped pyramid constructed from stone harvested from Orgoth and Morddhic ruins, the temple complex of Barnabas is constructed in a manner that would be impossible for any less aquatic species than the Lord of Blood and his followers to access. Partially sunk into the waters of the lake, the stone foundations of the pyramid burrow deep beneath the mud, and the bottom levels of the temple are usually underwater. Even its main entrance is only accessible when the narrow spit of damp earth that splits the lake is not submerged.

Despite this, the gators, bog trogs, and anura who frequent the temple have little trouble coming and going, taking advantage of their amphibious nature to alternate between walking and swimming. At the base of the temple, potent relics collected by the Blindwater Congregation are sometimes stored in flooded chambers, inaccessible except by diving and protected by boneswarms and other creatures that don't need to breathe at all.

From the top of the temple, Barnabas and his closest priests rule the congregation, and the Lord of Blood looks out at a world ripe for him to devour. Here, Barnabas meets with his advisors, including other powerful gatorfolk warlocks like Calaban and Jaga Jaga, as well as other agents and members of the priesthood. Though he is feted as the god that he is, Barnabas has little direct control over the day-to-day operation of the congregation, leaving that to his subordinates. His ambitions have always been greater than even the empire he has already built.

Adventure Hook

Agents of the Poison Dart believe there are powerful artifacts sacred to the twin deities Tagaska and Dagascar secreted in the flooded chambers beneath Barnabas' temple. If they could retrieve them, these would make potent rallying points for their cause. However, to do so, they will need thieves capable of infiltrating the partially flooded temple—and foolhardy enough to risk life and limb to do so.





WIDOWER'S WOOD

Though forest in name, the Widower's Wood is as much swamp as woodland. Here, rivers and streams run through densely packed earth until they are replaced by sucking mud and standing water, from which thin willows and gnarled cypresses poke out like the fingers of dead men. While it occupies a relatively scant few acres, the Widower's Wood occupies an outsized place in Cygnaran lore and history, thanks to its position surrounding the base of Corvis, the City of Ghosts.

To the north and east, the swampy forest gradually blends with the Glimmerwood, while to the west the Black River separates it from the larger Thornwood beyond. This relative isolation means Widower's Wood has formed its own unique ecosystem and its own cultures. Home to human "swampies" who have lived among the thick foliage for generations, often making their homes in stilted huts that rise above the water level and are connected by wooden bridges or accessed by flat-bottomed boats, the Wood also houses one of the largest populations of swamp gobbers in Immoren.

The two cultures share much in common, including similar dialects that are virtually impossible for outsiders to understand, as well as a variety of local cuisine including crayfish, swamp oysters, and much more. Either group on their own might find the territory too hostile for their continued survival, but generations of sharing the swamps have inculcated a deep sense of collaboration and interdependence between the two peoples that has helped both to survive the predations and wars of their larger or more "civilized" neighbors.

There are also gators, bog trogs, bogrin, and others amid the swampy forest of the Widower's Wood. In the last few years, several new tribes of gatorfolk and bog trogs have moved into the northern part of the Wood, placing

them in conflict with the gobbers and swampies who make their homes here. These are mostly tribes unwilling to pay even nominal tribute to Barnabas, whose leaders were wise enough to flee their previous territories nearer the Blindwater or the Bloodsmeath. For now, the Lord of Blood has bigger concerns than hunting down such "traitors," but whether they remain beneath his notice or not, only time will tell.

Of course, such groups are far from the only inhabitants of the Wood. Perhaps the region's most notorious fauna is the deadly swamp horror, a breed of ravenous cephalopod that dwells in stagnant pools in the deepest and most inaccessible regions of the forest. These deadly beasts are sometimes drawn out by the warlocks of the gatorfolk to be used as beasts of war, for they are terrors on the battlefield—a fact that would not have to be impressed upon the swampies or gobbers here, for they know full well the dangers of a hungry swamp horror.

UPPER WYRMWALL

Dominating the Southern Midlunds and splitting Cygnar in twain between the lowlands along the Black River to the east and the Gnarls and jagged coastline to the west, the Wyrmwall Mountains are among the most forbidding peaks in all of Immoren. Indeed, the range known as the Wyrmwall is so vast that it is subdivided into the Upper and Lower Wyrmwall Mountains, with the Upper range stretching north of Ironhead Station and Steelwater Lake and all the way to the Dragonspine Peaks in the north.

Though these mountains are mostly trackless places filled with primeval forests, deep valleys, and jagged peaks, their location within the heart of Cygnaran territory means they are hotly contested by the armies of that nation and the peoples and beasts of the deep wild. Precious minerals, including gold as well as trace elements used in the construction of mechanika and warjack cortexes, are found in abundance here, and draw independent prospectors as well as larger mining operations partly financed by the Cygnaran crown.

One of the greatest marvels of modern Cygnaran engineering bisects these mountains. The Wyrmwall Tunnel burrows through the mountains for some sixty miles, only ten of which are open to the sky. This massive railway line connects Steelwater and the capital city of Caspia beyond with Ironhead Station and the rest of the kingdom. The region is also home to a larger-than-usual population of Rhulfolk, many of whom live in enclaves, such as the one at Ironhead Station, that are technically considered satellites of Rhul due to age-old treaties from the time of the Orgoth Occupation.

Besides the rail lines that cut through these perilous mountains, there are also caravan routes that are even more unsafe. While rail travel within the Wyrmwall is guarded by military escort, caravanners who bring goods overland must often supply their own security; they are considerably more susceptible to raids from farrow, Tharn, and other denizens of the wilds than a fast-moving and heavily armored train.

Despite this danger, there are many reasons for citizens of



LOWER WYRMWALL

South of Steelwater, the Wyrmwalls continue unbroken all the way to the shores of the Meredius. Though these peaks are no less forbidding than those to the north, they are even more crisscrossed by incursions from the Cygnarans.

Here, one may find the Divinium, the oldest center of the Morrowan faith, and numerous other monasteries devoted to the Order of Keeping. Cygnaran fortifications guard many of the most vital mountain passes while the city of Highgate safeguards Cygnar's southern borders. In the mountains near Mercir, one can find the Great Cygnaran Observatory, a structure that has taken on new importance in the years following the Claiming, as Cyrissists openly combine their knowledge with Cygnaran astronomers to understand more about the distant celestial bodies to which so many traveled at Henge Hold.

It would be a mistake to consider these mountains settled or tamed, however. Like the Upper Wyrmwalls, much of this range remains unmapped and unexplored by humans. Though Cygnaran settlements dot the region, especially near Highgate or along the more accessible mountain passes, vast swaths of the Wyrmwall Mountains remain untrodden by human feet. Here, the same sorts of threats that can be found in the Upper Wyrmwalls exist in abundance, not to mention packs of warpwolves that gather here in large enough numbers that more purebloods are born here than anywhere else in Immoren—a resource the Circle Orboros guards jealously.

As in the Upper Wyrmwalls, the Circle has a major presence among these peaks, where they enjoy ages-old blood pacts with local tribes that date back as far as the days of the Molgur. Some of these have formed settlements that are, at a glance, indistinguishable from any other Cygnaran village until one spends the night of a particular moon or celestial conjunction among the inhabitants; meanwhile, others are openly Devourer-worshipping tribes who live much as they did thousands of years ago.

Cygnar to settle in the mountains or attempt to explore them. The most profitable gold mines in the kingdom are located in the Upper Wyrmwall, and the peaks and valleys offer abundant opportunities for those brave and lucky enough to survive them.

The dangers are very real, however. Much of the Upper Wyrmwall remains unexplored and unmapped, and the landscape is treacherous, the weather capable of turning deadly without warning. The mountains are home to bands of territorial satyrs, wolf packs, hungry dire trolls, and many other threats, and are the territory of bogrin, unusually insular trollkin kriels, tribes of cannibalistic Tharn, farrow brigands, and Devourer-worshipping barbarians who live much as they did in the days of the ancient Molgur.

Nor are they the only ones who tread these inhospitable peaks. The blackclads of the Circle Orboros maintain many sacred sites throughout the Wyrmwalls, drawing Wolves of Orboros from villages and settlements here that have been supporters of the Circle for generations and tending to herds of satyrs and other creatures of the wild in order to guarantee a supply of beasts when the need arises.

Adventure Hook

Lord Archibald Fennmore has a problem. His daughter has run away from their home in Highgate to marry a commoner from a small town high in the Wyrmwalls against his wishes. He wants someone to go and bring her back—not by force. Her departure has made him see the error of his ways, and he simply wants the two to be married on his estate. Anyone who takes the job will be well rewarded—which is good, because it will be much harder than it initially appears. Called Moonvale, the town in question is actually one with longstanding ties to the Circle Orboros, and Fennmore's daughter is being brought not as a bride but as an unknowing sacrifice.

Recent decades have seen the druids of the Circle Orboros drawn into unexpected conflicts with newcomers to the region, as Cyrissists have built underground temples at many of the points of geomantic power the blackclads hoped to tap. Though the worship of Cyriss is now much more accepted throughout Cygnar than is membership in the Circle,

many of these temple-workshops remain secret, known only to those highly placed within the cult of the Maiden of Gears, while others have revealed themselves to the populace at large, especially those nearer the Great Cygnaran Observatory in the south.

The Circle's presence in these mountains is more than a matter of protecting their resources or exploiting sites of power, however. The Circle here are dedicated to observing the most powerful and deadly creature that calls these peaks home—the dragon known as Blihterghast. From his perch atop one of the highest peaks of the Wyrmwalls, Blihterghast maintains a constant vigil over the Broken Coast, ever watchful for any sign that Toruk, the Dragonfather, is returning to the mainland.

In late 608 AR, his vigilance was rewarded; Blihterghast and several of Toruk's other offspring clashed in the skies above the Wyrmwall Mountains in battles that would scar the landscape below in ways not yet been fully realized. In the wake of this titanic struggle, a wounded Toruk returned to Cryx, and Blihterghast resumed his post, though not before swearing an oath that he would not attack Cygnar directly.

This uneasy truce between humans and dragon has held, in no small part because Blihterghast's focus is entirely upon his progenitor, and he has little interest in the humans who swarm about on the mountain peaks below. However, in the years since the battles between dragons lit the skies here, there have been growing numbers of reports of blighted horrors and even human tribes touched by the taint of the draconic essence sweeping down from the mountains and devastating nearby settlements. A problem for the Cygnaran

military, certainly, but of no concern to Blihterghast, whose promise of noninterference applies only to him, at least as far as he is concerned, not to those the dragonblight has touched.

In the war-torn years prior to the Claiming, this stretch of mountainous terrain was also a ripe spot for Cryxian infiltrators. With so many uncharted peaks and valleys, it provided plenty of places for spies and fifth columnists to hide out. Nor has the Nightmare Empire's presence in the mountains been entirely purged. Even while Cryx regroups and rebuilds its strength, intelligence from the mainland remains a much sought-after resource on the island, and many of the undercover agents and hidden strongholds established in the Wyrmwalls prior to the Claiming remain there still, sending information back to their superiors when possible and biding their time.

THE EAST

Beyond the Iron Kingdoms, the Bloodstone Marches separate western Immoren from the vast and desolate Bloodstone Desert and, beyond it, the Abyss and the cruel and unforgiving Skorne Empire. In the years prior to the Claiming, the skorne waged a brutal and costly war against much of western Immoren, striking in great numbers as far west as Corvis and capturing substantial territory throughout the Marches, into parts of the Protectorate of Menoth, and even Llael.

It has been years since the skorne were last seen in large numbers in the Iron Kingdoms, however, and the threat of the distant Skorne Empire is, if not forgotten, then at least not a high priority among the nations of western Immoren.





Always an inhospitable and sparsely populated stretch of land, the eastern fringes of the Iron Kingdoms suffered heavily during the wars of the last few decades, and they have still not recovered.

A range of low mountains and extensive foothills shields the borders of the Iron Kingdoms from the Bloodstone Marches beyond. Among these can be found frontier settlements such as Terson Crag, not to mention fortifications both old and new. However, most of the mountains are home to bandits or farrow, not beholden to the laws of any nation.

Beyond these hills, the Bloodstone Marches pave the way to the even more formidable desert beyond. Here, cliffs of red rock occasionally rise up from the low and sandy earth, until one travels as far as the trackless desert itself. Beyond the Bloodstone is the Abyss, a scar in the face of Caen that stretches from Sky Mirror Lake far to the north all the way to the Shattered Spine Islands in the south.

Few humans of the Iron Kingdoms have ever traveled to the far side of the Abyss, but all know the skorne hold sway over a massive empire here larger than any human kingdom. What they have been doing in their distant homeland since the Claiming is a mystery most in western Immoren would prefer never to solve.

CARVERSBURG

On the southern shore of the sulfurous Scarleforth Lake, not far from the ruins known as the Castle of the Keys, Lord Carver has begun building his empire. Named Carversburg in his honor, the settlement near the river known as Comb's

Beacon is half-frontier fort and half-shanty town. Carver's own palace is built of a combination of timber and stucco, armored in metal cladding. Despite its patchwork appearance, it is a sturdy fortress that can withstand considerable siege.

Surrounding the fortress itself is a sprawling series of ramshackle buildings that make up Carversburg proper and, beyond them, a tent city where countless farrow from the surrounding hills and the nearby Bloodstone Marches come and go. Here, for the first time, Carver has assembled dozens of tribes that live together in something resembling peace, albeit peace enforced by Carver's iron fist and Helga's tactical expertise—not to mention the threat of being sent to the House of Pain, a sprawling laboratory complex where Dr. Arkadius conducts his bizarre experiments on farrow and, when they are available, captured prisoners alike.

Though the settlement at Carversburg is an ever-shifting collection of haphazard construction, the road leading to Carver's palace is always impossible to miss. The farrow warlord has commissioned more than a dozen massive statues of himself, dedicated to his glory and martial prowess and executed with varying degrees of skill and artistry, which line the major thoroughfare that runs to his front gates.

The population of Carversburg is in a state of constant flux, as tribes owing allegiance to Carver sweep in for a time only to depart for raids, mercenary contracts, or hunting trips. This instability makes policing the fledgling nation difficult, but fortunately the laws of Carversburg are fairly straightforward: What Carver says goes, and beyond that, everyone is on their own.

Despite the relatively ramshackle nature of Carversburg, however, the combination of Carver's considerable charisma and martial skills combined with the tactical acumen of his first lieutenant, Helga, who is in charge of most of the nation's day-to-day governance, means this burgeoning

HOUSE OF PAIN

Though he is loath to admit it, the success of Lord Carver's ambitions would not have been possible without the intervention of Dr. Arkadius. A human alchemist, scientist, and arcanist of unique—if unorthodox—talent, Dr. Arkadius pursues nothing less than the secret of life itself, and his experiments on the farrow have given rise to the gargantuan beasts that form the backbone of Carver's armies.

For all his many successes, however, Arkadius has yet to unlock the secrets he seeks, and so his experiments continue. In exchange for creating the beasts that secure Carver's empire, Arkadius has been granted substantial laboratory facilities and a ready supply of experimental subjects, both willing and otherwise. In this realm, Arkadius has total freedom, so long as his experimental beasts continue to perform as expected.

Called the House of Pain by the locals of Carversburg, this sprawling laboratory complex often echoes with screams, grunts, and bone-shaking roars deep into the night. Some who go into this dark place are prisoners or malcontents, those who have crossed Lord Carver or violated one of the nation's few laws. Others are volunteers, who seek the strength and purity of purpose that belong to Arkadius' most successful experiments. In either case, those who enter the House of Pain invariably come out changed—if they come out at all.

farrow empire runs much more smoothly than might be expected, and each day it continues to grow larger and more dangerous to its often unsuspecting neighbors.

Adventure Hook

As the experiments of Dr. Arkadius grow ever more abstract, there is a growing resistance to the use of the House of Pain as a disciplinary method in Carversburg. A leading voice in this dissident group is a farrow named Brosha, who has a plan to expose the activities taking place within the laboratory complex by staging a massive breakout. She'll just need some help getting in and starting the chaos.

BLOODSTONE MARCHES

To most in western Immoren, anything east of the Black River is the Bloodstone Marches or may as well be. And most would tell you these regions are uninhabited and uninhabitable, though neither could be further from the truth.

While the Bloodstone Marches are certainly inhospitable and uninviting, they are still home to a wide range of flora and fauna adapted to life in these arid regions, from the oasis ooze to the fearsome dune prowler as well as unique plants that include a diverse variety of desert cactus. Not only that, the Bloodstones have sheltered numerous peoples from throughout western Immoren over the years.

Ancient Icthier lies far to the south of this desert region while the lands ceded to the Protectorate of Menoth separate the Marches from the Gulf of Cygnar. Throughout the Bloodstone Marches, Idrian tribes have lived for centuries, though many suffered sword-point conversions to the Menite faith during the Protectorate's heyday and were incorporated into that theocratic nation as citizens. Today, some remain there, counting themselves Menites before anything else, while others have taken advantage of the Protectorate's weakness in the wake of the Claiming to return to their old ways amid the Marches.

Even before Lord Carver established Carversburg on the shores of Scarleforth Lake, the farrow in the Bloodstone Marches were growing bolder and greater in number, increasingly preying upon those few foolhardy enough to venture into this inhospitable land. When the Protectorate was still a major military power, their dominance of this region kept the farrow in check, and in the years since, the porcine marauders have found few to challenge them.

At one time, the Marches were also home to several trollkin kriels that had been forced eastward by human expansion. Most of these either reclaimed lands to the west after the Claiming or followed Madrak and the United Kriels south to Alchiere, so today, kriels in the Bloodstone Marches are few and far between. A relatively new sight among the dunes, however, are the efaariti nomads and their strange mounts known as bletcheres.

Slightly shorter in stature than an adult human and with distinctive flattened features, the nomadic efaariti remain mysterious and tend to keep to themselves. They were first

seen in the region as the skorne pushed eastward, driving them from their traditional lands in the Blasted Desert, where the constant storms that plague the Abyss and its environs literally set the very ground aflame. Some among these nomadic tribes settled in the Marches, which are, after all, much more hospitable than the deserts to the east, and their small, mobile enclaves can occasionally be seen throughout the region.

Thus far, the efaariti keep mostly to themselves and rarely engage in open conflict with their neighbors over resources. They have, however, sometimes been known to hire out their services as guides or mercenaries within the scorching deserts of the Marches. Outsiders find them silent and enigmatic, but the efaariti, who call themselves simply "tribesfolk" in their own tongue, have a rich culture of oral history and storytelling that they rarely share with strangers.

Adventure Hook

A cartographer located in Ternon Crag plans to cross the Bloodstone Marches and make the most detailed map yet of the region. To this end, he wishes to hire guides from among the efaariti. However, he has thus far been unable to even make contact with the reclusive nomads. He's willing to pay handsomely for anyone who can bring him an efaariti guide who is willing to take him across the Marches and the desert, even as far as the Abyss beyond.



ROTTERHORN

Surrounded by smaller foothills and cliffs of red rock, the Rotterhorn may be the tallest peak in all of Immoren.

Visible for miles in every direction, it serves as an important landmark for those who wish to navigate the Bloodstone Marches. According to most cartographers, the mountain and its foothills also mark the eastern extremity of the Marches. Beyond this is the even more unforgiving Bloodstone Desert.

Though there are smaller peaks scattered at its feet, the Rotterhorn nevertheless seems to jut suddenly from the desert floor, rising to a massive height of four miles at its peak. While the mountain itself is so tall that much of it extends above the tree line, its foothills form their own small ecosystem within the surrounding Marches, fed by natural springs that help make the region around the base of the Rotterhorn more verdant than anything else for miles.

To this end, many desert tribes make stops near the foot of the mountain to gather water or to hunt game. This influx of people to the mountain has also led several farrow tribes to settle here, often preying upon the other peoples of the region. Some of these tribes have since thrown in their lot with Carver and ventured to the north and west, while others maintain a stubborn independence, disappearing into the valleys and woodlands of the foothills if they are threatened.

However, the mountain itself is a permanent home to few, and this has less to do with its innate characteristics and much more to do with the presence of the Circle Orboros here. The Rotterhorn is one of the oldest and most sacred of the Circle's territories in western Immoren, and they guard it ruthlessly. Most who come to the Rotterhorn to resupply or even to explore will never see the blackclads or any evidence of their presence—but should one have the misfortune to interfere with one of their sacred sites, they will suddenly find themselves very aware of the forces of the Circle.

One of the reasons for this careful stewardship of the Rotterhorn is the massive monument known as the Pillars of Rotterhorn, one of the Circle's oldest and most important sacred sites. Another reason, however, are the griffons that

PILLARS OF ROTTERHORN

Cut from the black basalt bedrock of the Bloodstone Marches, the Pillars of Rotterhorn are one of the most imposing monuments in all of western Immoren—and one that most of the continent's inhabitants will never see. These eight columns of black stone are each more than three hundred feet in height and were carefully erected by the agents of the Circle Orboros in ancient times to harness the flow of natural energies that converge here.

In the centuries since, the Circle has guarded this site above all others. Massive, ancient, and powerful wolds dot the region, and the Circle's agents lurk here unseen at all times. At certain celestial conjunctions, the blackclads gather here to perform important rites, for the Pillars represent one of the most powerful ley line conjunctions controlled by the order anywhere on Caen. Sometimes, Devourer-worshipping tribes from the nearby desert join the blackclads here for bloody rituals, but at other times, even they are not welcome at this most sacred of sites.

nest in aeries high on the mountainside. The blackclads guard these roosts and tend to the griffons of the region; they serve as valuable warbeasts for the blackclad order.

MARCHFELLS

East of the Cygnaran city of Fharin, the Black River widens into a large and naturally occurring lake south of Caerly's Crag. Around the slow-moving waters of this lake, the ground becomes swampy, broken up by strangely dry dunes covered in scrubby grass and blown by winds that sweep in from the Bloodstone Marches.

It is not a picturesque region, but it is frequented by many of the tribes from the Marches as a good place to get fresh water. River boats can be seen from here, passing up and down the Black River, but the waters are so wide that the boats are largely protected from raids by farrow and other bandits. Those are more likely to take place upriver, where the channel narrows and hugs closer to the crags.

Here, tribes of gatorfolk and bog trogs can be found in small numbers, for this is about as far east as any swampy regions exist that can sustain them. They have been dominated by the Blindwater Congregation from the north, for Barnabas and his generals see the region as an important bulwark against threats from the east, not to mention a convenient midpoint between the tribes of Fenn Marsh far to the south and the Blindwater itself.

On the Cygnaran shore, several fishing villages exist up and down the edges of the lake. Though the Cygnarans venture into the waters of the Marchfells for their catch, they rarely go as far as the east shore, and the gators and bog trogs tend to stay on that side, not risking the ire of the Cygnaran military. In this way, the two factions remain in relative peace and isolation, even while they are so close together that they could look out and see one another on a clear day.

THE WEST

Inland from the Bay of Stone and the Sea of a Thousand Souls, most of Ord and western Cygnar are covered by trees or the hilly grasslands and trackless moors of northern Ord. In these relatively settled lands, much of the territory has been carved from the forests and wilderness for centuries, but the most remote portions of westernmost Immoren remain unexplored and uncharted. These include the vast and heavily forested Olgunholt of southern Ord, the Gnarl's of western Cygnar, the North Berck Moors, and other wild places that remain even amid growing urbanization. Roads may cut through these wildernesses, riverboats may ply their trade along the snaking Dragon's Tongue, railroad lines may even cut across the landscape, but there are still plenty of places, even here, where beasts hold sway and the old ways of the wilderness have not yet been eclipsed by the fires and walls of so-called civilization.

THE GNARLS

Prior to the Claiming, the vast, dense woodland known as the Gnarl's was probably one of the least tamed forest. All that has changed in recent years. Though trollkin still outnumber humans in the region, the once-combative kriegs



who previously ruled the Gnarl have largely relocated southward with the forces of the United Kriels, resettling in Alchiere. The trollkin who still live in the Gnarl are as likely to consider themselves Cygnaran citizens as members of their own independent kriels, and trade with nearby human settlements has reached an all-time high.

With this has come increased logging and hunting within the borders of the dense forest, as well as work on a rail line to connect Point Bourne to Ceryl, though the trollkin of the region have thus far managed to enforce agreements that the Cygnarans practice good husbandry to the Gnarl even as they harvest from it. The cooperation between the kriels and their human neighbors has also opened doors for other settlers, including increasing numbers of gobbers, who come to work in the logging camps or on the rail line.

The populations of bogrin, Devourer worshippers, and members of the Circle Orboros who once called the dark parts of the Gnarl home have also declined in recent years, as the combined might of the Cygnaran military and the remaining kriels encourage them to find other places to dwell. However, this doesn't mean that the once-trackless forest is without its substantial threats to life and limb. Isolated blackclads still lurk in the depths of the Gnarl, while those who have departed have left behind powerful wolds to guard certain sacred sites.

The trollkin of the Gnarl may be more peaceable than in years past, but the full-blood trolls and dire trolls who live

in bone-strewn caves deeper in the wood have not always received the message. Nearer the Dragon's Tongue River, dracodiles create lairs here in greater numbers than anywhere else in Immoren, and even one such beast can act as an apex predator for miles around. The presence of such mighty swamp beasts also draws gatorfolk from the north, who venture into the Gnarl near the Dragon's Tongue in search of the gargantuan dracodiles.

More prosaic perils also make working and living in the Gnarl difficult. The forest is home to an aggressive strain of kudzu, capable of covering man-made structures in a matter of days, forcing loggers or anyone else who wishes to build in the wood to be ever-vigilant lest they lose their hard work to the creeping plant.

THE MARCK

While marshes such as the Blindwater or the North Berck Moors may be better known, the vast bayou known as the Marck is one of the largest contiguous wetlands in all of western Immoren. Beginning at the base of the Wyrmswall Mountains south of Rimmocksdale Lake, the marshes stretch all the way to the ocean along a sprawling peninsula that extends nearly to the island of Giant's Head.

Nearer the foothills of the Wyrmswalls, the ground is relatively solid and heavily forested. The nearer one travels to the Meredius, however, the harder it becomes to find solid ground. To the south of the Marck, a line of low hills separate the Gulf of Middlebank from the miles-long beach known as the Sand Narrows. Here, wind shapes the sand into ever-changing dunes, while underground tunnels bring saltwater beneath the hills to form tidal pools where all sorts of sea creatures can be found.

THE GNARLROAD

More accurately called the Western Tradeway, the highway colloquially known as the Gnarlroad runs along the southern edge of the Gnarl from Ceryl to Demonshead Pass and on to Orven. From Demonshead Pass to Orven, it is known as the Twelve-Day Road, as it skirts the foothills of the Watcher Peaks. There is also a branch that runs north from Demonshead to Point Bourne called the Gnarlwood Trail.

Aside from river travel, these highways are among the only major routes that run through this region of Cygnar and, as such, they are important trade roads. They are also relatively isolated, however, and susceptible to the fickleness of the surrounding wilds. Particularly along the outskirts of the Gnarl, the road tends to be subsumed by plants in many places. These long stretches of open road are also tempting targets for raiders and brigands, including farrow, who sometimes sweep down from the Watcher Peaks in large numbers, and so caravans traveling these roads tend to be heavily armed.

The Western Tradeway is heavily patrolled by road wardens operating out of Orven, Ceryl, New Larkholm, and Point Bourne, but the road is long and the dangers many, and the scattered road wardens can only be in so many places at once. Part of the logic behind the construction of the new rail line from Point Bourne to Ceryl, which would connect that city directly to the distant Cygnaran capital for the first time, is to take pressure off this hazardous but vital roadway.



Within the trackless bayou of the Marck itself, travel by flat-bottomed boat is easier and safer than attempting to navigate on foot. Hanging moss droops from the gnarled branches of countless trees, blocking the waters below from sunlight. Deep in this coastal swamp is the Cygnaran city of Ramarck; much of the surrounding bayou is home to the Arjun, a human tribe that has been living here for centuries.

Though they are culturally distinct from the “swampies” who live in the regions around Corvis, many Cygnarans make no such distinction, and the inhabitants of Ramarck often hold these local “swampies” in low regard, even going so far as to suggest that they worship the Devourer and practice cannibalism or witchcraft. In spite of this, there are no better guides throughout the Marck than the Arjun, assuming an outsider can earn their trust.

Despite the expanse of the Marck, there are few gatorfolk here. But the depths of the swamp are home to many bog trog tribes that have remained entirely free of the gatorfolk interference many other bog trogs have suffered elsewhere. As a result, the Marck has also become a haven for agents of the Poison Dart, who have a significant presence even in Ramarck itself.

Though the bog trogs and anura who live in these swamps occasionally find themselves at odds with the Arjun, most of the time these conflicts have been resolved bloodlessly, and numerous handshake treaties exist throughout the Marck. Besides these more sapient inhabitants, the Marck is also home to massive armored turtles, fanged pike the size of an adult human, moss-covered swamp shamblers, and other fauna both natural and otherwise.

Adventure Hook

Thurlotta Calgar has a reputation as a witch, even among the Arjun peoples of the Marck. So, an invitation to her hut deep in the mire is no small matter. Her brother Thadeus has been locked up in the Great Vault below the Royal Special Health Institution in Ramarck. He agreed to act as a guide for a nobleman from the city, but when the trip went south and some of the other members of the expedition perished in the jungle, the noble claimed that Thadeus had gone violently mad in the swamp and attacked them. Thurlotta doesn't believe it and wants someone to break her brother out. And she is offering potent favors in exchange.

NINE STONE

The Enkheiridion provides anecdotal evidence that the ancient sacrificial site known as Nine Stone is older than the twin gods Morrow and Thamar. No one knows who built the ruined edifice here, named for the nine towering monoliths that jut skyward from a series of crumbling walls, ramparts, and half-collapsed tunnels.

What is known is that human sacrifice has been practiced here since time immemorial. The site has been linked to Devourer rites from the days of the Molgur, and when the Orgoth occupied this region, they slew thousands on this spot to harvest terrible power from their deaths. After the Orgoth were driven away, the Circle Orboros retook the ruin, but it

has been said that even they had difficulty purging it of the dark energies that still cling here.

During the Claiming, the blackclads were ousted from this cursed locale once again, this time by infernalists who sought to harness the necromantic energies of this place to open gateways that would release countless infernal horrors into Caen. Due to its relative proximity to Henge Hold, Nine Stone was heavily utilized by the cultists as the fighting there grew heavier.

Today, Nine Stone lies largely abandoned, even by the druids who were once its custodians. So much death has seeped into the stones here that it seems impossible they could ever be used for any but the most nefarious of purposes—yet there is bound to be someone, whether Cryxian or Thamarite, infernalist or other, who is willing to risk the dangers of tapping such a potent power source.

Adventure Hook

A Thamarite from Ord currently living in Ramarck, Rena Pagani openly reveals her allegiance to the Dark Twin, now that it is safe to do so in the atmosphere of Cygnar's new religious tolerance. She also believes she has discovered evidence of a real danger of another major infernal incursion—and she thinks the secret to stopping it lies at Nine Stone. She wants some muscle to accompany her to study the site. This all sounds simple enough, but her actual motives are not what she claims...

NORTH BERCK MOORS

Stretching from the twin lakes of Mere Dorou and Mere Tagao, the North Berck Moors—named for their proximity to the nearby Ordic coastal city of Berck—are primarily saltwater swamps, boggier than the moors that dominate much of the eastern portion of the country. In spite of this, occasional hillocks of arable land rise from the murky waters, and duckweed covers much of the territory that isn't given over to stands of cypress.

The farther inland one travels, the more likely one is to find solid ground and the greater the concentrations of freshwater. Yet there are still plenty of travel hazards to be found near the twin lakes. Mere Tagao, in particular, is fed by a hot spring, and the combination of cool hill air from the north with the warm waters of the lake means the nearby territory is choked in dense fog on all but the hottest summer days, limiting visibility and making travel difficult.

On the lakes themselves, Ordic fishermen from Corbhen and from the nearby moor villages make their living by hauling in fish and eels, though they're more likely to ply the warm waters of Mere Tagao than the uncertain depths of Mere Dorou, where strange creatures are said to make their homes. The twin lakes and the surrounding swamplands are also home to tribes of bog trogs, though recently the region has seen an explosion in the gatorfolk population, which has pushed the bog trogs to the south. There, the bog trogs have sometimes even come into conflict with locals from as far away as Berck.





Adventure Hook

The Mascal and the Melroane families each farm barley north of the moors to distill in uiske, and each one jealously guards their unique family recipe, convinced that the other is planning to steal it. The two houses have been at each other's throats for generations, and lately the rivalry threatens to come to a head. A major supplier from Carre Dova has come to Corbhen to sign an exclusive contract with an uiske distillery, and each of the two families is trying to win the contract—while also attempting to hire spies and saboteurs to ensure that the other house doesn't.

OLGUNHOLT

Covering much of southern Ord, the vast forest known as the Olgunholt actually encompasses several smaller woods, each with its own unique character. Among these are the Almare Woods to the west of Armandor and the so-called Dogwood along the forest's eastern boundary, near the banks of the Molhado where it flows southward.

These smaller woods are heavily harvested for lumber such as oak and cork, not to mention game including deer and various birds. A major highway and rail line even runs south from Merin to Five Fingers through the woodland. The deeper one travels into the dark interior of the Olgunholt, however, the less welcoming the forest becomes, and there are few among the locals who would dare to venture far.

There are many dangers in the depths of the forest, but the true reason for its dark reputation among the locals is simply that the Olgunholt is—and has been for centuries—one of the greatest strongholds of the Circle Orboros in all of western Immoren. Here, wolds guard sacred sites as they have done for generations, and entire communities belong to the Circle heart and soul, pledging themselves to the Wolves of Orboros and cloaking their true beliefs under thin veneers of the Morrowan faith when outsiders pass through.

Of course, the blackclads and their allies are not the only dangers of the wood. The Olgunholt is also home to strange creatures such as vektiss and the uncanny undead known as the hollowed. Several trollkin kriels make their home here as well, existing in an uneasy détente with the Circle, who control so much of the forest.

The strongest of these kriels is the Greenroot, once led by the ancient shaman Jatara, who perished shortly after the Claiming. She was succeeded by Boltak Redspine, a more hotheaded leader who has no love for the Circle and would like to see the Greenroot kriel assume closer relations with the Ordric government to drive the druids from the Olgunholt and reclaim the forest for the trollkin. Whether such brashness will pay off in triumph or tragedy for the kriel remains to be seen.

For the Ordric citizens who live near the Olgunholt, the forest is a study in contrasts. Though their refusal to venture deep into the wood is both pragmatic and borders on superstitious, they rely on the forest's many resources for their livelihoods. Lumber and game are drawn from the edges of the forest, and trees are even burned as sources

At present, these predominantly saltwater gatorfolk have stayed near the shores of the Sea of a Thousand Souls and largely out of the hair of their human neighbors, not to mention outside the sights of Barnabas and the Blindwater Congregation to the east—but it's only a matter of time before the Lord of Blood's ambition reaches them.

On the rare spits of farmland in the North Berck Moors, hardy local farmers grow barley, which is then roasted, mashed with water, and distilled into a popular drink called uiske. Many of the families who farm and distill uiske have been doing so for generations, and they often carefully guard the secrets of their craft.

THE WARRENS

Once a part of an Orgoth stone quarry, the settlement known as the Warrens is wedged into a narrow gorge between the Almare Woods and the body of the Olgunholt itself. A lawless nest of gangs, bandits, brigands, and worse, the Warrens is a maze-like tangle of narrow alleys and cramped rooms that is almost impossible to navigate, seemingly by design.

There is no law in the Warrens, which is home to outcasts of all types from Ordric society, and it is a home where a dagger is as likely to be found in your back as in your sheath. Though anyone can find a place in the Warrens, if they can survive, the region is not exactly hospitable, and the locals have developed a sort of pidgin dialect called "hoveltongue" that is as difficult for outsiders to understand as the twisting network of cells and cul-de-sacs is to navigate.

of coal in a kingdom that has very few naturally occurring coal deposits compared to its neighbors. Every venture into the wood is a risk, however. Not only might whatever poor soul is traveling the wooded paths never return, but there is a chance they could stir up some terrible threat from deeper within the trees that would devastate the nearby communities.

WYTHMOOR

To outsiders, Ord is considered a dreary, swampy kingdom, though it also contains trackless forests, grasslands, and hilly uplands. This boggy image is reinforced by the fact that two of Ord's borders—the shores of the Sea of a Thousand Souls and the border it shares with Cygnar to the east and south—are given over predominantly to moorland.

In the southeastern corner of the nation, north of the Dragon's Tongue River and caught between the Thornwood and the Olgunholt, is the swampy region known as the Wythmoor. Stretching along the banks of the Molhado where it feeds into the Dragon's Tongue, the Wythmoor spreads from the Dogwood, as the eastern region of the Olgunholt is colloquially known, to the dense Thornwood.

Once home to several tribes of local swamp gobbers and little else, the Wythmoor has experienced more than its share of troubles in recent years. As fighting erupted across the Thornwood, Cryxian forces spilled into the Wythmoor, a region that already had a haunted reputation that was not helped along by the presence of the actual walking dead prowling through the fog.

By the time of the Claiming, most of the Cryxian thralls had moved on to other pastures, but no sooner were they gone than the Wythmoor was visited by other unpleasant arrivals. Following the Battle of Boarsgate in 612 AR, numerous grymkin found their way into these southern moors, and not all have departed. Hollow men, especially, seem to regularly appear in small contingents in the darkened fog, their lanterns sometimes luring unwary travelers to their own doom in the mists and the sucking peat bogs of the region.

More recently, scattered tribes of gatorfolk have settled in the Wythmoor, driven west by the growing power of the Blindwater Congregation on the far side of the Thornwood. These gators are tribes who still cling to the old ways and attempt to avoid the notice of Barnabas and his followers. They are disorganized and desperate, clinging to what territory they can capture without drawing too much attention to themselves, but they still remain a threat to the swamp gobbers and others that call the Wythmoor home.

Once more heavily wooded, the Wythmoor is now made up of little more than peat bogs and the occasional skeletal trees left over from the overharvesting of lumber decades ago. Because of the recent influx of revenants, grymkin, and gators, the Wythmoor has attained an even more unsavory reputation than it already had, and yet there are still human settlements here, including the nearby Ordic cities of Tarna and Armandor. Some desperate Ordic families even eke out a living within the moors themselves, harvesting and drying the peat that is so prevalent here, in spite of the many dangers that plague the region.

FACTIONS & SOCIETIES OF THE DEEP WILDS

Beyond the city walls of the Iron Kingdoms, politics become much simpler and more direct. The strong eat those who cannot flee or fight, and powerful leaders tend to dominate whatever territory they can control. However, even within the deepest and most primeval wildernesses of western Immoren, there is a certain pecking order. Even here, organizations and groups control what basic politics there are, from tribes made up of only a handful of bloodlines to loose-knit confederations that have existed for centuries.

Sometimes these groups gather around a powerful leader; other times, necessity is what forces their cohesion. From mutual defense to the conquest of new territory to the freedom and independence of their people, these factions come in all shapes and sizes, but all are as fierce as the wild places that shelter them.

CIRCLE ORBOROS

Since time immemorial, the blackclads of the Circle Orboros have haunted the wild places of Immoren. The most ancient human society on the continent, the Circle is widely and massively misunderstood by outsiders, who often regard the druids as little more than Devourer worshippers. Instead, members of the Circle believe in a sort of composite entity they call Orboros—a being made up of both the chaotic



WOLVES OF ORBOROS

Countless Devourer-worshipping tribes have served as allies and even followers of the druids of the Circle for centuries. Many still live on the fringes of society, hunting and gathering as their ancestors have done since the days of the ancient Molgur. Others have settled over the years, giving up nomadic lifestyles in favor of forming villages and towns that are largely indistinguishable from any other in the Iron Kingdoms. Just because their lifestyle has changed, however, doesn't mean they have entirely given up the old ways, and many of these isolated communities still practice Devourer worship, albeit cloaked behind masks of piety to Menoth or Morrow.

Among these tribes and communities are those who still owe allegiance to the blackclads and who pass this sacred allegiance down through generations. Called the Wolves of Orboros, these groups follow their own individual traditions while training to follow the druids of the Circle into battle should the call ever come. Drilling in the use of traditional weapons such as cleft spears and swords, the Wolves are a surprisingly well-trained fighting force that the Circle can call up from villages throughout Khador, Ord, Cygnar, and elsewhere.

Some of these communities possess close ties to active members of the Circle, even counting overseers or omnipotents of that order among their ostensible citizenry. Others have never even seen a blackclad for generations. Nevertheless, the duty and training of the Wolves of Orboros is passed down through generations as a sacrament, albeit one that must be kept from the outside world at all costs.

hunger of the Wurm and the generative energy of Dhunia, and one that is synonymous with Caen itself.

For thousands of years, the blackclads have sought to control and maintain important territories throughout the wilderness regions of the continent. With plans that span centuries, the most powerful among these druids can live for hundreds or even thousands of years themselves, and the machinations of the Circle are often so vast that even their lower-ranking members have no idea about their full scope.

This, combined with the secrecy that pervades much of the organization, means that no one—perhaps not even the blackclads themselves—is entirely sure just how many members of the Circle there are or how far its dominions extend. While the cabal is tight-knit and rigidly ordered, its disparate parts are also capable of acting on their own for years or even decades at a time, meaning that a coven of blackclads may have been cut off from the rest of the organization for so long that no one still alive remembers it, yet their goals, when they reconvene, will still be remarkably similar.

Though they are feared and often shunned in more urban settings, the druids of the Circle Orboros can find welcome in many rural communities, even when those communities find their philosophies heretical or dangerous. This is because the blackclads are capable of miraculous feats that make them invaluable to those who live on the fringes of the wilds, from taming savage beasts to controlling the weather.

As with most everything the members of the Circle

Orboros do, this utility is far from accidental. Not only does it grant the cabal's members an often grudging acceptance in rural communities, it helps the blackclads keep an eye on the activities of the Iron Kingdoms and grants them access to potential new recruits.

BLINDWATER CONGREGATION

Even from its earliest inception, the Blindwater Congregation was virtually synonymous with the gatorfolk warlock known as Barnabas—and that was before his apotheosis as a living god. Even when he was simply another in a long line of gator chieftains, Barnabas showed a knack for conquest and an unquenchable ambition for ever greater power. One by one, he broke the backs of the surrounding tribes until all bowed to him.

However, temporal power was not enough. Barnabas sought something virtually unprecedented. He believed he could become an actual god, walking the face of Caen. While many, even among his followers, dismissed his dreams as megalomania, he turned out to be correct. When Lord Carver struck him down in 609 AR, Barnabas rose again, this time as the Lord of Blood.

By then, the powerful bokor was already worshipped nearly as widely as Kossk, the traditional deity of the gatorfolk, and after his apotheosis, Barnabas' power—and his congregation—only grew. While many gators still worship Kossk, those within the territories of the Blindwater Congregation know better than to elevate even that veneration above Barnabas' own or else they will face the wrath of the Lord of Blood.

The territories controlled by Barnabas and his allies remain centered on Blindwater Lake, where Barnabas has overseen the construction of a massive temple, half-sunk into the muddy waters of the bog. From here, he looks out over a growing empire of gatorfolk, bog trogs, anura, swamp gobbers, and others that dwell within the marshy environs of the Blindwater. Indeed, the gatorfolk of the Congregation have even begun bringing villages of human swampies and others in the region under their "protection," and human tribes and villages allied with the Blindwater Congregation tend to wear necklaces of alligator teeth to show their loyalty and to mark themselves as allies rather than prey.

Hierarchy within the Congregation begins with Barnabas himself and continues down through his closest generals, including such warlocks as Calaban and Jaga Jaga, and the most elevated bokors who make up what passes for Barnabas' "priesthood." The pecking order from there tends to reflect the food chain, with gatorfolk occupying most of the upper echelons, bog trogs and anura beneath them, and other species lower still.

Anyone who is capable of proving their mettle and their usefulness can rise, however, so long as they do not make the mistake of challenging the Lord of Blood overtly. As such, certain bog trogs and anura have attained key positions within the Congregation higher than their gatorfolk peers by demonstrating their arcane talents or tactical acumen. Warlocks and sorcerers tend to be especially favored, but if



anyone can prove their advantageousness to Barnabas' cause and also fight off any who might oppose them, they can find a place in the leadership of the Congregation. In this way, it more closely resembles a typical gatorfolk village writ large than the religious organization that its name would suggest.

POISON DART

Where most of the inhabitants of western Immoren are native to the region, the anura, known colloquially as croaks, came here in chains. Originally hailing from the Shattered Spine Islands far to the south, the anura were initially brought to western Immoren by the skorne, who drove them with barbed whips. Once here, many escaped into the swampy environs that resembled their former homelands, where they could easily outpace and outmaneuver their skorne captors.

Life in a strange land isn't easy, however, and the escaped anura quickly found that they were subject to the depredations of another oppressor in their new home—the gatorfolk, whose size and ferocity allowed them to dominate most of the other peoples of the swampy regions. Though it sometimes resulted in anura being literally eaten, the tyranny of the gatorfolk was a less cruel one than that of the skorne, and many among these batrachian peoples adapted to new roles in gatorfolk society.

These anura developed their own villages and tribes, often on the outskirts of gatorfolk villages, and demonstrated their utility as hunters, scouts, and raiders to the larger predators. In many cases, this meant that anura were allowed to live largely at their own whims, without much interference from the gatorfolk, so long as the anura never crossed their larger neighbors and were willing to fight alongside them when called upon.

Not all among the anura took to this new life, however, and there were those who saw the oppression of the gatorfolk as merely a new set of chains. These dissident croaks refused to bow to the might of the apex predators, and so began what was initially a loose-knit movement of anuran independence that would eventually become the Poison Dart.

Ironically, it was the very consolidation of power among the Blindwater Congregation that forced the Poison Dart to similarly coalesce into a more formal body. Where the anura were previously able to live on the fringes of gatorfolk society, as the Congregation consumed and combined more and more of the formerly scattered tribes, the role of anurans within that society became increasingly rigid. No longer could the members of the Poison Dart rely on not being noticed. They had to begin striking back.

Even within the wilds, the Poison Dart is a secret society, operating without headquarters or structure. Made up of individual cells that often have little in the way of communication with one another, the agents of the Poison Dart can be found throughout the swampy regions of western Immoren. Anywhere that anura gather in large numbers, at least a few of these freedom fighters can be found, communicating with one another through secretive signs and a signal language made up of notes played through flute-like reeds or tapped out on hollow gourds.

Their tactics are those of an occupied resistance, focusing on sabotage and assassination or on freeing anuran prisoners from bondage. Sometimes, small groups of Poison Dart

operatives form tight-knit enclaves in the wilderness, isolated from the villages of the gatorfolk, where they can strike out at the homes of their oppressors. More often, they hide in plain sight, existing among the other inhabitants of the swamp and only showing their true colors when they engage in clandestine operations.

While the group began as a purely anuran independence movement, it has since been joined by members from all groups oppressed by the gatorfolk, including bog trogs and even a handful of swamp gobbers, who bring their own skills, experience, and expertise to the cause.

THORNFALL ALLIANCE

For centuries, farrow have existed on the outskirts of Immorese society. Routinely looked down on, even by the humans who deigned to hire them for exploitable mercenary work, these porcine raiders were more often regarded as little more than band In recent years, however, one farrow warlord has sought to change all that. Lord Carver, the self-styled Bringer of Most Massive Destruction, began uniting farrow tribes under his banner early on, and he soon had a force larger and more powerful than any the farrow had ever seen before. His rise to prominence was helped along by capable generals, including the human alchemist and arcanist Dr. Arkadius, whose experiments on farrow physiology gave rise to the warbeasts that were the backbone of Carver's forces.

Ultimately, however, the farrow warlord had a goal that went beyond personal ambition. Early on, Carver had

worked as a mercenary for hire for the armies of the human kingdoms, and the prejudice and mistreatment he had experienced at their hands had left a scar that would never heal. Tired of seeing his people denigrated and trampled in the mud, he dreamed of creating a long-lasting farrow empire—one stamped with his own indelible image, of course. The Thornfall Alliance, as the loose-knit tribes who united behind Carver were known, was simply the first step on the road to this goal.

Cut from disputed territory south of Scarleforth Lake, Carversburg is the culmination of that dream, at least so far. Harkening back to the warlord-controlled city-states of the Thousand Cities Era, Carversburg is both a monument to the greatness of its ruler and the germ of a true farrow nation. Or so Carver hopes.

Surrounding the city itself are temporary encampments of the dozens of disparate tribes that make up the Thornfall Alliance. Their allegiance to Carver and his ambitions varies, but none who have had the audacity to gainsay his authority have thus far lived to tell the tale.

While Lord Carver rules the region with an iron fist, he doesn't actually know much about how to run a nation, so most of the day-to-day activity of the burgeoning empire is instead overseen by Helga, Carver's queen consort and most tactically brilliant lieutenant. Between the two of them, they have managed to both extend and consolidate the reach and influence of the Thornfall Alliance, transforming it from a loose collection of feuding tribes to a true farrow nation—one that the other Iron Kingdoms will soon have to acknowledge.



UNITED KRIELS OF TOLOK FORTRESS

Following the Claiming, the trollkin of the United Kriels had a choice to make: they could stay in western Immoren and hope that this time the treaties they entered into with the Iron Kingdoms would hold, or they could follow Madrak Ironhide south, where he planned to carve a new trollkin nation from the jungles of Alchiere.

Many stayed behind, building new lives amid the increasingly diverse Iron Kingdoms. Many more traveled miles to the south, however, before finally settling and erecting the fortifications of what would become Tolok Fortress in the jungle basin of the distant subcontinent. While the fledgling nation is still young, it has already expanded considerably beyond the walls of the fortress itself, and trollkin villages now spread far up and down the nearby Steedrest River.

Here, life among the United Kriels continues much as it did prior to the Claiming, with one important difference: the trollkin no longer have to worry about the wars or greed of other nations pushing them off their land. Which is not to say that there are not new dangers to be found in Alchiere. The dangerous letheans occasionally mount lightning raids on the outskirts of the trollkin villages, while strange beasts and poisonous plants are commonplace in the jungles of Alchiere.

The trollkin of Tolok Fortress practice a lifestyle that is a mixture of the old ways and those learned from the human nations. They hunt and gather much as their ancestors did amongst the bountiful forests of Alchiere's rainforest basin, while also growing crops near the river. They erect krielstones that tell the stories of their people, some of them painstakingly carried from their former homelands in western Immoren, others carved anew.

At the same time, many among their number had lived for years among the human kingdoms before joining the United Kriels, and they bring technology and ideas from those nations with them. Within the walls of Tolok Fortress, firearms and blasting powder are manufactured, the fires of smithies burn, and the fortress itself is built using a combination of trollkin and human architectural styles.

More so than ever before, these trollkin live in harmony with the pygs and other full-blood trolls and even dire trolls who share their homes, treating them as something between domesticated beasts and large, volatile cousins. Large tribes of pygmy trolls have fully incorporated into the United Kriels, and they work hand-in-hand with the trollkin as scouts, trappers, hunters, and more.

Though every able-bodied member of the United Kriels is fully prepared to take up hammer, axe, or spear to defend their new homeland, Tolok Fortress also boasts something new in trollkin history: a standing army, trained and commanded by Gunnbjorn, using techniques adapted from those he learned while serving in the Cygnaran military.

For now, the trollkin of Tolok Fortress live a relatively idyllic life, one that many of them feel has been denied to their people for far too long. However, only time will tell if

their new paradise can stand, or if new dangers will arise to threaten it...

BRINEBLOOD MARAUDERS

Of the trollkin who followed Madrak Ironhide south, not all were content to let bygones be bygones where the oppression and betrayals of the human kingdoms were concerned. Nor were all of them looking for nothing more than a quiet life where they could be largely left alone by outsiders.

Establishing themselves on the inland sea known as Brackish Lake, just south of the Lion's Teeth Mountains, the trollkin who call themselves Brineblood Marauders are allies of the United Kriels, but their goals and methods are considerably less peaceable than those of their southern neighbors.

When the kriels departed western Immoren, many did not march overland but came in ships, either those they had legally acquired themselves or those they had obtained through somewhat less savory means. Some of these ships sailed farther down the coast, eventually being broken up and used in the construction of Tolok Fortress and its environs. Others stopped at the inlet of the Verboten River and began the seafaring settlement that would become home of the Brineblood Marauders.

Sailing up the Verboten River, these nautically inclined trollkin found a new home for themselves that would provide them with easy access to the coastal waters of southern Immoren, not to mention the continental corridor between Immoren and Zu. On these waters, they could strike out not only to secure the resources they needed to thrive but to get some of their own back against the kingdoms that had oppressed their kind for so long.

Within the ranks of the Brineblood Marauders is a wide spectrum of specific motives, ranging from vengeance to reparations to a simple desire for plunder and mayhem. What links them all together is their ire toward the peoples of the north and their facility aboard ship. While not all of the trollkin who make up the Brineblood Marauders were already sailors before they came south, virtually all have since learned their way around a deck, and rare indeed is the Brineblood who isn't equally at home on the pitching waves as they are on land.

The Marauders are governed by a loose organizational structure with Admiral Boomhowler at the head and a variety of powerful ship's captains arrayed beneath. Despite this, significant leeway is given to the captains of individual ships, who enjoy virtually unqualified control over their own vessels and crews.

No group as large as the Brinebloods can survive on piracy alone, however. Brackish Lake is festooned with settlements—and the rocky cliffs that flank the Verboten River are similarly decked out in fortifications—to which the raiders return when their powder is depleted and their holds are full of booty. While Boomhowler technically commands here too, a group of erstwhile tribal elders, known as the Dryland Council, actually oversee the day-to-day operations of the villages and fortifications of the Marauders while their ships are away.

DAILY LIFE IN THE DEEP WILDS

The wild places of western Immoren are a study in contrasts. They are lush, vibrant, teeming with life caught in an unending dance of predator and prey. At the same time, they seem serene and unchanging compared to the bustling cities of the Iron Kingdoms.

For the denizens of the deep wilds, life is a daily struggle for resources and territory—and to avoid the jaws of would-be predators—and yet, life also continues much as it has for centuries, largely absent the political maneuvering of other nations or the interventions of technology that have so changed daily life in the Iron Kingdoms. Many among the residents of the wilds live in ways that are not dissimilar to how their ancestors have lived for thousands of years, even as new forces rise to power within the wilderness, changing the face of the deep wilds in ways that some may not yet fully understand.

As groups such as the Thornfall Alliance and the Blindwater Congregation transform the power structures of Immoren's wild places, most of the peoples of the deep wilds still live in tribal villages and kriels, practicing either subsistence farming or lives of nomadic hunting and gathering. Despite surface similarities, however, each of the many tribes that make up the peoples of the wild are unique and culturally distinct, with their own rich history and traditions stretching back across generations.

ANURA

After coming to the west, the anura found swamps and marshlands aplenty waiting for them, the anura took to their new homes with relative ease, finding a new ecological niche on the fringes of gatorfolk society.

Though many see the gators as little more than another oppressor, the anurans enjoy a relatively unfettered relationship with the gatorfolk, at least when compared to their former skorne slavers. The gators prize the anurans for their skill at hunting and raiding, their arboreal agility, and the poisons they excrete from their skin. Because of this, anuran society is allowed to flourish unchecked, especially compared with the bog trops, who are more likely to be entirely dominated by their gatorfolk neighbors.

Most anurans in western Immoren live in spherical wattle and daub huts suspended in trees above the swampy waters, usually on the outskirts of gatorfolk villages. This relationship is ostensibly one of mutual benefit, since the presence of the gatorfolk helps to protect the anurans from predators or unfriendly neighbors. However, the fact of the matter is that the anurans, like most of the allies of the gatorfolk, are allies of force, not choice.

Thanks in part to the poison that their skin naturally excretes, anurans have little need for firearms or the other more "advanced" weapons wielded by many in the Iron Kingdoms. Instead, they hunt and fight using a variety of the same tools that their ancestors did back in the Shattered Spine Islands, including atlatls, hunting spears, and oil-filled gourd bombs. This has led some to underestimate the effectiveness of anurans as warriors—which they do at their peril.



BOG TROGS

As far as anyone knows, bog trogs have lived in the swamps and waterways of western Immoren at least as long as gatorfolk have, and for centuries, the two have skirmished over territory and resources. In this, however, the gators have an innate advantage. They are bigger, stronger, more vicious, and their bokors have access to swamp magics that the bog trogs simply cannot match.

Hence, as the years have passed, more and more bog trog tribes have fallen under the sway of their gatorfolk neighbors. Today, it is more common to find bog trogs living under the heel of a nearby gatorfolk tribe than it is to find bog trogs who are truly independent, and many tribes have become a part of the growing Blindwater Congregation. For most bog trogs, this is not a matter of choice but one of survival. They can either serve the gators or be wiped out by them, and the bog trogs have chosen the more pragmatic option.

To outsiders, bog trog villages and the gatorfolk villages that they often lie nearby are superficially similar. Both are built in swampy areas with ample access to water and, indeed, in a bog trog village, the simple reed huts of the bog trogs themselves may be the only things that rise above the water level. The huts are often built on small mounds of earth or even the gathered roots of trees, and most of the rest of the village consists of narrow channels of murky water where bog trogs can lie half-submerged in wait in the event that the village comes under threat.

Threat is a constant calculus in the lives of bog trogs, who are often preyed upon by larger and more vicious creatures. Because of this, bog trog villages often incorporate partially flooded underground passages where the residents can seek shelter in the event of attack. These tunnels are also the most likely place to find a shrine to Ashiga, and the mist speakers of the tribe often visit here to commune with the dreams of their sleeping god.

Though adult bog trogs are amphibious, able to breathe air or water with equal facility, they prefer to spend much of their time submerged, and the presence of water is vital to their survival as a species. Bog trog eggs are laid underwater, and young bog trogs are born without the lung capacity that allows the adults to survive outside the water. It is only when they have begun to mature that young bog trogs gain the ability to survive on land.

Among the gatorfolk, bog trogs are employed as trappers, hunters, catchers of fish, crafters, and, when the occasion calls for it, bodies to be thrown in front of enemy attacks. Though many bog trogs hate their gatorfolk oppressors, and some have even joined the Poison Dart resistance movement originally begun by the anurans, others find their relationship with the larger predators to be mutually beneficial—so long as they watch their step.

BOGRIN

Larger and more aggressive than their gobber cousins, bogrin have found it more difficult to acclimate to the societies of the Iron Kingdoms, though some of their number can be found in especially rough and tumble towns such as Five Fingers

or even Corvis. Like most of the children of Dhunia, those bogrin who live in the wilds form tribes and kriels, and many make their livelihoods through banditry and raiding, preying on nearby human settlements or neighboring tribes.

Despite their more antagonistic nature, bogrin are every bit as clever as the smaller gobbers, and they are well practiced in a variety of crafts, including alchemy and the skinning and tanning of hides. While bogrin often make use of stolen weapons or armor, they generally also modify these items to their own proportions and preferences.

Most bogrin in modern Immoren live much as they did in the days of the Molgur, and many split their worship between the Devourer Wurm and the Great Mother. In fact, bogrin settlements tend to be built in places where their shamans find the strongest mystical connection with Dhunia, including natural rock formations, caves, and waterfalls. These not only provide shelter for the bogrin themselves but also provide a place of worship and communion with both of their spiritual parents.

Distinguishable from gobbers due to their size, their teeth, and the bony ridges along their skulls, bogrin are nonetheless closely related to their more diminutive kin, and as circumstances throughout western Immoren have caused the wilderness regions to shrink and put increased pressure upon the peoples of the wilds, some bogrin and gobber tribes have combined into large, shared kriels, where they draw from the advantages both groups bring to the table. While these combined kriels are often dominated by the burlier bogrin, gobber chieftains have also been known to lead these conglomerates with tactical acumen, political cleverness, or arcane might to augment their lesser stature.

FARROW

For many among the peoples of the wild, life is a matter of subsistence. Each day is a new struggle for food, shelter, territory, and other resources. While the peoples of the wild have complex cultures and time for song, storytelling, crafting, and so on, the accumulation of wealth—and with it the divisions of labor—that take place among the more “civilized” societies is largely absent.

This is true of the farrow, and it has helped to shape their society into the culture of hardy raiders that it is today. Nor is this the only factor, for as long as farrow have existed, it seems they have been pushed to the fringes by the other peoples of Immoren. There is a persistent myth that the farrow are the result of some arcane experimentation centuries ago, but the more likely fact is that they are probably one of the many peoples descended from the goddess Dhunia. In spite of this, the farrow were notably absent from the great Molgur alliances of ages past.

The true history of these porcine peoples is unknown, and the farrow offer no internal legends to explain their origins, but in the last few decades, farrow have been as often exploited as cheap shock troops as they have been regarded as undesirable vermin and driven off—or slaughtered wholesale. Such treatment has left the farrow with little recourse save to become the armed brigands that most regard them as today. Who is to say what the farrow culture might look like had it

been allowed to thrive under other circumstances?

Certainly, the farrow have shown themselves to be clever and cunning, able to construct rudimentary versions of even firearms and cannons without any of the same resources as their counterparts within the Iron Kingdoms. While these “pig iron” weapons may be less reliable than their more high-tech equivalents, they are nonetheless plenty effective, as many a caravan or rival tribe has found to their detriment.

For centuries, the farrow existed only as disparate tribes, each one warring with their neighbors for whatever spoils they could lay their hands on. Whether the vicious pragmatism of the farrow is a natural part of their psychology or a learned reaction to their exploitation and mistreatment over the years, it is undeniable that most farrow regard their hard-scrabble lives as simply the way of things, and their outlook on both property and bodily autonomy are not as clearly delineated as many other cultures. To wit, farrow let nothing go to waste; they will gladly eat their own fallen comrades without hesitation and conversely will expect to be eaten themselves, should the tables be turned.

In spite of his megalomania, part of what has allowed Lord Carver to unite so many farrow beneath his banner is that his ambitions genuinely do include a better life for all farrow. He sees the way the other cultures underestimate and look down upon his people, and he strives toward a future where that is no longer possible. Of course, being who he is, he sees only one way toward this future: conquest.

Farrow villages tend to be ramshackle, partly due to the fact that farrow get many of their resources by raiding, which means the ready availability of building materials is extremely variable. However, as with much of the farrow lifestyle, there is a practical purpose to this as well. The farrow engage in very little agriculture, and tribes tend to move often, their haphazard settlements able to be picked up and transported to a new location with little fuss—or rebuilt easily if they are destroyed or have to be abandoned in a hurry.

In Carversburg, near the shores of Scarleforth Lake, the first real farrow city is being constructed, built around a palace dedicated the Lord Carver himself. Life there may be more stationary than in other farrow settlements, but the farrow have not yet really gotten used to the idea of holding still and building permanent structures, so much of the city is still a conglomerate of various temporary-seeming shelters and sprawling tent cities.

GATORFOLK

Among the peoples of the wild, few have more natural advantages than the gatorfolk. Hardy and long-lived, gatorfolk require little from the world around them save a ready supply of food—and that, they have no trouble catching for themselves, thanks to their powerful builds and mouths full of sharp teeth.

To outsiders, gatorfolk often appear unsophisticated. They build crude huts made from reeds and plants, and their villages contain simple structures such as pens designed to contain hatchlings or rudimentary racks for the drying of meat. The fact is, however, that these simplistic designs are not due to a lack of intellect or cunning on the part of the gators but rather a reflection of how little they really need to survive in the wilderness.

For gatorfolk, shelter and clothing are more matters of convenience or personal taste than necessity, and a naked gator can easily survive in just about any conditions. In fact, the gatorfolk have even spread into such inhospitable realms as the arid Bloodstone Marches and the frigid north, though they vastly prefer the temperate marshes of the Iron Kingdoms.

The fact that gators can build much more complex structures is demonstrated by the sacral vaults and stone ziggurats constructed by certain tribes, as well as the vast



BOKORS AND SPIRITS

Gatorfolk as a whole are not particularly reverent creatures. While most acknowledge either Kossk or Barnabas—or both—as the deities of their people, few of them offer up prayers or engage in the sorts of religious behavior commonly found among other societies throughout western Immoren.

This should not, however, be taken to imply that gatorfolk are not spiritual beings. Indeed, the bokors of the gatorfolk traffic with spirits in ways that few other individuals on Caen would think to—or ever dare. To these gatorfolk, spirits are not distant beings to be appeased or avoided. They are tools, neighbors like any others, to be either dominated by the gatorfolk or to make truces with for mutual benefit.

The intense and close-knit connection between gatorfolk and the spirits of their swamp homes may have something to do with their relationship to death and predation. As obligate carnivores, all gatorfolk draw power from death by consuming their fallen prey. Among the bokors, this same principle is simply extended to practices of necromancy that are unique to this cold-blooded society.

and half-sunken palace to Barnabas that has been erected in Blindwater Lake. The gatorfolk are also capable of forging weapons and crafting arms and armor, though their hands are not well suited to the task, and such dexterous chores are often handed off to bog trogs, anura, or swamp gobbers.

Ultimately, for all their intelligence, gatorfolk are still reptiles, and their cold-blooded minds are tuned to the endless cycle of predator and prey. Their chilly pragmatism can look particularly cruel to the morality of warm-blooded mammals, and gatorfolk society is built around predation from the literal moment they hatch from their eggs.

Unlike many of the other peoples of western Immoren, gatorfolk do not form strong emotional attachments either to their mates or their offspring. Gatorfolk live in mixed colonies, and males and females pair off to mate once a year. A pregnant female lays a clutch of six to ten eggs, which are buried in mounds of earth and fiercely guarded until they hatch. Gatorfolk hatchlings are fully independent but possess none of the fierce intellect of their parents. Instead, their behavior is that of a beast in the wild, focused on subsistence and nothing more.

These hatchlings are placed in special winnowing enclosures within the gatorfolk villages, where the largest and strongest will attack and consume the weaker. Those that survive are then raised by the village as a whole. Few gators have any idea who their parents are. Fewer still would ever care.

HUMAN TRIBES

Throughout western Immoren, in places as distant as the Burningfrost Plains and as near as the Widower's Wood at the base of Corvis, human tribes still live in seclusion, much as they have done since the days of the ancient Molgur. Some among these tribes are Devourer worshippers, nomadic hunters who live just as their ancestors did. Others have taken on certain trappings of their "civilized" neighbors, including the worship of Menoth or Morrow or Thamar.

In all cases, however, they live outside the sight (and oversight) of the Iron Kingdoms—even when they live within their borders.

Life among these tribes varies considerably based on where they are located. The Vorgoi, Vindol, Yhari-Umbrean, and other tribes of the north are often highly nomadic, following herds across the snowy plains and mountains they call home. Other northern tribes have constructed settlements at the far edges of Khadoran territory, becoming nominally Khadoran citizens while still maintaining much of their own unique culture—and located so far away from major cities that they are largely free of imperial supervision.

Southern tribes occupy a greater variety of ecological niches. The Arjun make their homes in the marshy lands near Ramarck, while the Idrians—undoubtedly the largest of the human tribes remaining in western Immoren—range across much of the arid Bloodstone Marches. Many of the Idrian were subjected to sword-point conversions to the worship of Menoth during the heyday of the Protectorate. Some still regard themselves as Protectorate citizens first, while others have taken advantage of the breakdown of that theocracy to return to their old lives in the surrounding desert.

Among many citizens of the Iron Kingdoms, the most commonly encountered human tribes are those known colloquially as "swampies." These are not actually one tribe but several, occupying marshes and bogs throughout the continent. The swampies near Corvis are culturally distinct from those found near Ramarck, for instance, but both would be considered swampies by outsiders.

Wherever they are and whatever traditions they follow, many of the human tribes of the deep wilds have been forced by necessity to enter into alliances with their neighbors, whether those neighbors are the humans of the nearby cities or other wilderness peoples such as gatorfolk or Tharn. Many others are bound by ancient ties to the agents of the Circle Orboros, willing to take up arms and lay down their lives for the blackclads, should they ever be called.

SWAMP GOBBERS

The diminutive Dhunians known as gobbers live in just about every corner of western Immoren. Countless thousands have integrated into the cities of the Iron Kingdoms, where their small stature and general cleverness make them invaluable mechanics and tinkerers, able to literally crawl inside the workings of steamjacks and other machines, places where human engineers could never fit.

In fact, gobbers from just about all walks of life have incorporated at least some measure of modern technology into their day-to-day existence, even those that live in the wilds. Of these, swamp gobbers are by far the most common. Because swamps are difficult land to clear or turn into anything arable or useful to cities, many of the unspoiled wildernesses of western Immoren are swampy, and in these, folks like gators, bog trogs, and human swampies hold sway—with swamp gobbers often living alongside.

From independent swamp gobbler villages in Widower's Wood to large numbers of swamp gobbers that are

technically part of the Blindwater Congregation, these industrious gobbers can be found just about anywhere there are marshes and bogs throughout the continent. Like the human swampies, these gobbers actually represent a number of distinct tribes, with those in different regions practicing different traditions, but almost all share at least a few traits in common, not the least being the smallest folk in their respective regions and therefore targets of larger predators and bellicose neighbors.

While most of the swamp-dwelling peoples of Immoren make use of little in the way of firearms or machinery, the swamp gobbers are often an exception. Every bit as clever-minded as their city cousins, the swamp gobbers often use boats powered by simple steam engines and incorporate homebrewed mechanisms such as pumps and mills powered by rainwater into their everyday existence. Some have even cobbled together semi-amphibious steamjacks by fitting them out with homemade, insulated boilers to keep the fires from going out.

For most swamp gobbers, these inventions are designed to do little more than make their lives easier, although some have been brought into the fold of groups like the Blindwater Congregation and put their tinkering toward the creation of instruments of war. Others subsist not by their own toil but by raiding and pillaging, and swamp gobbler river raiders preying on steamships traveling up and down the waterways of the Iron Kingdoms are not uncommon. These river pirates are known for using homemade firearms of various kinds, including ingenious but unpredictable pistols that fire grappling hooks, allowing the gobbers to pull themselves onto passing ships from the shore.

TROLLKIN OF THE SOUTH

Despite being separated by miles of wilderness, the trollkin of Tolok Fortress live much as their northern kin do. While some dwell within the fortress itself, often members of the standing army of the United Kriels or associated crafters and

artisans who make shells, weapons, and other resources, most of the inhabitants of Alchiere live in villages in the shadow of the fortress, scattered up and down the banks of the Steedrest River.

The trollkin of the south have jumbled countless kriels together, and now these villages are more diverse and mixed than any found in the north. Also, because the trollkin of Tolok Fortress and its environs are so cut off from the peoples of western Immoren, they have little opportunity for trade, save with the trollkin known as the Brineblood Marauders.

The Marauders bear considerable enmity toward the human kingdoms of the north, and yet their settlements more closely resemble a human city or town than any other trollkin settlements anywhere on the continent. Most of these seafaring raiders spend the majority of their time aboard ships, with only a few short weeks of “shore leave” every few months.

However, the crews of the various Brineblood ships are supported by a robust network of “drylanders,” who work in textiles, carpentry, metalsmithing, and many other trades—even fishing on the waters of Brackish Lake and farming on what little arable land is available nearby. While the entirety of the Brineblood Marauders are ostensibly under a chain of command that begins with Admiral Boomhowler and extends through various captains and sub-admirals, this vital homegrown support structure is governed by the Dryland Council of former tribal elders who now oversee the day-to-day of the Brineblood settlements while the ships are away.

Despite the name, not all of these settlements are actually on dry land. Though there are considerable towns, villages, docks, and fortifications along the shores of Brackish Lake and the cliffs that line the Verboten River, many others have been built on the water itself, either constructed on stilts plunging into the silt below, or, more often, made by lashing several older ships together to create floating cities connected by bridges and even wooden tunnels extending between the various structures.



2

CHARACTER OPTIONS



THE MAIN FIGURES IN ANY IRON KINGDOMS CAMPAIGN are the characters created by the players. Your characters' choices, be they noble or selfish, and the ramifications of those choices are at the heart of the story. This chapter offers new races, classes, subclasses, backgrounds, and adventuring companies to help you create characters that can live and thrive in the world beyond the borders of the Iron Kingdoms.

RACES

Even though humanity has not always been so ready to accept the fact, the races that dwell in western Immoren's deepest wilderness regions have societies as diverse and complex as any found within the settled nations of the Iron Kingdoms. Throughout history, humans have viewed these other societies as "lesser" than their own—a folly that some even hold to in the modern day. But no one who has ever journeyed with members of these races, faced them on the field of battle, or traveled to the inhospitable places they call home dares underestimate them. Those who do seldom walk back out of the deep wild again.

The tribes and peoples of western Immoren's wilderness are a varied group. Some are newcomers who are working to find their place among the shifting boundaries and loyalties of other tribes; others are stalwarts who live just as their ancestors did millennia ago. Despite their differences, all of them share one thing in common: the struggle to survive. Faced with rival tribes, hungry beasts, and the steady encroachment of civilization, all must stand with their allies in defense of a world where survival is not guaranteed—a land where those who can't defend themselves are subjugated (or worse) by the more powerful.

The playable races in this section are among the most influential found in the deep wild.

Anura. Anura—commonly known as "croaks"—are froglike newcomers to the west. Hunting, community, and a close relationship with the land are the central tenets of life among the anura. Numerous subspecies, each varying in custom and appearance, live throughout the Shattered Spine Islands. Many of these tribes hold to a general policy of isolation, and only recently have these natives of the southeast been ushered into the forests and swamplands of western Immoren.

Bog Trog. These scaly, aquatic reptilians fight for survival against all odds, using sheer tenacity and ferocity to compete with physically larger races and more technologically advanced cultures.

Gatorfolk. Physically imposing and endowed with both impressive natural armor and weaponry and command over dark magic, the gatorfolk are one of the dominant cultures of the deepest and darkest parts of western Immoren.

COME IN, THE WATER'S FINE!

In addition to the races in this book, the deepest wilderness regions in western Immoren are home to all manner of bogrin, farrow, gobber, human, and trollkin cultures, among many others. Communities of all races call these regions their home.

ANURA

One of the newest species to be seen in western Immoren, the beings I call anura—commonly called croaks—are naturally aquatic creatures who make their homes in the waterways and lakes across the continent. They were originally brought here from the distant Shattered Spine Islands by skorne taskmasters, and numerous communities of them now thrive in the west. Their skill as hunters and trappers—and, surprisingly, the potent natural poisons they possess—have given the anura many opportunities to forge alliances with those who share their swampy homes, typically bog trogs and gatorfolk. Time will tell if the anura's arrival affects local ecosystems in any meaningful way.

Professor Viktor Pendrake

Curious, nimble, and rugged, the anura have spread slowly across western Immoren in the past decade. Hailing from the tropical expanses of the Shattered Spine Islands, they were captured by skorne slavers and used as scouts and disposable troops. Although anura are not naturally inclined toward violence, they will eagerly take up arms in defense of their community: a single tribe or collection of allied tribes known as a "knot." Their perseverance has helped them thrive in areas commonly contested by bog trogs and gatorfolk, and their natural abilities and skills have given them a unique role in the swamps and riverways of the west. An inherent curiosity has led many of them to adventure beyond their homes in order to find work with like-minded travelers.



A BIT FROGGY

Anura are wiry, diminutive, and tenacious. Bipedal and ranine, they have hairless skin whose color ranges from a muddy greenish-brown to a bright yellow, blue, or even orange. Anura can manipulate this coloration to a limited degree, thereby allowing them to blend in with their surroundings. The hands and feet of some anura feature small suckers that help them grip and climb with ease. They have also been seen both with and without opposable thumbs, leading many to believe there are many subspecies of anura that have yet to be seen in western Immoren.

Although anura face some prejudice from narrow-minded species such as humans and skorne, they have made strides to integrate themselves into many civilizations across western Immoren. They have opened their communities to trade and have also made their mark helping mercenary companies and adventuring companies trek across their territory.

TYING A KNOT

Anura society is typically structured around the knot and the protection of it. Leadership is shared between both males and females. All anura are natural trackers, trappers, and hunters, and both male and female anura will venture out of the knot to collect resources as needed.

Mystics and shamans are common among anura knots. These individuals use their powers to help guide and protect their community, and they will often lead its members into battle when needed. The occasional birth of a conjoined twin is a sacred event within the knot. Conjoined twins are thought to be representatives of the anuran deities, the conjoined twins Tagasca and Dagascar. Unlike the perfected form of their gods, one of the conjoined mortal twins is malformed. The weaker twin depends on the stronger one to survive but offers benefits in return, such as enhanced arcane powers. Many anura take these mystic abilities as proof that conjoined twins are divine. Conjoined twins are also said to channel the power and wisdom of Tagasca and Dagascar in wartime.

CONJOINED DIVINITY

Anura worship two different deities, Tagasca and Dagascar. They are represented as conjoined twins that share the same body but possess separate heads and arms. Tagasca, the goddess of the hunt, guides the anura in manners of survival, hunting, and warfare. Her knowledge of the land and her blessings help her followers catch their prey and remain hidden from their enemies. An anura who secures a kill will make an offering to Tagasca, commonly by dropping part of the fallen prey into the closest body of water to be consumed by the water spirits believed to inhabit the bodies of fish.

Dagascar, the anuran god of mysteries, represents the anura's connection to the arcane. Anura attribute good fortune and miracles to Dagascar, who is expected to lead them through the currents of life, death, and rebirth. Wisdom, history, and the knowledge of tools are all associated with Dagascar.

Although each deity has authority over different aspects of life among the anura, the twins are often referred to as a single being, and many anura use their names interchangeably.

ANURA NAMES

Each anura is given a single name at birth, but those who distinguish themselves in battle, or who become a leader of a knot, are given a deed name or byname.

Male Names: Awaki, Bup, Coaxo, Croa, Flugwug, Gub, Koka'ak, Kwaak, Mire, Obo, Piku, Raza, Scaer, Tibu, Zabuc

Female Names: Brekake, Chupa, Fe'era, Guri, Harkae,



Kva, Kwake, Laka, Nolo, Olo, Qua, Ruka, Tura, Vakae

Bynames and Deed Names: Byriver, Deepswamp, Hopstone, Pondskipper, Slickspine, Tonguethrasher, Underpond

ANURA TRAITS

Your anura character has a number of traits in common with all other anura.

Age. Anura age more rapidly than most other folk, reaching maturity in a decade or less. On average, anura live between 50 and 60 years.

Alignment. Anura tend toward neutral alignments.

Size. Anura are between 3 and 5 feet tall and weigh between 30 and 60 pounds. Your size is Small or Medium.

Speed. Your base walking speed is 30 feet. You have a swim speed equal to your walking speed.

Hold Breath. You can hold your breath for 15 minutes.

Poison Glands. Your skin secretes a potent poison. A creature that grapples you or otherwise comes into direct contact with your skin must succeed on a DC 12 Constitution saving throw or take 1d4 poison damage and become poisoned until the end of its next turn.

Standing Leap. Your long jump is up to 25 feet and your high jump is up to 15 feet, with or without a running start.

Languages. You can speak Kworak, which has no written form, and Haavati, and you can speak one other language of your choice, usually the language of your birth kingdom.

Subrace. Three main subraces of anura are known in western Immoren: the more common bullcroak and stickspit anura, and the rarer conjoined souls. Choose one of these subraces.

BULLCROAK

As a bullcroak anura, you're from a line of strong and hardy hunters and warriors. You're on the larger side for your race, and your skin might be brighter and more vibrant than that of others in your knot.

Anuran Weapon Training. You have proficiency with halberds, tridents, and shields.

Thundercroak. You can emit a thunderous, deafening croak that can daze opponents who are not ready for it. You can cast the *thunderwave* spell once with this trait, without needing material components, and you regain the ability to do so when you finish a long rest. You can also cast the spell using any spell slots you have of 1st level or higher. Wisdom or Charisma is your spellcasting ability for this spell when you cast it with this trait. (Choose your spellcasting ability when you select this subrace.)

STICKSPIT

As a stickspit anura, you are lean and accustomed to leaping from one cypress tree to the next before diving down into the swamp below. Your skin is likely a muddier and darker hue, allowing you to blend in better with your surroundings.

Aquatic Camouflage. You gain proficiency in the Stealth skill, and you have advantage on any Dexterity (Stealth) checks made to hide while in swamps or watery environments.

Prehensile Tongue. Your tongue can stretch up to 20 feet. You can use your tongue to manipulate an object, open or close a door or container, or pick up or set down a Tiny object.

Wall Crawler. You have advantage on Strength (Athletics) checks made to climb.

CONJOINED SOUL

As a conjoined soul, you are held in awe by all other anura and are highly regarded for your close resemblance to the anuran gods, Tagasca and Dagascar. Even though part of you appears to be malformed in some way, that part is gifted with powers that more than make up for its partial disfigurement. The rest of you is typical for a standard anura, although you may be slightly stronger than most others of your kind.

Dagascar's Touch. You know the following spells: *dancing lights*, *guidance*, and *poison spray*. You know these spells even if you don't have any levels in a magic-using class, and they don't count toward the total number of spells you know. Wisdom is your spellcasting ability for these spells.

Of Two Minds. As a conjoined soul, your two minds are intertwined in a way that offers a measure of protection against magical effects. You have advantage on saving throws against being charmed, and you have resistance to psychic damage.

OPTIONAL FEAT: POISONER

You can choose the following feat instead of one granted by your essence.

POISONER

Prerequisites: Anura

Your Constitution score increases by 1, to a maximum of 20.

Your skin's natural poison is more abundant than normal. As a bonus action, you can coat a melee weapon with your poison. A living creature hit by the poisoned weapon takes an extra 1d4 poison damage. Once applied, the poison retains potency for 1 minute before drying. You can use this feature a number of times equal to your proficiency bonus (a minimum of once). You regain all expended uses when you finish a long rest.





BOG TROG

Bog trogs are fierce (and fierce-looking) humanoids who dwell in the swamps, marshes, and waterways of western Immoren. They have a reputation for treachery, violence, and belligerence, but much of that reputation comes from interactions with those who trespass into their territory. Bog trogs are often found in the outskirts of wilderness societies, trapping and hunting to support their kin. Although they aren't typically seen in cities, they have occasionally been spotted serving as guides for mercenary companies trekking through the wilds in recent years.

SOMETHING FISHY

Despite being humanoids, bog trogs have reptilian and ichthyoid features. Their large eyes, which are massive in proportion to their heads, grant them keen vision even in murky swamp water. They use the short fins on their forelimbs and a long dorsal fin to navigate their way through their watery homes. Their scaly skin is typically dark green to greenish brown in hue, but they can change their color to blend in to different environments. Bog trogs use this camouflage ability while hunting, allowing them to creep unseen among the foliage or lurk just beneath the water's surface in preparation for a sudden ambush.

BY LAND AND SEA

Fully amphibious and able to survive indefinitely (albeit uncomfortably) on land, bog trogs prefer to submerge themselves as frequently as possible. Their villages lie in murky wetlands and riverways far from western Immoren's industrialized areas. Bog trogs are belligerent and intolerant of other peoples, and they are quick to take up arms against those who intrude upon their territory. Bog trog and

gatorfolk tribes often compete in the wilds and can be bitter enemies. In areas where gatorfolk are dominant, bog trogs are pressed into the service of the more physically powerful creatures. There are instances of both species working together, but such cooperation is infrequent at best.



SILENT AND VIOLENT

Bog trogs are likelier to trick or ambush their enemies than to confront them head-on. A tendency toward treachery pervades bog trog culture, allowing the clever and deceptive to prosper. Whether engaging in battle or social struggles, bog trogs prefer to strike from a position of advantage and will avoid direct conflict whenever possible. This has proven to be a useful survival skill, but it should not be mistaken for an unwillingness to engage in violence, for bog trogs have no qualms about lashing out at any creature perceived to be a threat or an obstacle. On the other hand, they will enter

long-term alliances with other cultures if the benefits are substantial enough.

SEEKING ASHIGA

Bog trogs worship a great beast named Ashiga. Although this being is worshipped as a god, there is no proof that it is a deity. Despite this lack of evidence, most of its devout worshippers hope to find and awaken this slumbering monster so that it will devour their enemies.

Ashiga is said to slumber in Sike Durla, a great swamp of bog trog legend. Many of the most eager bog trogs have gone in search of Ashiga and its mythical resting place. Only a few have been known to return to their tribe, and all those have been changed in some way by their experiences.

Ashiga's devotees include the bog trogs shamans known as mist speakers. Many of these individuals claim to hear the words and dreams of Ashiga, which grants them a position of authority within the tribe. Whether or not they truly hear Ashiga remains to be seen.

BOG TROG NAMES

Bog trogs typically have a single name. Their language, Quor-Og, is similar in sound to the gatorfolk language Quor-Gar, but those with a trained ear can pick up on key differences. Quor-Og is a harsh language, and most bog trog names consist of four letters with a vowel following the first consonant. Bog trogs don't use their names to differentiate gender, so it is not uncommon for a name to be shared across genders. In some cases, descriptive titles are given to bog trogs who have gained a great deal of respect and admiration from their tribes. These names were once reserved for bog trogs who demonstrated great strength or cunning in combat, but such epithets have grown more common in recent years as bog trogs have spread across the Iron Kingdoms. Many of these modern-day sobriquets are tied to heroic acts rather than mere physical stature.

Bog Trog Names: Bluv, Cuch, Druk, Ertl, Flet, Gritz, Hask, Hult, Itzi, Kreek, Lurk, Mesk, Nuri, Oduz, Ohag, Osla, Plut, Quill, Qulf, Rask, Seera, Tava, Twub, Ugup, Vusa, Wisk, Xuct

Epithets: Ashiga's Anointed, Blessed One, the Charmed, Crafty One, the Cursed, Dry-Scale, Gator-Killer, Shell-Cracker

BOG TROG TRAITS

Your bog trog character has a number of traits in common with all other bog trogs.

Age. Bog trogs mature quickly and seldom live longer than 65 to 70 years.

Alignment. Because they tend to be violent and have a deep respect cunning and subterfuge on a cultural level, bog trogs tend to ignore the laws of other societies. Bog trogs tend toward neutral and chaotic alignments.

Size. Bog trogs are slightly smaller in size and weight than most average humans. Your size is Medium.

Speed. Your base walking speed is 30 feet. You have a swim speed equal to your walking speed.

Amphibious. You can breathe both air and water.

Slippery. Your skin has a slick texture that makes you hard to grab. You have advantage on rolls made to escape a grapple.

Languages. You can speak Quor-Og, which has no written form, and you can speak one other language of your choice, usually the language of the country or territory your tribe resides in.

Subrace. The most common bog trog subraces seen in western Immoren are the angler trog, the saltwater trog, and the wetland trog. Choose one of these subraces.

ANGLER TROG

Angler trogs look like wetland trogs—the most common bog trog lineage—but a small appendage called an esca begins growing from the top of an angler trog's head when the trog reaches maturity. The esca is typically used to help harvest fish and crabs but can also be used to lure an unsuspecting creature to its demise.

Expert Crabber. You have advantage on Wisdom (Survival) checks made to hunt in swamps and bodies of water.

Luminescent Esca. You can make your esca produce bioluminescent light. You can make this light flicker and can control the speed at which it flickers, but you can't control its brightness. It produces light equivalent to the *light* cantrip. Charisma is your spellcasting ability for it.

You can use your esca to cast the *charm person* spell, without needing any components. You can use this trait to cast this spell a number of times equal to your proficiency bonus. You regain all expended uses when you finish a short or long rest.

SALTWATER TROG

Saltwater trogs are well adapted to life in the colder and deeper waters of the Meredius. The briny seas have given them a resilience not seen in their inland-dwelling kin.

Deep Sea Diver. Living near and around the oceans, you have become accustomed to harsher environments. You have resistance to cold damage. Additionally, you have advantage on Strength (Athletics) checks made to swim in treacherous waters.

Superior Darkvision. Thanks to your bog trog heritage, you have superior vision in dark and dim conditions. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

WETLAND TROG

The most common breed of bog trogs, wetland trogs dwell in the cold and brackish waters of western Immoren's swamps and mires. They are known to be the most vicious of all bog trogs, and their powerful jaws and fangs give them an edge in close combat.

Fangs. You have oversized fangs that you can use to make unarmed strikes. When you hit with them, you deal piercing damage equal to 1d6 + your Strength modifier instead of the typical bludgeoning damage for an unarmed strike.

Natural Camouflage. You gain proficiency in the Stealth skill, and you have advantage on any Dexterity (Stealth) check made in a jungle, swamp, or forest.



GATORFOLK

Gatorfolk are wild and bestial race, to be sure, but not one without a culture or society. They live by the simplest of terms: survive or be eaten. This rather brutal outlook has shaped everything in their culture and is reflected even in their faith and arcane talents. Any interactions with gatorfolk should be considered very carefully. Gatorfolk understand respect and fealty and respond to them the most. Make sure to bring plenty of meat to offer as tribute to their chieftain, and you'll be afforded a modicum of respect. Anything less, and you could easily become their next meal.

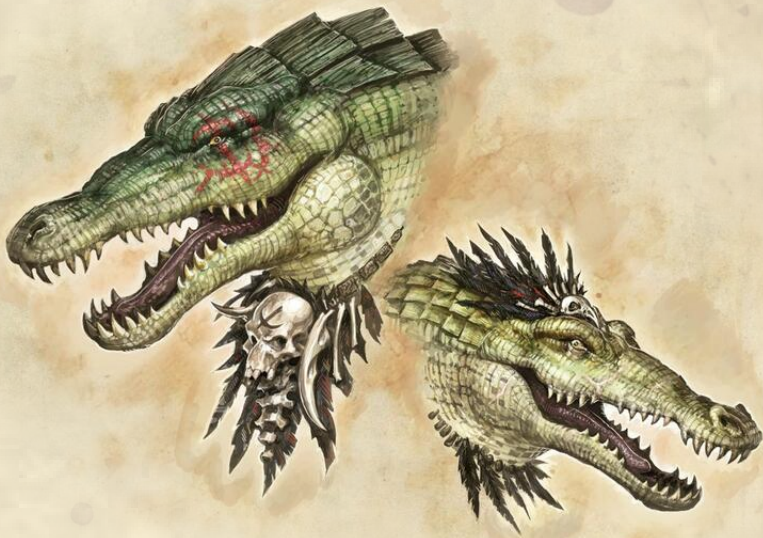
*Edea Horyrr,
Associate Professor, Corvis University*

Gatorfolk are a fierce reptilian breed that make their home in the bogs and swamps of western Immoren. These powerful warriors use their natural armor and weapons to dominate their environment and their opponents, and they are not to be confronted lightly. Their bulk and natural strength are aided by powerful and unique magical traditions, and many of their shamans can control the great beasts of the swamp. Their often violent nature belies a natural intelligence and cunning that can be easy to overlook, but they are not mindlessly violent. Their willingness to trade with outsiders for things they can't produce on their own has steadily increased their presence outside their preferred environments.

TOOTH AND CLAW

Consummate predators, gatorfolk are the apex hunters of western Immoren's swamps and rivers. Only the great beasts of the swamp stand above them, but gatorfolk have even bent many of these creatures to their will. Immense slabs of muscle and dense, scaled hide provide gatorfolk with some of the toughest armor in the wild. Large, prehensile tails help these bipedal reptiles maintain their balance, and they possess sturdy claws and long jaws lined with large, sharp teeth. The bite of a gatorfolk can snap an ox's thighbone and rip through flesh with ease, and nearly every gatorfolk's mind is that of a predator in a constant search for prey.

Gatorfolk's scales range from drab green to dark grey, with many shades in between. Albinos also exist among gatorfolk tribes. Because most of these individuals manifest arcane powers, they are revered by their fellows and often end up holding a position of power in their tribe.



MASTERS OF THE MARSH

Gatorfolk society is based around the tribe. Each tribe is led by a chieftain, who is usually the group's best hunter and strongest fighter. Each chieftain is backed up by a bokor—a powerful shaman who can channel the predatory power of the swamp into powerful arcane effects. Beneath these two leaders, gatorfolk warriors command various levels of authority, which differ from tribe to tribe.

Gatorfolk magic and traditions are based on a feral form of necromancy, which bokors use not only to summon and enthrall great swamp spirits, but also to control the mighty beasts that live in their territory. Many bogs, marshes, and swamps are death traps to the unwary, and a deathly energy lingers over their surface, just like the mist that hovers over them day and night. Bokors command this energy and use it to create and manipulate undead in their own way. This magic is similar to the necromantic rites used by human necromancers, but it is uniquely tied to the cycles of life and death in the swamps.

PREDATORY FAITH

The gatorfolk faith is based on the simple predatory cycle of hunger, hunting, and death. To the gatorfolk, life and death are two sides of the same coin, for one cannot survive without consuming another. This is clearly demonstrated by the most audacious leader of the gatorfolk: Barnabas, sometimes called "the Bloody" but more recently called "the Lord of Blood." His hunger was so great that it ultimately transformed him from a mortal warrior who sought violence and death to a godlike being who desires to consume other divine entities.

Traditional gatorfolk worship a malevolent and ever-hungry being they call Kossk, which is thought to be either a child of the Devourer Worm or an aspect of it. Kossk is said to have spawned the gatorfolk, and they speak of him as either an alligator or another giant reptile with a great maw large enough to swallow the world. The god exists only to consume, grow, and hunger again in an endless cycle. Gatorfolk speak of Kossk one day swallowing the world as an inevitability.

Gatorfolk bokors and warlocks imitate this cycle by consuming the flesh of their foes. This act is not too dissimilar from the cannibalistic rites of the Tharn, who also devour the flesh of those they defeat. Gatorfolk believe that this act allows them to absorb or consume the essence of others, making them stronger and more powerful in the process.

Barnabas' ascension to godhood has positioned the Lord of Blood as a challenger to Kossk as the preeminent god of the gatorfolk. Barnabas' conquests have made his tribe one of the largest in all of Immoren, and he has forced all gatorfolk under him to abandon worship of Kossk for a living, breathing god who ascended from their own ranks. Although some gatorfolk refuse to obey, most defer to Barnabas' wisdom, either willingly or because they don't want to find themselves sacrificed in his name. This worship has allowed Barnabas to lend his power to those he finds suitable servants and warriors. Patronage of this sort has awakened a new hunger in Barnabas: one for divine essence and energy. According to the gatorfolk, this hunger will not be sated until the Lord of Blood devours another god.

GATORFOLK NAMES

Gatorfolk names are typically assigned at birth and are generally associated with a particular swamp spirit or beast respected by the tribe. In keeping with their predatory nature and several rites associated with the consumption of flesh, gatorfolk have been known to adopt the name of a fallen foe or comrade, consuming the name as they would flesh and thereby absorbing that individual's essence.

Like many other misunderstood races, gatorfolk are sometimes given names by members of other races and cultures—names with no ties to gatorfolk society or faith. Some of these names are intended to be derogatory and rude, but gatorfolk have made a habit of defeating enemies who mock them in this fashion. These victories purify these unflattering names in their reptilian eyes, giving each

slandorous appellation a new meaning and transforming it into a triumph.

Male Names: Aggus, Angkoto, Barnabas, Bogung, Caliban, Crawtooth, Denglet, Djukkit, Longchops, Maelok, Moskengon, Mugwum, Ndarit, Ngalo, Sketset, Tengarol, Yoggus

Female Names: Anggat, Djatta, Gita-Gita, Gonrung, Jaga-Jaga, Margawa, Mlatha, Ningrum, Nwula, Rara, Urgi-Urgi, Wangi, Yonkla

Nicknames: Bloody, Craven One, Dreadbound, Grave Walker, Lord of Blood, Master of Marshes, Nightstalker, Old One-Eye, Pit of Fangs, Swamp Reaper, Toothgnasher, Unblinking Watcher

GATORFOLK TRAITS

Your gatorfolk character has a number of traits in common with all other gatorfolk.

Age. Gatorfolk mature at a faster rate than other species, reaching maturity in 10 to 15 years. On average, gatorfolk can live up to 85 years, although there are gatorfolk who have lived for hundreds of years.

Alignment. Most gatorfolk are neutral, as they see the world as a harsh place of predators and prey.

Size. Gatorfolk are bulkier and taller than humans, often standing nearly 8 feet tall and averaging about 400 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet. You have a swim speed equal to your walking speed.

Bite. Your jaws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal piercing damage equal to 1d6 + your Strength modifier instead of the normal bludgeoning damage for an unarmed strike.

Hold Breath. You can hold your breath for 15 minutes.

Languages. You can speak Quor-Gar, which has no written form, and you can speak one other language of your choice, usually the language of the country or territory your tribe resides in.

Subrace. There are two subraces of gatorfolk common in western Immoren: albinos and the ironscale. Choose one of these subraces.

ALBINO

Born with ivory skin and either red or bright blue eyes, you were marked from birth as having arcane powers. As with other gatorfolk, your skills were honed in a manner befitting an apex predator. Your innate powers are closely tied to your predatory nature, and you are a potent spellcaster.

Evil Eye. Your brutal training and inner predator have been attuned to necromantic energies. You can use the evil eye to detect these energies. You sense each time a necromantic spell is cast within 60 feet of you. If you see the runes of a necromantic spell when it is cast, you learn which spell is being cast.

Predatory Sorcery. You also know the *chill touch* cantrip. This cantrip doesn't count against your number of cantrips known.

IRONSACLE

The ironscale are the most common type of gatorfolk found in western Immoren. Consummate hunters and warriors, they are among the most feared inhabitants of the marshes and swamps.

Natural Predator. You are skilled in the ways of hunting and the swamp. You gain proficiency in the Survival skill and your choice of any martial melee weapon that has the heavy or two-handed property. Choose a weapon when you choose this subrace.

Natural Armor. Your thick scales and dense muscles are better protection than most armor you might choose to wear. When you aren't wearing armor, your AC equals 13 + your Dexterity modifier. If you are wearing armor that would give you a lower AC, you can use your natural armor to determine your AC instead.

OPTIONAL FEATS

You can choose the following feats instead of one granted by your essence.

DEATH ROLLER

Prerequisites: Gatorfolk

You have advantage on checks made to initiate or maintain a grapple. While you're grappling a Medium or smaller creature, you can use a bonus action to go prone, pulling the grappled creature with you. If you do so, the grappled creature is restrained until it is freed, and if it is underwater, the amount of time it can hold its breath is halved.

LONGCHOPS

Prerequisite: Gatorfolk

Your exceptionally powerful jaws allow you to bite with incredible force. You gain the following benefits:

- Your Strength score increases by 1, to a maximum of 20.
- Your bite's damage die becomes a d8.
- You can attempt to grapple a Medium or smaller creature with your jaws. Until this grapple ends, the target is restrained, and you can't bite another target. At the start of each of your turns, you can deal 1d4 piercing damage to one creature you are grappling with your jaws.

CLASSES AND SUBCLASSES

THE CLASSES TABLE AND THE SUBCLASSES TABLE identifies new classes and subclasses for characters in an Iron Kingdoms campaign. These classes and subclasses represent the people of the deep wild of

western Immoren, but examples of them can be found within the human kingdoms as well.

CLASSES

Class	Description	Hit Die	Primary Ability	Saving Throw Proficiencies	Armor & Weapon Proficiencies
Monster Hunter	A hunter skilled in slaying favored prey	d10	Dexterity	Dexterity & Intelligence	Light armor, simple weapons, simple firearms, martial firearms, longswords, shortswords
Warlord	A battlefield commander who inspires allies	d10	Charisma	Wisdom & Charisma	Light armor, medium armor, shields, simple weapons, martial weapons

SUBCLASSES

Class	Subclass	Level Available	Description
Alchemist	Biochemist	3rd	An alchemist who uses knowledge of chemistry and biology to create powerful elixirs and manipulate living creatures
Barbarian	Path of the Slaughterhouser	3rd	A ferocious and cunning warrior who butchers foes with heavy chopping weapons
Bard	College of Fauna	3rd	A performer with a deep connection to the natural world and beasts
Fighter	Warder	3rd	A warrior who focuses on defending allies
Fighter	Wolf of Orboros	3rd	A warrior skilled in both woodcraft and warfare
Mechanik	Trapper	3rd	A hunter who mixes mechanical savvy with survivalist know-how to create traps to ensnare prey
Monk	Way of the Wrastler	3rd	An unarmed fighter who emulates the beasts of the swamp
Paladin	Oath of the Chosen	3rd	A resolute protector sworn to defend a chosen person
Paladin	Oath of the Paragon	3rd	A champion who leads by example
Ranger	Reeve	3rd	A silent, patient hunter who trains with specialized weaponry
Ranger	Shepherd	3rd	A beast handler who shares a kindred spirit with warbeasts
Rogue	Desperado	3rd	A mounted robber proficient in hit-and-run tactics
Rogue	Poacher	3rd	A hunter who relies on stealth and traps
Shaman	Bokor	1st	A fierce necromancer who wields the powers of life and death
Shaman	Mist Speaker	1st	A cunning vizier adept at deception and misdirection
Sorcerer	Arcanivore	1st	A spellcaster who devours magical energy
Sorcerer	Twin Soul	1st	A spellcaster who shares a linked soul with a twin
Warlock	Swamp Resonance	1st	A spellcaster who can bond with the beasts of the swamp
Warlock (OGL)	The Maw	1st	A spellcaster whose power is driven by an insatiable hunger



MONSTER HUNTER

Bursting through the jungle canopy, a satyr charges headlong toward its prey: an Ordric hunter standing in the middle of a small clearing. Steadfast and deliberate, the hunter steadies her aim and pulls the trigger of her modified Vanar Liberator, puncturing a hole through the eye socket of the oncoming beast. The satyr's momentum carries it onward until it falls flat in front of the hunter.

The totem hunter has the gorax's scent now, and nothing will keep him from finding his quarry and adding its carcass to his stockpile of trophies. Moving swiftly and silently through the forest, the totem hunter surprises the creature and jams his sharpened keltax through its abdomen, severing its spine and killing it instantly.

The long-bearded Kossite peers out from behind a web of black pine needles heavy with snow as his quarry comes into view in the clearing below. The infernalist had sought to escape punishment by fleeing the city, but the Kossite is here to deliver retribution, if not justice. Without a sound, he drops down from his perch in the tree and ends the traitor's life with a quick hack of his axe.

These individuals are all monster hunters. Whether

motivated by amassing trophies, collecting rewards, or simply hunting dangerous prey for its own sake, they are committed to taking on the deadliest prey in the wilds and coming out on top. Dealing with such creatures requires a particular set of skills, and several traditions have sprung up across western Immoren, each with its own specialized methods for tracking prey and eliminating it.

THE MOST DANGEROUS PREY

Monster hunters may seem like any other mercenary with a gun or sword, but their unique skills set them apart from other would-be adventurers and military recruits. These individuals can track their quarry with ease and know the exact weapon, spell, or tool needed to end their prey's existence. They can make the largest apex predator hesitate before attacking and can even force these creatures to fear for their lives. Patient, astute, and quick to act, monster hunters ply their trades far and wide. There's no terrain they can't handle and no creature they won't hunt.

WILD THINGS

Monster hunters are often found traveling the farthest reaches of Immoren, whether hunting and tracking prey or training others in the trade. The most arduous and inhospitable lands are their home, as such areas are fertile hunting grounds—a whetstone for sharpening a hunter's

skills. Beasts of all sizes and shapes become their targets, and nothing less than death will stop them from executing their charge.

Although there's no official guild or lodge for monster hunters, hunters will typically welcome one who walks the same path unless the newcomer is there to poach a kill. Honor among hunters exists, but it lasts only until one of them is forced into the role of prey—a role against which a hunter naturally rebels.

There is much to be learned from different monster hunters, as their skills differ in accordance with their preferred quarry and weaponry. Some find guns and rifles more suitable, while others prefer to get close in order to hew a beast to pieces with axe or sword.

CREATING A MONSTER HUNTER

When creating a monster hunter, think about how you came to walk this path. Did you take up this life because a loved one was killed by a monster? Is this about righting a perceived wrong or pursuing justice for your slain loved one? Did you learn the trade from an experienced monster hunter who was nearing retirement and patiently taught you what you needed to know, or was your mentor a hot-headed, cocksure greenhorn who was always looking for fortune and glory?

You might have developed your skills over many years of living in or near the wild areas where these monsters thrive. Perhaps killing your first monster made you feel like you were meant for this craft. What weapons do you use? Where did you get them? Maybe they were given to you by your mentor or a family member, or maybe you found them on the corpse of a slain monster hunter and learned to use them through trial and error.

QUICK BUILD

You can make a monster hunter quickly by following these suggestions. First, Dexterity should be your highest ability score, followed by either Intelligence or Wisdom. Second, choose the explorer background.

CLASS FEATURES

As a monster hunter, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per monster hunter level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per monster hunter level after 1st

PROFICIENCIES

Armor: Light armor

Weapons: Simple weapons, simple firearms, martial firearms, glaives, longswords, pikes, short swords

Tools: Gunsmith's kit

Saving Throws: Dexterity, Intelligence

Skills: Choose three from Animal Handling, Insight, Investigation, Nature, Perception, Stealth, and Survival

THE MONSTER HUNTER

Level	Proficiency Bonus	Features	Prey Die
1st	+2	Favored Enemy, Weapon Expertise	1d4
2nd	+2	Fighting Style	1d4
3rd	+2	Hunting Archetype	1d4
4th	+2	Ability Score Improvement	1d4
5th	+3	Extra Attack	1d4
6th	+3	Favored Enemy improvement, Survivalist	1d6
7th	+3	Hunting Archetype feature	1d6
8th	+3	Ability Score Improvement	1d6
9th	+4	—	1d6
10th	+4	Grievous Wounds	1d6
11th	+4	Hunting Archetype feature	1d8
12th	+4	Ability Score Improvement	1d8
13th	+5	—	1d8
14th	+5	Favored Enemy improvement	1d8
15th	+5	Hunting Archetype feature	1d8
16th	+5	Ability Score Improvement	1d10
17th	+6	—	1d10
18th	+6	Killing Blow	1d10
19th	+6	Ability Score Improvement	1d10
20th	+6	Dauntless Resolve	1d10

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) light armor or (b) a simple weapon or shortsword
- (a) a simple or martial firearm or (b) a simple or martial rifle
- (a) a soldier's pack or (b) an explorer's pack
- an ammo bandolier
- 20 rounds of ammunition
- a gunsmith's kit
- a small trinket as a memento of your first kill

If you forgo this starting equipment and the items granted by your background, you start with 4d6 × 10 gp to buy your equipment.

FAVORED ENEMY

Beginning at 1st level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy.

Choose a type of favored enemy: beasts, constructs, dragonspawn, drakes, elementals, fey (grymkin), fiends (infernals), monstrosities, plants, trolls, or undead. Alternatively, you can select two races of humanoid (such as farrow and trollkin) as favored enemies.

You have advantage on Wisdom (Survival) checks to track your favored enemies, as well as on Intelligence checks to recall information about them.

When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

PREY

Starting at 1st level, you are especially dangerous to certain prey. Once per turn, when you hit a favored enemy with a weapon or spell attack, you can add a d4 to your damage roll. This die changes as you gain monster hunter levels, as shown in the Prey column of the Monster Hunter table.

WEAPON EXPERTISE

Beginning at 1st level, you have learned to apply your monster hunting skills when fighting with your preferred weaponry. When you have advantage on an attack roll against one of your favored enemies using a weapon you're proficient with, you can reroll one of the dice once.

FIGHTING STYLE

At 2nd level, you adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

DEFENSE

While you are wearing armor, you gain a +1 bonus to AC.

GREAT WEAPON FIGHTING

When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

KEEN SHOT

You gain a +2 bonus to damage rolls you make with two-handed ranged weapons.

SHARPSHOOTER

You gain a +2 bonus to attack rolls you make with firearms.

TWO-GUN FIGHTING

You can engage in two-weapon fighting with light pistols and can add your ability modifier to the damage of the second attack.

HUNTING ARCHETYPE

At 3rd level, you choose an archetype that defines how you hunt monsters. Choose Big-Game Hunter or Manhunter, both detailed at the end of the class description. Your choice grants you features at 3rd level and again at 7th, 11th, and 15th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. If your campaign uses the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

SURVIVALIST

At 6th level, your survival instincts have been sharpened by all the monsters you've hunted. When you roll a 9 or lower on an Intelligence (Investigation) check to investigate an area your favored enemies have recently been to or currently live in, or on a Wisdom (Survival) check to track your favored enemies, you can treat the d20 roll as a 10.

GRIEVOUS WOUNDS

At 10th level, fighting monsters has given you a unique insight into their physiology, allowing you to see their weak points and understand how to inflict the most damage upon them. Your weapon attacks score a critical hit on a roll of 19–20 against your favored enemies. When you score a critical hit against one of your favored enemies, the target can't be healed until the start of your next turn.

KILLING BLOW

At 18th level, your kills are extremely precise. When you attack reduce one of your favored enemies attack to 0 hit points, it immediately suffers two death saving throw failures.

HUNTER'S RESOLVE

At 20th level, your expertise in fighting monsters and willingness to face down the largest and meanest of them have made you steadfast. You are immune to the charmed and frightened conditions. In addition, when you hit one of your favored enemies with an attack, you can add your Wisdom modifier to the damage roll.

MONSTER HUNTER ARCHETYPES

Each monster hunter chooses a path that suits their preferred hunting methods. The monster hunter archetype you choose reflects this unique approach. Some prefer to specialize in going after larger prey from a distance, while others opt to close in on their quarry and kill it in melee combat.

BIG-GAME HUNTER

You are well known for going after larger creatures and putting them down with a well-timed shot from your rifle or pistol. You certainly aren't afraid to get into the thick of things with a sword or an axe, but you feel that firearms are almost always the best tool for the job.

STEADY AIM

At 3rd level when you choose this archetype, you learn to make stunning long-distance shots. If you forgo moving during your turn and make a ranged attack with a rifle at long range, you don't have disadvantage on the attack roll.

FIRE AND FADE

Also at 3rd level, you become adept at sniping enemies and disappearing into nearby cover before you can be spotted. When you hit a creature with ranged weapon attack, you can use your reaction to take the Hide action.



RUN AND GUN

At 7th level, you have mastered the ability to use your ranged attacks to cover your next move. If you hit a creature with a ranged attack, you can move up to your speed as a bonus action. This movement doesn't provoke opportunity attacks.

THE BIGGER THEY ARE

At 11th level, your knowledge of the hunt allows you to take down larger monsters more effectively. When you hit a creature that is at least one size larger than you, you can deal extra weapon damage equal to your proficiency bonus. (Double this bonus if you scored a critical hit.) You can use this feature three times. You regain expended uses when you finish a long rest.

KEEN EYE

Beginning at 15th level, your mastery with firearms allows you to make shots that would be impossible for most people. The normal range of any firearm you wield increases by 20 feet, and its long range increases by 60 feet.

MANHUNTER

From the coldest peaks to the hottest rain forests, monsters stalk every type of land across western Immoren. It takes a special breed of monster hunter to follow these beasts through their territory and use their own methods against them.

GUERRILLA TACTICS

At 3rd level, your ability to sneak away and hide from your enemies becomes uncanny. You can take a bonus action on each of your turns to take the Disengage, Dodge, or Hide action.

AMBUSH

Starting at 3rd level, you're deadliest when you're stalking your favored enemies in their own territory. When you are hiding at the start of your turn and hit one of your favored enemies with an attack, you deal extra weapon damage equal to your proficiency bonus.

PREDATORY ATTACK

Starting at 7th level, your predatory instincts guide your attacks with a primal ferocity. When you score a critical hit with a melee weapon attack against one of your favored enemies, you can add twice your Strength modifier or Dexterity modifier to the damage roll, instead of your normal modifier.

TREEWALKER

At 11th level, you gain a climbing speed equal to your walking speed. Additionally, moving through nonmagical difficult terrain doesn't cost you extra movement.

MASTER TRACKER

At 15th level, your senses are attuned to tracking prey and are equal to those of the most cunning predators. When you succeed on a Wisdom (Survival) check to locate your favored enemies, you know their location if it is within 100 feet.



WARLORD

A human captain in plate armor leads her troops into battle, barking out orders and directing the flow of the fight. She wields a greatsword with deadly precision, cutting through enemy lines and inspiring her allies with her bravery. Using her tactical prowess to position her allies for maximum effectiveness, the captain leads a well-coordinated assault that proves crucial to her army's victory.

A trollkin chieftain charges into the fray, wielding a massive greataxe with devastating power. He is flanked by a pair of pyg fighters, who dart in and out of the battle as they take down enemies with their shortswords. The chieftain bellows orders to his troops, urging them to push forward and break through the enemy lines as a nearby shaman rains fire and lightning down on the enemy army and weakens their defenses.

An ogrun korune stands at the front of his troops, his shield held high as he leads the charge against a horde of blighted elves. His allies follow closely behind him, their weapons at the ready. The ogrun uses his knowledge of the battlefield to direct his troops, calling out commands and adjusting their positions as necessary. A master of defensive warfare, he uses his shield to protect his allies, deflecting enemy attacks with ease.

These individuals are warlords—skilled tacticians and natural leaders in war. Their very presence on the battlefield is enough to inspire their allies and intimidate their foes.

CREATING A WARLORD

As you build your warlord, consider your background and what led you to become a master of tactics and strategy on the battlefield. Did you receive formal training in a nation's army or in a strategic academy, or did you acquire your skills through years of battlefield experience? Perhaps you were mentored by a legendary warlord or honed your skills as a mercenary fighting in various conflicts. What motivated you to pursue this path of leadership?

As a warlord, your character's weapons and armor are not just possessions, but extensions of your skills and abilities. Did you inherit your equipment from a family member, or did you purchase it with their own hard-earned coin? Do you favor a particular weapon or set of armor that you believe gives you an edge on the battlefield? Your equipment can tell a story about your past and what drives you to lead your allies to victory.

Perhaps you're known for your ruthless tactics or your ability to inspire your allies to greatness. Maybe you have a reputation for always being one step ahead of your opponents, anticipating their moves and countering them before they strike. Whatever your strengths, you've earned your place on the battlefield through hard work, experience, and a commitment to mastering the art of war.

QUICK BUILD

You can make a warlord quickly by following these suggestions. First, Charisma should be your highest ability score, followed by Constitution. Second, choose the champion or mercenary background.

CLASS FEATURES

As a warlord, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per warlord level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per warlord level after 1st

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Wisdom, Charisma

Skills: Choose three from Athletics, History, Insight, Intimidation, Medicine, Perception, and Survival

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

(a) a martial weapon and a shield or (b) two martial weapons

(a) studded leather armor or (b) chain mail armor

(a) a soldier's pack or (b) an explorer's pack

(a) a longsword or (b) any simple melee weapon

(a) a javelin or (b) any simple ranged weapon

If you forgo this starting equipment and the items granted by your background, you start with 5d4 × 10 gp to buy your equipment.

COMMAND RANGE

At 1st level, your inspiring presence can steel your fellow warriors' nerves and even rally them before their panic becomes a full-blown rout. You have a command range for your warlord abilities. Your warlord level determines the distance of your command range, as shown in the Command Range column of the Warlord table.

BATTLE COMMAND

Also at 1st level, you can use a bonus action to issue a command to a friendly creature you can see within your command range. The creature can use its reaction to make a weapon attack or to take the Dash, Disengage, or Help action on its turn. You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses after you finish a short or long rest.

INSPIRING PRESENCE

At 1st level, you can use a bonus action to choose a number of creatures up to your Charisma modifier (minimum of one creature) within your command range. Each target that can see or hear you gains temporary hit points equal to your

THE WARLORD

Level	Proficiency Bonus	Features	Command Range
1st	+2	Command Range, Battle Command, Inspiring Presence	20 ft.
2nd	+2	Tactical Strike	20 ft.
3rd	+2	Warlord Archetype	20 ft.
4th	+2	Ability Score Improvement	20 ft.
5th	+3	Extra Attack, Warlord's Orders	40 ft.
6th	+3	Inspiring Leadership	40 ft.
7th	+3	Warlord Archetype feature	40 ft.
8th	+3	Ability Score Improvement	40 ft.
9th	+4	Warlord's Tactics	40 ft.
10th	+4	Warlord Archetype feature	40 ft.
11th	+4	Overwhelming Force	80 ft.
12th	+4	Ability Score Improvement	80 ft.
13th	+5	Coordinated Assault	80 ft.
14th	+5	Warlord Archetype feature	80 ft.
15th	+5	Master Tactician	80 ft.
16th	+5	Ability Score Improvement	80 ft.
17th	+6	Supreme Commander	120 ft.
18th	+6	Unbreakable Resolve	120 ft.
19th	+6	Ability Score Improvement	120 ft.
20th	+6	Battlefield Champion	120 ft.

warlord level + your Charisma modifier (minimum of 1). Once you use this feature, you can't use it again until you finish a short or long rest.

TACTICAL STRIKE

At 2nd level, when you use your action to make a weapon attack against a creature you can see that is within 5 feet of a friendly creature you can see, you add your Charisma modifier to the damage roll.

WARLORD ARCHETYPE

At 3rd level, you choose an archetype that defines your leadership style and approach on the battlefield. The archetype you choose grants you features at 3rd level and again at 7th, 10th, and 14th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature. If your campaign uses the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

WARLORD'S ORDERS

Also at 5th level, you master the art of barking out orders in the chaos of battle. As an action, you can issue a command to nearby allies. A number of friendly creatures equal to your proficiency bonus within your command range that can hear and understand you can use their reaction to move up to its speed or to make a weapon attack.

INSPIRING LEADERSHIP

At 6th level, when you use your Inspiring Presence, affected creatures have advantage on saving throws against being frightened while they have temporary hit points granted by Inspiring Presence.

WARLORD'S TACTICS

At 9th level, you can use a bonus action to choose a creature that you can see within 60 feet of you. Until the end of your next turn, you and friendly creatures within your command range have advantage on attack rolls against the chosen creature. Once you use this feature, you can't use it again until you finish a short or long rest.

OVERWHELMING FORCE

At 11th level, when you hit a creature with an attack on your turn, a friendly creature within your command range can use its reaction to make a melee weapon attack. If that attack hits, the target is knocked prone but doesn't take damage.

COORDINATED ASSAULT

At 13th level, when you use Warlord's Orders, each affected creature's attacks an extra 1d8 damage.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain all expended uses when you finish a long rest.

MASTER TACTICIAN

Beginning at 15th level, you can take an additional action on your turn. This action can be used only to take the Attack action or to use your Battle Command. Once you use this feature, you can't use it again until you finish a short or long rest.

SUPREME COMMANDER

When you reach 17th level, you become a master of leadership and tactics, and you can inspire your allies and dominate your enemies with ease.

You can use your Inspiring Presence a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses after completing a long rest.

When you use your Tactical Strike, you can choose up to three creatures within your command range. Each target must make a Wisdom saving throw with a DC equal to 8 + your proficiency bonus + your Charisma modifier. On a failed save, the creature is frightened of you until the end of your next turn. On a successful save, the target is immune to the effects of your Tactical Strike for 24 hours.

UNBREAKABLE RESOLVE

At 18th level, you and friendly creatures within your command range can't be charmed or frightened.

BATTLEFIELD CHAMPION

At 20th level, you embody raw power and command. Your Strength and Charisma scores increase by 4. Your maximum for those scores is now 24.

WARLORD ARCHETYPES

Different warlords choose different approaches to directing the soldiers, tribal warriors, or brigands under their command. The warlord archetype you choose to emulate embodies your approach.

CONQUEROR

Conquerors are warlords who specialize in leading their allies to victory through force and intimidation.

INTIMIDATING PRESENCE

At 3rd level, when you use your Inspiring Presence, you also frighten nearby enemies. Each hostile creature within your command range that can see or hear you must make a Wisdom saving throw with a DC equal to 8 + your proficiency bonus + your Charisma modifier. On a failed save, the creature becomes frightened of you 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.

BRUTAL TACTICS

Beginning at 7th level, when you hit a creature with a weapon attack, you can force the creature to make a Strength saving throw with a DC equal to 8 + your proficiency bonus + your Charisma modifier. On a failed save, the

creature is knocked prone, and you can move up to half your speed without provoking opportunity attacks from the creature.

CONQUEROR'S PRESENCE

At 10th level, you can use your action to gain temporary hit points equal to your warlord level + your Charisma modifier (minimum of 1). In addition, you and friendly creatures within your command range have advantage on weapon attack rolls until the end of your next turn. Once you use this feature, you can't use it again until you finish a long rest.

BLOODTHIRSTY ORDERS

At 14th level, when you use your Battle Command, choose a friendly creature within your command range. That creature can immediately take the Attack action, and its next attack scores a critical hit on a roll of 19 or 20.

DEFENDER

Defenders are warlords who specialize in protecting their allies. They are skilled at intercepting attacks, disrupting enemy movements, and inspiring their allies to stand firm in the face of danger.

DEFENSIVE MANEUVERS

At 3rd level, when you use your Battle Command, you can choose one creature within your command range. The target has resistance to bludgeoning, piercing, and slashing damage until the start of your next turn.

SENTINEL'S STANCE

At 7th level, you can use your action to enter a sentinel's stance. While in this stance, you have advantage on opportunity attacks, and creatures provoke opportunity

attacks from you even if they take the Disengage action before leaving your reach. Additionally, you can use your reaction to make a weapon attack against a creature that attacks a friendly creature within 5 feet of you, provided that you can see the attacker.

GUARDIAN'S EYE

When you reach 10th level, you learn how to keep an eye on everyone under your command. When a friendly creature within your command range makes a saving throw, you can use your reaction to shout a warning. If the creature can hear you, it has advantage on the saving throw.

INDOMITABLE WILL

At 14th level, while you are conscious, friendly creatures within your command range can't be frightened or stunned.

TACTICIAN

Tacticians are warlords who specialize in strategy and control. They are skilled at analyzing battlefields, directing their allies, and manipulating their enemies.

TACTICAL ANALYSIS

Starting at 3rd level, you can use an action to choose a creature that you can see within your command range. You learn the creature's current hit points; any damage immunities, resistances, or vulnerabilities it has; and any conditions affecting it. Additionally, the next time you or a friendly creature attacks the target creature before the end of your next turn, the attacker has advantage on the attack roll.

CONTROLLED ADVANCE

At 7th level, you can use your action to direct your allies' advance with precision. Each friendly creature within your command range can move up to its speed and has resistance to all damage from opportunity attacks. Additionally, until the end of your next turn, you and friendly creatures within your command range have advantage on attack rolls made against any creature that made an opportunity attack against a friendly creature during this movement. Once you use this feature, you can't use it again until you finish a long rest.

MASTER TACTICIAN

Starting at 10th level, when you roll initiative, you can take a bonus action to grant yourself and friendly creatures within your command range a bonus to their initiative rolls equal to your Charisma modifier (minimum of 1). Additionally, when you use your Inspiring Presence, each affected creature gains a bonus to attack rolls equal to your Charisma modifier while it has temporary hit points granted by Inspiring Presence.

WARLORD'S GAMBIT

At 14th level, when you use your Tactical Strike, you can choose to forgo the damage bonus and instead force the target to make a Wisdom saving throw with a DC equal to 8 + your proficiency bonus + your Charisma modifier. On a failed save, the target is stunned until the end of your next turn.





SUBCLASS OPTIONS

The following subclass options are available to characters in the Iron Kingdoms, in addition to those found in other sources.

ALCHEMIST

Alchemy is considered a science among the many industrial factories and halls of learning that dot the Iron Kingdoms. Many of those who dwell in such places believe that the denizens of the wilderness have no aptitude or use for such pursuits, but they are mistaken. From the alchemical unguents used by swamp gobbers to pester their enemies to the mystical ingredients boiled by gatorfolk to create feasts and elixirs with unique properties, alchemy exists within the wilds, just as it does in the cities and universities of western Immoren. Even bone grinders have more than a little alchemy in their concoctions of meat, bone, blood, and sinew.

These unlikely fringe alchemists are not the only ones practicing their arts in the wild places of Immoren, however. The arrival of Dr. Egan Arkadius among the farrow of the Thornfall Alliance changed not only the fates of those individuals but also the role of the alchemist among the peoples of the wild. Suddenly, practices that had existed at the bleeding edge of orthodoxy and ethics among the alchemical organizations of western Immoren were front and center amid the farrow of the Bloodstone Marches. This gave alchemists new license to engage in experiments they might never have been able to attempt before, so long as they could find subjects—willing or otherwise—at the outskirts of civilization.

SPECIALIZATION

At 3rd level, an alchemist gains the Specialization feature. The following Biochemist option is available to an alchemist, in addition to those available in other sources.

BIOCHEMIST

For many in western Immoren, the most obvious and familiar application of the biochemist's art comes in the form of the strange warbeasts that Dr. Arkadius has managed to fashion from the farrow population. By applying his knowledge of alchemy and certain surgical and electrical stimulations, he has transformed normal farrow into massive beasts more than triple their previous size. These creatures have proven integral to the armies of the Thornfall Alliance, but they are merely the first step in the doctor's grand ambitions, which extend to finding the secret of life itself.

Even though Dr. Arkadius is the most infamous biochemist operating in and around the Iron Kingdoms, he is far from the only one. Indeed, biochemists ply their trade within the very halls of the Order of the Golden Crucible itself, albeit

BIOCHEMIST FEATURES

Alchemist

Level	Features
3rd	Field Surgery, New Fast Brew, This May Sting a Little
6th	Medicinal Properties
10th	Animal Magnetism
14th	Juice
18th	Life Is Pain

under much stricter guidelines than those constraining someone like Arkadius. The biochemical experiments of these sanctioned alchemists have nevertheless produced some particularly strange results, which can be seen among the bizarre experimental beings that the Order sometimes sends into battle as shock troops.

Whether serving a major trade organization, working at the behest of a warlord such as the farrow Lord Carver, or carrying out experiments in an isolated lab hidden from the sight of nearby communities, biochemists skate a narrow ethical line, and they sometimes careen over it completely. Whereas most alchemists work with reagents and inert components, biochemists tinker with the raw stuff of life itself, and they often use living creatures as research subjects. Some biochemists restrict their experiments to volunteers or less intelligent beasts, but not all of them have such scruples, and the lab of many a biochemist is little more than a theater for vivisection.

Even though many biochemists' methods are unorthodox at best, there's no denying the results. Their alchemical elixirs are capable of strengthening flesh and bone, curing disease, and even bending a creature to their will. Such abilities are invaluable on the battlefields of western Immoren, as those who have benefitted from the skills of Dr. Arkadius and his ilk can attest.

FIELD SURGERY

Starting at 3rd level when you choose this specialization, you know the anatomy and physiology of living creatures just as well as you know the properties of chemicals and reagents. You gain proficiency with your choice of either a forensic kit or a poisoner's kit, and you double your proficiency bonus when you make Wisdom (Medicine) checks. You also gain a free clockwork injector if you don't already have one.

NEW FAST BREW

Also at 3rd level, you gain the following fast brew option.

Simple Stimulant. You mix ingredients to create a dose of simple stimulant—a bitter, milky fluid that provides a surge of energy and alertness. As an action, a creature can consume a dose of simple stimulant to ignore the highest level of exhaustion it currently suffers. This effect lasts for 1 hour. In addition, a creature can consume a dose of simple stimulant during a short rest to reduce its exhaustion level by 1.

THIS MAY STING A LITTLE

At 3rd level, you become adept at using clockwork injectors to efficiently deliver alchemical infusions. As a bonus action, you can make a Wisdom (Medicine) check against a creature that is not a construct or an undead, contested by the creature's Charisma (Deception) check. If you succeed, you have advantage on attack rolls against that creature with your clockwork injector until the start of your next turn. You can use this feature a number of times equal to your Intelligence modifier (a minimum of once). You regain all expended uses when you finish a long rest.

MEDICINAL PROPERTIES

At 6th level, you have learned how to work quickly and efficiently by piggybacking multiple effects on a single dose. When a creature is affected by an alchemical item that you created, you can choose one of the following additional effects. These effects don't affect constructs or undead.

Adrenaline. Until the start of your next turn, the creature rolls one additional weapon damage die when it hits a target with a melee attack. When this effect wears off, the creature takes 1d10 poison damage.

Anesthesia. The creature gains temporary hit points equal to your alchemist level. These temporary hit points last for 10 minutes.

Deliriant. The creature must succeed on a Wisdom saving throw or become frightened of all other creatures for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



Inhibitor. The creature must succeed on an Intelligence saving throw or be unable to cast spells until the start of your next turn.

Revivifier. The creature regains a number of hit points equal to one roll of its Hit Dice. This effect doesn't expend any of the creature's Hit Dice.

Sedative. The creature must succeed on a Constitution saving throw or become poisoned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Stabilizer. The creature can end either one disease or one condition afflicting it. The condition can be blinded, charmed, deafened, frightened, paralyzed, poisoned, or stunned. In addition, the creature is immune to the chosen condition until the start of your next turn.

ANIMAL MAGNETISM

At 10th level, the often unconventional nature of your experiments forces you to ply your trade on the fringes of civilization, where you must often experiment on the beasts of the field. When a creature is affected by an alchemical item that you created, you can choose to apply the effects of this feature instead of one of the effects provided by your Medicinal Properties.

A creature affected by your Animal Magnetism must succeed on a Wisdom saving throw or be charmed by you for a number of hours equal to your Intelligence modifier (minimum of 1). While charmed in this way, the creature treats you as a friend and obeys any verbal commands that you issue to it (no action required by you), as long as it can understand you. The creature can repeat the saving throw

at the end of each hour, or immediately if you or one of your companions harms it. This feature has no effect on constructs or undead.

You can use this feature a number of times equal to your proficiency bonus (a minimum of once). You regain all expended uses when you finish a long rest.

JUICE

Starting at 14th level, you learn how to add a quick jolt to your alchemical concoctions that can help “juice up” beasts and soldiers on the battlefield. When a creature is affected by an alchemical item that you created, you can choose two additional effects from your Medicinal Properties, rather than just one. You can use your Animal Magnetism to replace one of these effects.

LIFE IS PAIN

At 18th level, you embrace the unpredictability that comes with experimenting directly on living subjects and are quite comfortable ignoring their safety in order to conduct your unorthodox and sometimes unethical experiments. When a creature is affected by an alchemical item that you created, you can choose to increase or decrease one of that creature's ability scores by an amount equal to your Intelligence modifier (minimum of 1) for 1 minute. After this time, the creature's ability score returns to normal, but the creature must succeed on a Constitution saving throw or take 1d10 poison damage and become poisoned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.





BARBARIAN

Brutal warriors who channel their primal fury into ferocious attacks are not uncommon among the wilds of the Iron Kingdoms. From the bloodthirsty berserkers of the Tharn to tribes of human barbarians living far to the north to trollkin riding into battle atop massive bloodstone bison, just about every group living in the wilderness boasts a few of these primal warriors. Many who follow these paths do so through unrestrained fury, but not all of them are so unfocused in their ferocity.

PRIMAL PATH

At 3rd level, a barbarian gains the Primal Path feature. The following Path of the Slaughterhouser option is available to a barbarian, in addition to those available in other sources.

BARBARIAN SUBCLASS: PATH OF THE RAVAGER

The Ravagers of the Tharn, the most barbarous of human tribes, channel the savage power of the Devourer Wurm. They are known for their fierce combat skills and their willingness to feast upon their fallen enemies' still-beating hearts to fuel their berserk frenzy. Before battle, they bellow a call to the Wurm, which enters them into a chaos frenzy

whereby their bodies are transformed—muscle mass expands and thickens, skin hardens, and teeth grow to terrible fangs.

RAGE OF THE DEVOURER

Starting at 3rd level, when you enter a rage, you can choose to channel the power of the Devourer Wurm. While in this state, you gain the following benefits:

Your teeth and claws become razor-sharp, allowing you to make unarmed strikes that deal slashing damage equal to $1d6 +$ your Strength modifier.

Whenever you kill a creature that is not a construct while in this state, you can use your bonus action to devour their still-beating heart. Doing so grants you temporary hit points equal to your barbarian level + your Constitution modifier.

SAVAGE FEAST

Starting at 6th level, when you use your bonus action to devour a still-beating heart, you can choose to share the feast with an ally within 5 feet of you. Doing so grants that ally temporary hit points equal to your barbarian level.

CHIEFTAIN'S PRESENCE

Starting at 10th level, you gain a commanding presence that inspires fear in your enemies and gives strength to your allies. While you are raging, your allies within 30 feet of you gain a bonus to their damage rolls equal to your Constitution modifier (minimum of +1).

BEASTLY FRENZY

Starting at 14th level, when you enter a rage, you can choose to fully embrace the power of the Devourer Wurm. While in this state, you gain the following benefits:

- Your movement speed increases by 10 feet.
- Your unarmed strikes now deal 1d8 extra weapon damage.
- Whenever you score a critical hit with an unarmed strike or a melee weapon attack, you can use your bonus action to make another attack with advantage.

PATH OF THE SLAUGHTERHOUSER

Pushed to the fringes of the Iron Kingdoms, most farrow survive by raiding and scavenging. Such tactics may be enough to secure them the meager resources they need to survive, but they are of little use against the massive predators that also make the wilds their home. To combat such dangerous foes, the farrow have developed a unique martial tradition—one that uses both ferocity and cunning to hack apart even the largest of enemies. Those who follow this path are known as slaughterhousers.

Building on techniques pioneered by farrow for bringing down large prey, slaughterhousers gained prominence and became organized as the infamous farrow Lord Carver swept across the badlands of western Immoren and united previously disparate farrow tribes into the Thornfall Alliance. Already accustomed to fighting in something that at least passed for loose formations, these big, strong, and ferocious farrow made perfect shock troops and bodyguards for Lord Carver and his generals.

Quickly finding favor among the forces of the Thornfall Alliance, slaughterhouses further refined techniques that had been practiced for centuries. Far from flying into the blind rages of some Devourer-worshipping berserkers, the farrow slaughterhousers, for all their brutal viciousness, utilized cunning tactics to make the best use of their numbers. This allowed them to protect themselves from harm while hacking apart their foes.

Favoring heavy chopping weapons such as their signature pole cleavers, slaughterhousers are a regular sight amid the armies of the Thornfall Alliance. Their traditions are not limited to those fearsome and heavily armed soldiers, however. Indeed, throughout the wilds, there are those who make use of slaughterhouser techniques to protect themselves in battle while bringing down much larger foes

NOT JUST FOR PIGS

Even though the slaughterhouser path is a farrow innovation, these soldiers of the Thornfall Alliance make use of techniques and traditions that predate the coming of Lord Carver and have been practiced for centuries by countless wilderness people to bring down large prey. As such, any barbarian can choose this path, regardless of background.

PATH OF THE SLAUGHTERHOUSER FEATURES

Barbarian

Level	Features
3rd	Armored Training, Brutalize
6th	Thresher
10th	Finisher
14th	Take Down

in a flurry of blood and hacked limbs. Like most farrow inventions, the methods may not be pretty, but the results are undeniably effective.

ARMORED TRAINING

Beginning at 3rd level when you choose this path, you learn how to channel your natural fury, even while covered in heavy plate. You gain proficiency with heavy armor and can gain the benefits of your Rage and Fast Movement features even while wearing heavy armor.

BRUTALIZE

Also at 3rd level, you learn how to deal crippling blows that leave your opponents struggling to respond. When you hit a creature with a melee attack while raging, you can choose to impose disadvantage on that creature's next attack rolls. You can use this feature a number of times equal to your proficiency bonus (a minimum of once). You regain all expended uses when you finish a long rest.

THRESHER

By 6th level, your training with long, chopping polearms has made you as adept at fighting crowds as you are at taking down large prey. When you use your Reckless Attack, you can choose to not gain advantage and use your action to make a melee attack against any number of creatures within your reach, with a separate attack roll for each target. You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

FINISHER

Starting at 10th level, you can channel your ferocity to take advantage of blows struck by your allies, allowing you to bring down even the mightiest enemies with a flurry of bloody strikes. While raging, you have advantage on melee attack rolls against any creature that has less than half of its hit point maximum.

TAKE DOWN

By 14th level, you've mastered the art of inflicting wounds that wear down your enemies rather than fell them in a single strike. When you hit a creature with a melee attack while raging, you can choose to use this feature as a reaction. If you do so, that creature can't regain hit points for a number of minutes equal to your proficiency bonus. Once you use this feature, you can't use it again until you finish a short or long rest.

BARD

There is a long tradition of bardic heroes in the deep wild. Fell callers are significant members of the trollkin kriels, many human barbarian tribes rely on oral traditions shared around a fire, and war bards provide the cadence by which armies march to war.

BARD COLLEGE

At 3rd level, a bard gains the Bardic College feature. The following College of Fauna option is available to a bard, in addition to those available in other sources.

COLLEGE OF FAUNA

Bards of the College of Fauna feel a deeper connection to the natural world than many of their counterparts do, and they use their craft to connect with their patrons on a more primal level. This bond allows them to charm and enthrall audiences that don't even have the capacity for speech or the ability to understand the tales they weave.

Connected to the natural world, these bards are often more deeply connected to the animals around them than to sentient beings, and they associate with others out of necessity or obligation just as often as they do out of any true desire. Although they participate in politicking and the machinations of empires, they do so with a constant eye on the wilder denizens of the world—whether to work for their benefit or to use them for personal gain.

BONUS PROFICIENCY

When you join the College of Fauna at 3rd level, you gain proficiency in the Animal Handling skill if you aren't already proficient in it.

IDYLIC RECITAL

At 3rd level, you have the power to tame beasts in addition to humanoids and other sentient beings. As an action, you can expend one use of Bardic Inspiration to enthrall beasts. Each beast within 60 feet of you that can see or hear you must make a Wisdom saving throw against your spell save DC. If you or creatures that are friendly to you are fighting a beast, it has advantage on the saving throw. On a failed save, the beast is charmed by you for 1 minute or until it takes damage. On a successful save, the beast isn't charmed by you.

VOICE OF NATURE

Also at 3rd level, beasts can understand your speech. Even though most beasts lack the intelligence to understand more than basic concepts, you can use a simple gesture to convey simple requests or present questions to friendly beasts.

PACK BOND

By 6th level, your connection to animals is strong enough that you can forge bonds beyond simple companionship. Bonding with a friendly beast requires a successful DC 14 Wisdom (Animal Handling) check. You can bond with a number of beasts up to your Charisma modifier (minimum of

COLLEGE OF FAUNA FEATURES

Bard Level	Features
3rd	Bonus Proficiency, Idyllic Recital, Voice of Nature
6th	Pack Bond
14th	Primal Refrain

one beast), but their combined challenge rating can't exceed your proficiency bonus.

A bonded beast will fight alongside you until you or your companions do anything harmful to it. It acts on its own initiative in combat. If you or one of your companions harms the beast, you can regain the beast's trust with a successful Wisdom (Animal Handling) check. (The GM sets the DC for the check, based on the mistreatment.) If the check fails, the bond is broken, and the beast immediately leaves the area. If the check fails by 5 or more, the beast becomes hostile and immediately attacks, prioritizing the source of the mistreatment.

A bonded beast gains the Bondmate special trait.

Bondmate. This creature can reroll an attack roll of 1 or 2 against a target creature if the character to which this creature is bonded is within 5 feet of the target creature. This creature must use the new roll.

PRIMAL REFRAIN

Starting at 14th level, you can reach beyond a being's senses and speak to its primal nature. As an action, you can expend one use of Bardic Inspiration to enthrall one creature of your choice within 60 feet of you that can see or hear you. The target must succeed on a Wisdom saving throw against your spell save DC or be charmed by you for 1 minute or until it takes damage. If you or creatures that are friendly to you are fighting the target, it has advantage on the saving throw. If the target has an Intelligence of 4 or lower, it has disadvantage on the saving throw.

Alternatively, as an action, you can expend one use of Bardic Inspiration to instill fear in an audience. When you use this feature in this way, you can designate any number of creatures you can see to be unaffected by it. Each creature within 60 feet of you that can see or hear you must succeed on a Wisdom saving throw against your spell save DC or become frightened for 1 minute. A frightened creature takes 1d4 psychic damage at the start of its turn for the duration of the effect. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this effect for 24 hours.



FIGHTER

The people of the deep wild have some of the most devoted warriors in western Immoren. They fight for their families, homes, and future rather than king and country, and they are quick to defend their territory and way of life with axe and spear.

MARTIAL ARCHETYPES

At 3rd level, a fighter gains the Martial Archetype feature. The following options are available to a fighter, in addition to those available in other sources: the **Warder** and the **Wolf of Orboros**.

WARDER

The archetypal **Warder** specializes in protecting allies and disrupting enemies through tactical positioning and defensive techniques.

WARDER'S DISCIPLINE

Beginning when you choose this archetype at 3rd level, you gain access to a special pool of dice called defense dice, which are d6s. The number of defense dice in your pool equals your proficiency bonus. A defense die is expended when you use it. You regain all expended defense dice when you finish a short or long rest.

WARDER'S TACTICS

Also at 3rd level, you gain the ability to use your defense dice to hinder your enemies' attacks. When a creature that you can see within 30 feet of you makes an attack roll, you can use your reaction and expend one defense die to reduce the attack roll by the number you roll on your defense die. You can choose to use this feature after the creature makes its roll, but before the GM determines whether the attack hits.

ROADBLOCK

Starting at 7th level, when a creature within 5 feet of you hits a friendly creature with an attack, you can use your reaction and expend one defense die to reduce the damage by the

WARDER FEATURES

Fighter Level	Features
3rd	Warder's Discipline, Warder's Tactics
7th	Roadblock
10th	Warder's Stance
15th	Guardian's Strike
18th	Warder's Aura

number you roll on your defense die + your Constitution modifier (minimum of 1). You must be wielding a shield or a simple or martial melee weapon to use this feature.

WARDER'S STANCE

At 10th level, you can use a bonus action to enter a defensive stance that enhances your defense dice. When you do so, your speed is halved and you gain the following benefits, which last until you're incapacitated or you choose to end the stance as a bonus action. You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a short or long rest.

Enhanced Tactics. When you use your **Warder's Tactics**, you reduce the attack roll by the number you roll on your defense die + your proficiency bonus.

Parry. When you use your **Roadblock** to reduce the damage of an attack, you can expend a number of defense dice up to your proficiency bonus, rather than just one.

Superior Defense. When you take the **Dodge** action, you can expend one defense die to take the **Dash** or **Disengage** action as a bonus action on the same turn.

GUARDIAN'S STRIKE

Starting at 15th level, you can unleash a powerful strike against a creature that tries to harm your allies. When a creature within 5 feet of you attacks a friendly creature or targets it with a spell, you can use your reaction and expend one defense die to make a weapon attack against the attacking

creature. If the attack hits, add the defense die to the attack's damage roll. You must be wielding a shield or a simple or martial melee weapon to use this feature.

WARDER'S AURA

At 18th level, you stand ready to use your skill to protect yourself and your allies. As an action, you can create a 30-foot-radius sphere that lasts for 1 minute. For the duration, the sphere moves with you, centered on you. The sphere provides the following benefits to each friendly creature in the area (including you):

When an affected creature in the sphere takes damage, you can use your reaction and expend one defense die to reduce the damage by the number you roll on the defense die + your Constitution modifier (minimum of 1).

When an affected creature in the sphere makes a saving throw, you can use your reaction and expend one defense die to add it to the roll.

When an affected creature in the sphere makes an attack roll, you can use your reaction and expend one defense die to add it to the roll.

You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a short or long rest.

WOLF OF ORBOROS

The men and women of the Wolves of Orboros guard the Circle's territories and serve as its agents in remote towns and villages. Families in the dark forests and isolated hills have passed this tradition to their sons and daughters, thereby initiating these rugged folk into a secret cabal that furthers the interests of the blackclads. In exchange for this fealty, the druids vow to watch over the Wolves' lands and families—a significant gesture in the brutal regions beyond civilization. The Circle of Orboros shelters and protects these family lines as a precious commodity, for they produce a greater than average number of children who undergo the wilding.

Each Wolf of Orboros trains to master the cleft-bladed spear, a powerful piercing weapon designed to punch through thick hides and armor. Wolves of Orboros must prove their skill with this weapon and demonstrate the ability to survive in the wilds to earn the wolf pelt that marks them as a brother or sister. Each one is granted a suit of hunter's armor: light laminated plates of ritually treated metal nested inside a suit of finely wrought chainmail and connected by toughened but supple leather crafted by senior Wolves who mastered the ways of this craft. A cloak of fine wolf fur is also bestowed on each new member upon initiation. Used for both rites and battles, the cloak is one of the means by which Wolves from different regions may quickly recognize one another.

In times of great need, the Circle bolsters these warriors' ranks with recruits lured by offers of coin and other valuables. Such initiates serve more as mercenaries than as dedicated defenders, but they possess the same grit and survival knowledge as all Wolves, and many continue to serve after their contracts have ended. Coercing or intimidating individuals into the Wolves of Orboros is not

WOLF OF ORBOROS FEATURES

Fighter

Level	Features
3rd	Wilderness Warrior, Pack of Wolves
7th	Power Swell
10th	Hungry like the Wolf
15th	Wolf's Senses
18th	Beastly Fury

unheard of, but the blackclads know that such tactics breed resentment, so they prefer volunteers. Fortunately for them, the lifestyle of the Wolves of Orboros has an undeniable appeal to those who live on the fringes of society and hunger to belong to some greater cause, so fresh warriors are rarely in short supply.

WILDERNESS WARRIOR

Beginning when you choose this archetype at 3rd level, you gain proficiency in the Perception and Survival skills, and moving through nonmagical difficult terrain doesn't cost you extra movement.

PACK OF WOLVES

Also at 3rd level, you gain the ability to coordinate attacks with your allies. Once per turn, when you hit a creature with a melee attack, you can use a bonus action to allow a friendly creature within 5 feet of you to make a melee attack against the same target.

POWER SWELL

At 7th level, a wild vitality rushes through you. As a bonus action, you can channel this surge through your allies as well. Until the start of your next turn, you and friendly creatures within 5 feet of you roll one additional weapon damage die when you hit a target with a melee attack. Once you use this feature, you can't use it again until you finish a long rest.

HUNGRY LIKE THE WOLF

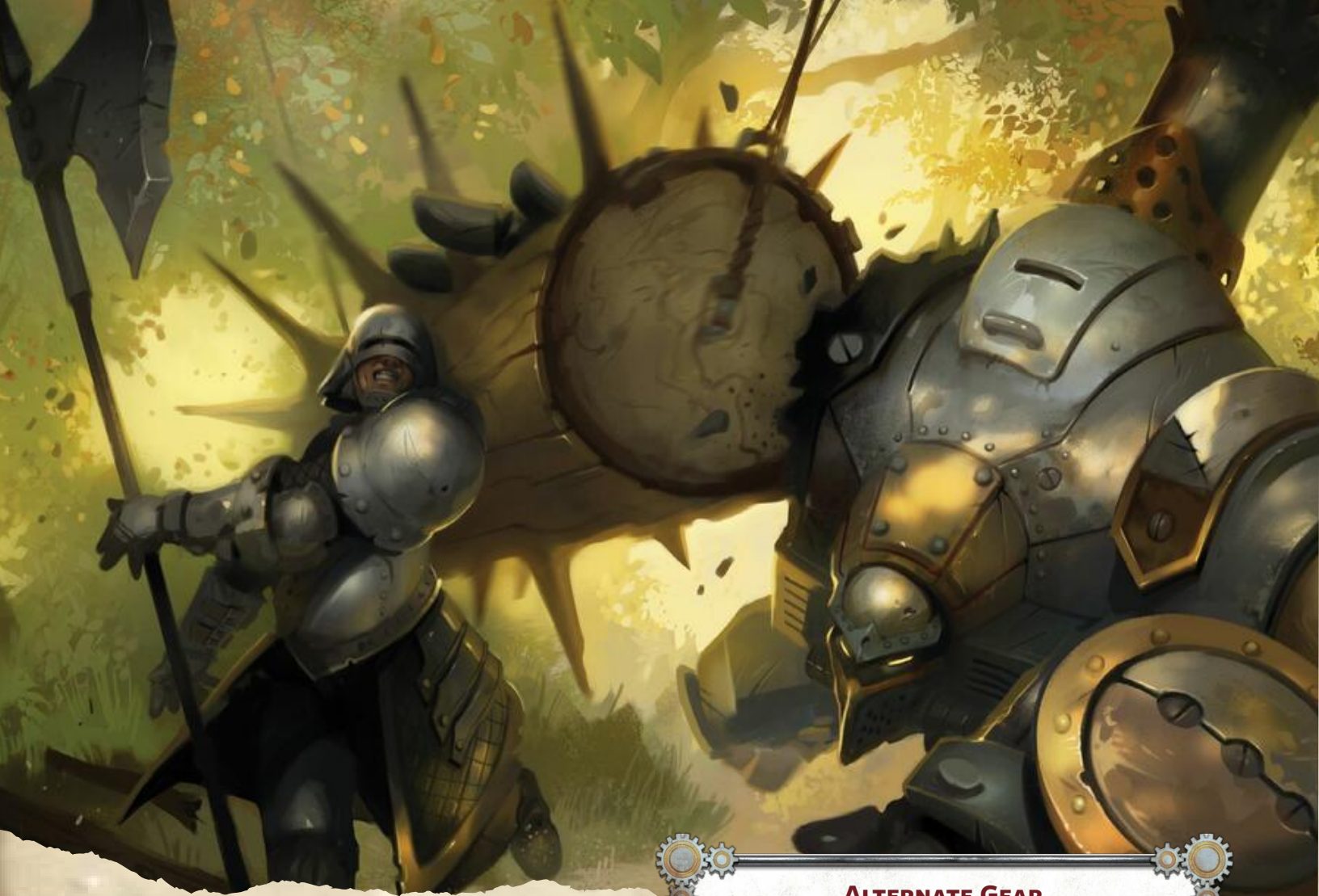
At 10th level, when you score a critical hit with a melee weapon attack, you can move up to half your speed immediately after the attack. This movement doesn't provoke opportunity attacks.

WOLF'S SENSES

At 15th level, your connection to your predatory nature sharpens your senses to a razor's edge. You have darkvision out to a range of 60 feet. (If you naturally have darkvision without this feature, the range of your darkvision increases by 60 feet.) Additionally, you have advantage on Wisdom (Perception) checks that rely on smell or hearing.

BEASTLY FURY

At 18th level, when a creature hits you with a melee weapon attack, you can use your reaction to make a melee weapon attack against that creature, and roll an additional damage die if you hit.



MECHANIK

Mechaniks have become a fixture throughout the cities, foundries, dockyards, and warehouses of the Iron Kingdoms. They help build and maintain the weapons, steamjacks, and machines that power the industry that serves as the backbone of most of the nations of western Immoren. To the thinking of many, however, that is where their dominion ends. Most inhabitants of the Iron Kingdoms would never imagine the mechanik's skill set having any place in the wilderness, but they couldn't be more wrong.

From swamp gobbers building ingenious water engines that power swamp boats and reconfiguring steamjacks so that they'll function when their boilers are submerged, to crafty farrow tinkers constructing souped-up engines of war, mechaniks carry out a wide variety of roles throughout the wilds. In fact, their most long-standing applications predate the Rebellion and the construction of the first colossals, and the canny trappers have been plying their trade since before recorded history.

MECHANIK ARCHETYPES

At 3rd level, a mechanik gains the Mechanik Archetype feature. The following Trapper option is available to a mechanik, in addition to those available in other sources.

ALTERNATE GEAR

A trapper's background is more low-tech than that of many other mechaniks, and trappers often create their cunning traps from simple ingredients and whatever nature provides. To reflect this, a player who is creating a trapper may want to make some modifications to the proficiencies and gear allocated to the mechanik class in *Iron Kingdoms: Requiem*. We recommend the following substitutions:

Replace your proficiency with rivet guns with proficiency with blowguns, bolas, or one martial ranged weapon of your choice.

In your starting equipment, replace a 'jack wrench with a greatclub; replace the option for a rivet gun, powder, and rivets for 20 shots with (a) a blowgun and 20 darts, (b) a bola, or (c) a gobber bellows; and replace an armored apron with (a) scrap armor or (b) bog trog armor.

TRAPPER

The mechanical marvels that have become so commonplace throughout the Iron Kingdoms are less readily available in the deep wilds, but that doesn't mean the wilds aren't home to individuals who prize ingenuity and design incredible inventions. Although gunsmiths and even 'jack marshals are becoming more common among the peoples of the wilderness, the oldest engineering tradition in the deep wilds is that of the trapper.

Most city folk think of trappers as simply another strain of

hunter, but good trappers know much more than just how to track their prey and where to set their traps. An effective trap is a marvel of engineering every bit as nuanced as a piece of mechanika, if nowhere near as complicated (“needlessly complicated,” as any trapper would tell you). Some trappers utilize premade components, such as saw-toothed metal foothold traps with spring-loaded triggers; others create elaborate pulleys and counterweights using only what nature has already provided.

Setting a trap is the backbone of the trapper’s art. From simple pits dug in the ground to elaborate devices with hair triggers, traps come in numerous forms, and most dedicated trappers constantly tinker with different variations and put their own unique spins on standard formulas. Almost all traps have one thing in common: they are stationary devices designed to catch, kill, or incapacitate an animal or another target. Most consist of a trigger, such as a tripwire or pressure plate, that activates the trap itself, and they’re usually hidden so that their victims aren’t aware of them until they’ve already been set off.

Whatever their methods, skilled trappers have been an integral part of life for most rural populations since the days of the ancient Molgur alliance, and many backwater communities still rely on them today. Modern-day trappers can make a good living by trading with folks from other tribes and villages. They can also do very well for themselves in urban centers, where resources like hides and meat are still needed even though the locals have forgotten—or would prefer not to think about—how such things are acquired.

At home in the wilderness, trappers combine mechanical savvy with survivalist know-how, allowing them to stalk their prey for long periods before setting the perfect trap to ensnare a target. Dedicated trappers modify and hone their techniques over time, creating traps that fit a specific need while reflecting their own particular approach.

BONUS PROFICIENCIES

Beginning at 3rd level when you choose this archetype, you gain proficiency in the Nature and Survival skills, as well as proficiency with a trapper’s kit (see below). In addition, you can use your Mechanik’s Savvy so long as you are outdoors and not on or inside a structure or vehicle or underground.

You also assemble a trapper’s kit, which consists of the simple tools you use to ply your craft. A trapper’s kit can be used in place of thieves’ tools to disable a nonmagical trap.

SET A TRAP

Beginning at 3rd level when you choose this archetype, you can use your action and expend one use of your Tinkering to set a trap anywhere within 5 feet of you. The DC to spot, detect, or disable one of your traps equals 8 + your proficiency bonus + your Intelligence modifier. When you set a trap, you can expend a second use of your Tinkering to roll a Tinkering die and add its total to the DC.

This method of setting a trap assumes that you are constructing the trap from nearby items or items you have on hand. If you are setting a premade trap instead, you can set it as a bonus action, rather than as an action.

Spotting, Detecting, and Disabling Traps. A creature that moves within 5 feet of one of your traps without spotting it triggers the trap (see below). A creature spots your trap if it is actively searching for traps and succeeds on a Wisdom (Perception) check against the trap’s DC, or if the creature’s passive Wisdom (Perception) is higher than the trap’s DC.

A creature that spots the trap can attempt to disarm it by making a Dexterity check with thieves’ tools or a trapper’s kit against the trap’s DC. If the check succeeds, the trap is disarmed. If the check fails, the creature triggers the trap.

Once a trap has been triggered or disarmed, you must use your Set a Trap again to reset it.

Trap Types. Every trapper’s arsenal is a little different, but three main types of traps are employed by trappers throughout western Immoren. When you set a trap, choose one of the following options:

Disabling Trap. Some traps are meant to capture, but others are intended to hobble. From the saw-toothed foothold traps available in frontier towns throughout the Iron Kingdoms to something as simple as spiked caltrops concealed beneath leaf litter, a disabling trap is designed to slow a target down and weaken it, but not necessarily to kill it or immobilize it. A creature that sets off a disabling trap must make a Dexterity saving throw against the trap’s DC. On a failed save, the creature takes bludgeoning, piercing, or slashing damage (your choice when you set the trap) equal to one roll of your Tinkering die. The creature also suffers two levels of exhaustion for a number of turns equal to your proficiency bonus. On a successful save, the creature takes damage as described above but doesn’t suffer any exhaustion.

Immobilizing Trap. From pits dug in the ground to nets or lassos that haul a target off its feet, immobilizing traps are meant to keep a target still without doing any immediate harm. This is helpful for keeping game fresh and preventing other animals from making off with a catch, and it’s also useful when a trapper wants to capture someone alive for questioning. A creature that sets off an immobilizing trap must succeed on a Dexterity saving throw against the trap’s DC or be restrained. A creature can use its action to make a Strength or Dexterity check against the trap’s DC, freeing itself or another creature within its reach on a success, but has disadvantage on the check.

Lethal Trap. Lethal traps come in a variety of shapes and sizes, from deadfalls and weighted pendulums decked out in sharpened stakes to something as direct and simple as a tripwire fastened to the trigger of a gun. All have one thing in

TRAPPER FEATURES

Mechanik

Level

Features

3rd	Bonus Proficiencies, Set a Trap
7th	Cautious Advance
10th	Skilled Trapper
15th	Trapper’s Instinct
18th	Master Trapper

common, though: they're designed to kill, or at least to inflict serious injury. A creature that sets off a lethal trap must make a Dexterity saving throw against the trap's DC. On a failed save, the creature takes bludgeoning, piercing, or slashing damage (your choice when you set the trap) equal to three rolls of your Tinkering die, plus your proficiency bonus. On a successful save, the creature takes half as much damage.

CAUTIOUS ADVANCE

Beginning at 7th level, you can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

SKILLED TRAPPER

When you reach 10th level, you can set traps with ease. You can use your Set a Trap as a bonus action, rather than as an action. In addition, you can modify your traps to better reflect your own special techniques. Choose one of the following trap styles. The style applies to each trap you set, unless you decide otherwise.

Brutal Trap. Add your Intelligence modifier to the damage dealt by your traps.

Hidden Trap. Double your proficiency bonus for the purposes of determining the DC of spotting or disarming your traps.

Sturdy Trap. When you set an immobilizing trap, the DC to escape it or to help another creature escape it increases by 5.

TRAPPER'S INSTINCT

Beginning at 15th level, you have a sixth sense for avoiding traps. You have advantage on Wisdom (Perception) and Intelligence (Investigation) checks made to detect traps and secret doors. You also have advantage on saving throws made to avoid or resist traps, as well as resistance to any damage dealt by traps.

MASTER TRAPPER

At 18th level, you are a master at setting traps. Not only are you able to add your own unique spin to the traps you set, but you have become adept at switching between trapping styles as needed, depending on your quarry. Choose a second trap style, either from the options described in the Skilled Trapper feature or from the options below. You can apply either or both styles to any trap you set. In addition, at the end of a long rest, you can replace any trap style you know with another one chosen from either list.

Inescapable Trap. Your traps often involve more than one mechanism for capturing or injuring a target, making them difficult to avoid. A creature that triggers one of your inescapable traps has disadvantage on Dexterity saving throws to avoid the trap's effects.

Reliable Trap. You have learned to craft your traps in such a way that they spring back into their fixed position when they fail to ensnare their target. If a creature triggers one of your reliable traps but succeeds on its Dexterity saving throw to avoid the trap's effects, the trap springs back into position at the start of your next turn, ready to be triggered again.

Spiteful Trap. Nothing is worse than having a meddler come along and disable one of your traps before it has a chance to do its work. That's why you've developed a secondary trap that's designed to catch those who attempt to interfere. When a creature successfully disarms one of your spiteful traps, it must make a Dexterity saving throw against your trap DC. On a failed save, the creature takes damage equal to a roll of your Tinkering die from setting off the secondary trap, but the primary trap is disarmed. On a successful save, the primary and secondary traps are both disarmed.



MONK

True monastic traditions within the Iron Kingdoms are limited to a handful of religious orders. Among the peoples of the wild, especially, there is little opportunity for such ascetic practices. Even so, the essential principles of the monk—fighting without weapons and learning how to be at one with the world around you—is something that the inhabitants of the wild often do every day, without even thinking about it.

Although there are no walled monasteries or rigid monastic orders in the wilderness, there are those who practice unique martial traditions that follow a very similar path. These monks are more likely than those of the Order of the Fist or the Order of Keeping to be self-taught or trained by a lone master, but they are no less potent despite their more unorthodox origins.

MONASTIC TRADITIONS

At 3rd level, a monk gains the Monastic Tradition feature. The following Way of the Wrastler option is available to a monk, in addition to those available in other sources.

WAY OF THE WRASTLER

Many martial traditions exist throughout western Immoren, not all of which are practiced in walled monasteries or on the training fields of national militaries. Those who follow the Way of the Wrastler learn by observing the great reptiles of the swamp and emulating their ways. Any swampie can tell you that a gator should never be underestimated, no matter how torpid or lazy it might appear.

Many of those who pursue the Way of the Wrastler were taught these arts by a master, but they are more independent than most of the ascetic warriors found elsewhere throughout the continent. Even a practitioner of this tradition who trains under a master will spend considerable time alone in the swamp, simply observing the endless cycle of predation that makes up so much of life there. This practice teaches these monks more than the cold cunning and swift strikes of the massive reptiles they emulate: they also learn a seemingly infinite patience that allows them to hold uncannily still until the moment comes to strike.

Of course, the power of a huge gator lies in more than just its speed or its patience. Size and strength play a role, and those who follow the Way of the Wrastler learn how to turn their own size and strength—however great or modest it may be—to their advantage. The fighting style of these monks

prioritizes grapples and throws, echoing the lethal death rolls practiced by gators and the blackhide wrastlers who give this monastic tradition its name. Anyone can learn its principles, and there are many among the smaller folk of the swamp—including swampies, anura, and even swamp gobbers—who have used these skills to stay alive in a world of larger and more fearsome predators.

BONUS PROFICIENCIES

Beginning at 3rd level when you choose this tradition, you gain proficiency in the Nature and Survival skills.

CRAWL

Starting when you choose this tradition at 3rd level, you become as deadly on the ground as you are on your feet, just like the beasts of the swamp. You can't be knocked prone unless you allow it, and you don't have disadvantage on your attack rolls when you're prone.

IMPERVIOUS FLESH

Beginning at 6th level, you channel your inner predator to make yourself impervious to the attacks of your enemies. When you aren't wearing armor or wielding a shield, your AC equals 13 + your Dexterity modifier + your Wisdom modifier. In addition, when you use your Patient Defense, you can spend 1 additional ki point to have resistance to nonmagical bludgeoning, piercing, and slashing damage until the start of your next turn.

GRAB AND TOSS

At 6th level, you can fling away your enemies like a wild gator tossing an attacker to the side with a flick of its jaws. When you are grappling a creature, you can use your action to throw it in a straight line up to a number of feet equal to five times your Strength modifier. A creature thrown in this manner takes damage equal to your Martial Arts die and must succeed on a Dexterity saving throw or be knocked prone. If a thrown creature strikes a solid surface (such as a tree or wall) or another creature, it takes bludgeoning damage equal to your Martial Arts die for every 10 feet it was thrown. A creature struck by the thrown creature must succeed on a DC 18 Dexterity saving throw or take the same damage and be knocked prone.

PATIENT PREDATOR

By 11th level, you have learned how to wait for the perfect moment to strike, just like the great beasts of the swamp. You have advantage on attack rolls against any creature that has already taken its action this turn.

GYRE

At 17th level, you learn how to mimic the death roll of the great gators of the swamp. You have advantage on checks made to initiate or maintain a grapple. A creature grappled by you is also restrained. While a creature is grappled by you, you can spend any number of ki points as a bonus action to enter a death roll. For each ki point you spend, the creature takes an amount of damage equal to your Martial Arts die + your Strength modifier.

WAY OF THE WRASTLER FEATURES

**Monk
Level**

Features

3rd	Bonus Proficiencies, Crawl
6th	Impervious Flesh, Grab and Toss
11th	Patient Predator
17th	Gyre



PALADIN

The farrow, gatorfolk, and trollkin communities of the deep wild are primitive compared to the rest of the Iron Kingdoms, but even they produce holy warriors whose devotion and strength of conviction match those of the most pious Morrowans and Menites. Perhaps their more rugged way of life makes for a stouter defender of faith, or perhaps their abilities are what makes them so unique. Whatever the case, these paladins are driven by a deep, unyielding faith and will do anything to protect those in their charge.

SACRED OATHS

At 3rd level, a paladin gains the Sacred Oath feature. The following options are available to a paladin, in addition to those available in other sources: the Oath of the Chosen and the Oath of the Paragon.

OATH OF THE CHOSEN

Paladins who follow the Oath of the Chosen are resolute protectors tasked with guarding important individuals. Some of them have been granted a vision by their deity; others have been commanded by their order. Regardless of how they come by their calling, they have but one duty: to protect the chosen at all costs.

The largest group of these paladins originated with a farrow warlord now known as Helga the Conqueror. Her early conquests and battles attracted a small but devoted coterie of followers. The members of this honor guard called

themselves Valkyries, their name borrowed from some forgotten farrow legend. Their loyalty to Helga and her ideals was unshakable. Indomitable warriors, they protected Helga and others she deemed important to her cause, and their ranks have swelled since Helga's marriage to Lord Carver. Similar groups of paladins have been slowly propagating within other faiths, including those of Morrow, Menoth, and Thamar. It seems that after the Claiming, the gods of Urcaen are taking notice of those who need their protection.

TENETS OF THE CHOSEN

The tenets of the Oath of the Chosen have been around almost as long as the oldest gods of Caen. Paladins who swear this oath strive to deliver justice and ward those their deity has singled out for protection. They live by three simple rules.

By Any Means Necessary. Nothing will stop you from ensuring that no harm comes to those you protect.

Duty. Be responsible for your actions and their consequences, protect those entrusted to your care, and obey those who have just authority over you.

Protection. You are the sanctuary of the innocent, and behind your shield, they can find respite. Every life lost under your watch is a failure of duty and must be atoned.

OATH SPELLS

You gain oath spells at the paladin levels listed in the Oath of the Chosen Spells table. See the Sacred Oath class feature for how oath spells work.

OATH OF THE CHOSEN SPELLS

Paladin

Level	Spells
3rd	<i>guiding bolt, thunderous smite</i>
5th	<i>grave wind, hand of fate</i>
9th	<i>beacon of hope, mirage</i>
13th	<i>lamentation, stranglehold</i>
17th	<i>axiomatic spear, wrath of Dhunia</i>

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options. See the Sacred Oath class feature for how Channel Divinity works.

Divine Shield. Your holy strength manifests as a protective shield around your charge. As a bonus action, you can use your Channel Divinity to shield your allies. For 1 minute, each friendly creature within 15 feet of you gains a bonus to AC equal to your Charisma modifier.

Righteous Vengeance. When a friendly creature within 30 feet of you is damaged by a hostile creature's attack, you can use your reaction to respond with holy indignation. If you do, you gain a +2 bonus to attack and damage rolls you make with melee weapons for 1 minute.

AURA OF DEFENSE

Starting at 7th level, your training drills have taught you how to ward yourself and your allies against a variety of attacks and how to coordinate your efforts with your allies. As a bonus action, you can choose one friendly creature within 10 feet of you. You and the chosen creature gain resistance to bludgeoning, piercing, or slashing damage (your choice) from nonmagical attacks. This effect lasts for 1 minute or until you and the chosen creature are no longer within 10 feet of each other. You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain all expended uses when you finish a long rest.

At 18th level, the range of this aura increases to 30 feet. Additionally, you no longer need to choose a damage type. You and the chosen creature gain resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.

PROTECTOR

Starting at 15th level, you can deflect blows directed at your allies. When a friendly creature within 5 feet of you is hit by

a melee weapon attack, you can use your reaction to make a melee attack roll against the attacker. If your total equals or exceeds the attacker's total, the attacker's attack is deflected and automatically misses. If you are wielding a shield, you have advantage on the attack roll.

If you are wielding a weapon with the heavy and reach properties and you successfully deflect an attack, you can immediately make an opportunity attack against the attacker as part of the same reaction.

FINAL VENGEANCE

At 20th level, your divine purpose fuels your blows. When a friendly creature that you can see is hit by a hostile creature, you can use your reaction to move up to your speed toward the hostile creature and make one attack against it. Any hit you score against the creature counts as a critical hit. You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

OATH OF THE PARAGON

Paladins who follow the Oath of the Paragon are champions for their people, and they have been chosen by their deity to inspire others to live up to a particular ideal. Their vow holds them to a high standard that can be extremely difficult to meet, but those who maintain the extreme discipline required find themselves blessed with skills and abilities that can help them endure more than they thought possible. Many would call them the perfect warrior priests, but these paladins don't see it that way; they simply see this role as their calling and duty.

Most paladins who swear the Oath of the Paragon are worshippers of Dhunia. Ogrun who swear this oath are typically found in Rhul, and they favor ideals that are common among the Rhulic people. Most trollkin who follow this path make their home in Tolok Fortress, where they adhere to the tenets of the famed trollkin warlock Madrak Ironhide. Few gobbers, farrow, and humans swear this oath, but even their numbers have surged in recent years, possibly fueled by a desire to protect their fellows in the wake of the Claiming.

TENETS OF THE PARAGON

The tenets of the Oath of the Paragon prioritize justice and righteousness. Paladins of this oath set an example of moral excellence and demonstrate the highest ideals of justice, virtue, and order.

Be the Light. Be a glorious beacon for all who live in despair. Let the light of your joy and courage shine forth in all your deeds.

Duty. Be responsible for your actions and their consequences, protect those entrusted to your care, and obey those who have just authority over you.

Honor. Treat others with fairness, and let your honorable deeds be an example to them. Do as much good as possible while causing the least amount of harm.

OATH OF THE CHOSEN FEATURES

Paladin

Level	Features
3rd	Oath Spells, Channel Divinity
7th	Aura of Defense (10 ft.)
15th	Protector
18th	Aura of Defense (30 ft.)
20th	Final Vengeance

OATH SPELLS

You gain oath spells at the paladin levels listed in the Oath of the Paragon Spells table. See the Sacred Oath class feature for how oath spells work.

OATH OF THE PARAGON SPELLS

Paladin Level	Spells
3rd	<i>elusive, shield</i>
5th	<i>flashing blade, sacrosanct, spellpiercer</i>
9th	<i>beacon of hope, blade of radiance</i>
13th	<i>freedom of movement, stoneskin</i>
17th	<i>axiomatic spear, purification</i>

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options. See the Sacred Oath class feature for how Channel Divinity works.

Inspiring Presence. You can inspire others through your very presence. You can use a bonus action to choose a number of friendly creatures equal to your proficiency bonus. Each creature gains one Inspiration die, a d6.

Once within the next 10 minutes, a creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Inspiration die, but must decide before the GM says whether the roll succeeds or fails. Once the Inspiration die is rolled, it is lost. A creature can have only one Inspiration die at a time.

Your Inspiration die becomes a d8 at 7th level.

Sacred Weapon. As an action, you can imbue one weapon that you are holding with positive energy, using your Channel Divinity. For 1 minute, you add your Charisma modifier to attack rolls made with that weapon (with a minimum bonus of +1). The weapon also emits bright light in a 20-foot radius and dim light 20 feet beyond that. If the weapon is not already magical, it becomes magical for the duration.

You can end this effect on your turn as part of any other action. If you are no longer holding or carrying this weapon, or if you fall unconscious, this effect ends.

BONUS PROFICIENCY

When you take this oath at 3rd level, you expand your methods of contributing to your community. You gain proficiency with one type of artisan's tools of your choice.

PARAGON'S EXAMPLE

Starting at 7th level, your deity tasks you with exemplifying a primary ideal. Choose one of the ideals below. When you use this feature, choose a number of friendly creatures up to your Charisma modifier (minimum of one creature) within 10 feet of you. For the next 10 minutes, you and the chosen creatures gain the benefits described below.

Bravery. As a paragon of bravery, your will inspires your

OATH OF THE PARAGON FEATURES

Paladin Level	Features
3rd	Oath Spells, Channel Divinity, Bonus Proficiency
7th	Paragon's Example (10 ft.)
15th	Retaliatory Thrust
18th	Paragon's Example (30 ft.)
20th	Mastered Strike

allies and strengthens their resolve. Affected creatures can't be charmed. If an affected creature is already charmed, the condition ends.

Strength. As a paragon of strength, your faith blazes within you, strengthening your body beyond measure. Affected creatures double their Strength modifier on attack damage rolls and have advantage on Strength and Constitution saving throws.

Wisdom. As a paragon of wisdom, your power flows through your actions and words, inspiring others with your words and deeds. Affected creatures double their Wisdom modifier (unless that modifier is negative) when making a Wisdom check and have advantage on any Wisdom saving throws.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain all expended uses when you finish a long rest.

At 18th level, the range of this aura increases to 30 feet.

RETALIATORY THRUST

Starting at 15th level, when you take damage from a creature that is within 10 feet of you, you can use your reaction to move up to 10 feet toward that creature and then make one melee weapon attack against it. If the attack hits, the creature must succeed on a Strength saving throw or be knocked prone. You can use this feature twice. You regain all expended uses when you finish a long rest.

MASTERED STRIKE

At 20th level, divine fury guides your strikes, making them extremely accurate and deadly. You can choose to use this feature at the beginning of a combat encounter, when everyone rolls initiative. If you do, you gain the following benefits during the first round of the combat:

Your first weapon attack scores a critical hit on a roll of 18–20.

If you hit a creature with a weapon attack, you can use a bonus action to force the target creature to lose all its damage resistances until the end of your next turn.

You can use this feature three times. You regain all expended uses when you finish a long rest.



RANGER

Rangers are commonplace in the deep wilderness regions of the Iron Kingdoms, and they often serve as dedicated hunters and protectors of wilderness communities. Using their survival skills, they patrol and defend the periphery of a tribe's lands, hunting prey and securing resources that are vital to the tribe's survival.

RANGER ARCHETYPE

At 3rd level, a ranger gains the Ranger Archetype feature. The following options are available to a ranger, in addition to those available in other sources: the Reeve and the Shepherd.

RANGER SUBCLASS: MIST RIDER

Mounted on swift Skirovik mountain goats native to the northern Khadoran peaks, these blackclads bring the speed and ferocity of a summit storm to bear as they strike from walls of churning mist. They often assist with mountain patrols and the protection of isolated shifting stone sites, using their ability to quickly cover difficult ground in the service of the order. Hit-and-run operations have become a mist rider specialty.

New riders and their mounts engage in fierce sparring upon the craggy peaks, charging one another until the crack of horns joins the clash of thunder and harmony is achieved between rider and mount. Once conditioned, these mountain

goats need little prompting to heed their riders amid storms and battle alike.

Though this tradition originated in the northern mountain ranges, mist riders are now found across western Immoren, with a concentration in the southern Wyrmwall. Once a rider learns to harness the elements of these remote peaks, they can shroud their form in fog or sheets of rain that blend their silhouette into those of trees and rocks while flashes of lightning sear their opponents.

MOUNT MASTERY

At 3rd level, you gain proficiency with animal handling and can choose a Skirovik mountain goat (a **giant goat**) as your mount. While riding your mount, you have advantage on initiative rolls, and your mount gains the following benefits:

- Its speed increases by 10 feet.
- It can move through difficult terrain without penalty.
- It can make a Ram attack as a bonus action on its turn, dealing 1d8 + Strength mod bludgeoning damage.

ELEMENTAL SHROUD

At 3rd level, you gain the ability to shroud yourself in natural elements. As a bonus action, you can create an aura of fog or sheets of rain that grants you advantage on Dexterity (Stealth) checks to hide. Additionally, while you are within your aura, creatures have disadvantage on Wisdom (Perception) checks to see you. You can use this ability a number of times equal to your Wisdom modifier (minimum of once), and you regain all uses after finishing a long rest.



LIGHTNING STRIKE

At 7th level, you gain the ability to strike your opponents with flashes of lightning. When you hit a creature with a weapon attack, you can choose to deal an additional 1d6 lightning damage to the target. Additionally, if the target is wearing metal armor or carrying a metal shield, it takes an additional 1d6 lightning damage.

FOG STEP

At 11th level, you gain the ability to teleport short distances through natural elements. As a bonus action, you can teleport up to 30 feet to an unoccupied space that is obscured by fog, mist, rain, or natural darkness. You can use this ability a number of times equal to your Wisdom modifier (minimum of once), and you regain all uses after finishing a long rest.

STORM'S FURY

At 15th level, you gain the ability to call down a storm of fury upon your enemies. As an action, you can create a 20-foot-radius sphere of swirling winds and driving rain centered on yourself. Each creature within the sphere must make a Strength saving throw (DC = 8 + your proficiency bonus + your Wisdom modifier) or take 4d8 bludgeoning damage and be knocked prone. On a successful save, the creature takes half damage and isn't knocked prone. You can use this ability once per long rest.

REEVE

Reeves are a force to be reckoned with, both in and out of the Circle Orboros. They are highly valued for their skills in stealth, marksmanship, and combat. Skilled hunters and warriors, reeves can outmaneuver and outgun any foe. They are experts in tracking, ambushing, and hiding, making them a valuable asset when it comes to eliminating enemy threats.

Whether serving as snipers, scouts, or infiltration experts, reeves are highly adaptable and can react quickly to changing situations on the battlefield. They can remain silent and unnoticed for long periods of time, but if stealth fails, their double crossbows can unleash a hail of firepower matched only by modern belt-fed firearms such as the slugger. Combined with their innate skills, these specialized weapons allow reeves to taken down targets with deadly precision, even in harsh conditions.

BONUS PROFICIENCIES

When you choose this archetype at 3rd level, you gain proficiency in the Stealth skill. If you are already proficient in this skill, double your proficiency bonus when you make an ability check with the skill.

QUICK WORK

At 7th level, you have perfected the ability to deftly switch from melee attacks to ranged attacks. When you reduce a hostile creature to 0 hit points with a melee attack, you can use your reaction to make a single ranged attack against another creature.

IMPROVED CRITICAL

At 11th level, your weapon attacks score a critical hit on a roll of 19 or 20.

SNAP FIRE

At 11th level, your mastery of the double crossbow allows you to fire an unnatural number of bolts in a spectacular display of trigger discipline and selective targeting. In the first round of a combat, you can treat your double crossbow as if it were affected by the *endless magazine* spell. You can use this feature twice. You regain all expended uses when you finish a short or long rest.

SPRINT

At 15th level, you have mastered the guerrilla tactics favored by the reeves of the Circle Orboros. If you reduce a hostile creature to 0 hit points, you can use a bonus action to move up to your speed without provoking opportunity attacks. You can use this feature three times. You regain all expended uses when you finish a short or long rest.

THE TIMES, THEY ARE A-CHANGIN'

The first reeves were silent hunters who worked tirelessly on behalf of the Circle Orboros. Their skills were relatively commonplace among wilderness communities, however, and eventually passed beyond the ranks of the Circle's loyal warriors. Today, anyone with the right connections or coin can become a reeve.

REEVE FEATURES

Ranger Level	Features
3rd	Bonus Proficiencies
7th	Quick Work
11th	Improved Critical, Snap Fire
15th	Sprint

SHEPHERD

Shepherds are a unique breed of rangers who can work with warbeasts and harness their natural abilities in ways that are commonly the domain of warlocks. A shepherd can amplify a warlock's strengths and help push the warlock's warbeasts further and more often than the warlock could alone. As a result, a shepherd who lives in a group or community with multiple warlocks and warbeasts is always in high demand.

A unique combination of strength and finesse allows shepherds to manage warbeasts in a way few others can, but their best attribute might be their understanding of the needs of each creature they work with. Particularly well-attuned shepherds can even anticipate a creature's needs and respond before such needs become a problem, making shepherds invaluable in the wilds.

SOOTHING SONG

At 3rd level, your native ability to nurture warbeasts allows you to put them at ease and make them more compliant. When a friendly warlock makes a Wisdom (Animal Handling) check to keep a warbeast under control and you are within the warlock's control range, you can use your reaction to aid the warlock's efforts. If you do, the warlock has advantage on the ability check.

RESONANCE EXTENSION

At 7th level, your work with warlocks and warbeasts has given you an instinctual insight into the resonance between the two. If you are within a friendly warlock's control range, you can use a bonus action to increase the warlock's control range by 10 feet × your proficiency bonus. This effect lasts for a number of rounds equal to your proficiency bonus. Once you use this feature, you can't use it again until you finish a short or long rest.

WARBEAST CONDITIONING

At 11th level, your ability to condition and train friendly warbeasts moves beyond simple commands and actions. As a bonus action, you can touch a friendly warbeast and make a DC 15 Wisdom (Animal Handling) check. If the check succeeds, you can use one of options below. You can use this feature twice. You regain all expended uses when you finish a short or long rest.

Animus Adept. Your intuitive connection to warbeasts allows you to tap into their animi in times of need. You can cast the friendly warbeast's animus once as if it were a spell you know. The spell doesn't count against your number of spells known.

Calming Touch. You reach out and help the friendly warbeast accept the fury being forced through it. Remove 1 fury point from the warbeast.

Healing Caress. Your comforting touch provides the warbeast with a curative blessing. You immediately cast the *cure wounds* spell on the warbeast as a 1st-level spell without using a spell slot.

FURIOUS ATTACKER

At 15th level, your connection with friendly warbeasts grants you abilities similar to those that warlocks develop with their bonded warbeasts. As a bonus action, you can touch a friendly warbeast and make a DC 15 Wisdom (Animal Handling) check. If the check succeeds, you can remove 1 fury point from the target warbeast in order to use one of the following abilities. You can use this feature twice. You regain all expended uses when you finish a short or long rest.

Attack Boost. You have advantage on the next attack roll you make before the end of your next turn. If you already have advantage on the attack roll, double your proficiency bonus for the attack roll.

SHEPHERD FEATURES

**Ranger
Level**

Feature

3rd	Soothing Song
7th	Resonance Extension
11th	Warbeast Conditioning
15th	Furious Attacker

Damage Boost. The next time you hit a creature with a weapon attack before the end of your next turn, the creature takes an extra 1d8 damage.

Shake It Off. If you have a condition that can be ended with a successful saving throw or are under an effect that can be ended with a successful saving throw, you immediately make a new saving throw with advantage. If you already have advantage on the roll, double your proficiency bonus when you make the saving throw.





ROGUE

There are many in the wilds who rely on banditry to sustain themselves. Some are drawn from the tribal peoples of western Immoren, but just as many are humans from the cities who have taken to the rogue's life along the highways in forests of the land.

ROGUISH ARCHETYPES

At 3rd level, a rogue gains the Roguish Archetype feature. The following options are available to a rogue, in addition to those available in other sources: the Desperado and the Poacher.

DESPERADO

Desperados make a living robbing those who travel western Immoren's often dangerous roads and highways. They come in many forms, from villainous brutes to charming brigands of marked style and dash. Though seldom motivated by anything nobler than the acquisition of wealth, some desperados make it a point of pride to target those most able to pay their rough tithe. Regardless of their motivations, they are adept at stalking and ambushing targets and then quickly vanishing into the wilderness.

The character of a cloaked and hooded figure atop a treasured steed is a common subject of popular songs and stories, but not all of them are such noble figures.

DESPERADO FEATURES

Rogue Level	Features
3rd	Ambush Attack, Bonus Proficiency, Mounted Marauder
9th	Unwelcome Guest
13th	Sidesaddle Slasher
17th	Blood on the Saddle

Unscrupulous soldiers who have completed their service or have been discharged because of injury have little trouble transitioning to the life of the desperado.

BONUS PROFICIENCY

When you choose this archetype at 3rd level, you gain proficiency in one of the following skills of your choice: Animal Handling, Intimidation, or Survival.

MOUNTED MARAUDER

At 3rd level, your command of your mount makes it your most reliable accomplice. When you use your Cunning Action, you can mount a creature that is within 5 feet of you or dismount as part of your bonus action, and doing so doesn't cost you any movement or provoke opportunity attacks.

AMBUSH ATTACK

Starting at 3rd level, if you take the Attack action while mounted and your steed moves at least 20 feet in a straight line before the attack, you can use your Sneak Attack against the target even if you don't have advantage on the attack roll, but not if you have disadvantage on it.

UNWELCOME GUEST

At 9th level, you master the art of getting away. When you are attacked while mounted, you can use your reaction immediately after the attack to force your mount to move up to half its speed.

In addition, if you are unmounted and your steed moves within 5 feet of you, you can use your reaction to mount your steed as it passes by. Doing so doesn't cost you any movement and doesn't stop your steed's movement.

SIDESADDLE SLASHER

At 13th level, your skill as a rider allows you to use your mount's mass—and a good grip on your mount's tack—to extend your attack range. On your turn, when you make an attack with a one-handed melee weapon while mounted, you add 5 feet to your reach.

BLOOD ON THE SADDLE

Beginning at 17th level, your mount's bond with you extends all the way to death's door. You gain the following benefits: When you are reduced to 0 hit points while mounted but not killed outright, you aren't dismounted unless the triggering effect's description says otherwise.

If you fail a death saving throw while mounted, you can reroll it with advantage. Once you use this ability, you can't use it again until you finish a long rest.

After you make a death saving throw while mounted, you can issue your mount a brief command, such as "Run away," "Find Beatrix," or "Hide." Once you give the command, the mount follows your instructions to the best of its ability, at the GM's discretion.

POACHER

Poachers specialize in hunting and trapping prey. They use their skills to track and capture wild animals for profit or sustenance, and they must rely on their wits and knowledge of the land to survive.

POACHER'S INSTINCTS

Starting at 3rd level when you choose this archetype, you gain proficiency in the Deception and Survival skills.

TRAP AMBUSH

Also at 3rd level, your cunningly placed traps can deal devastating damage. When a creature triggers one of your traps, you can add your Sneak Attack damage to the damage dealt by the trap.

TRAPMAKER

At 3rd level, you gain the ability to craft simple traps and snares out of natural materials found in the wilderness. You can spend 10 minutes constructing a trap that is equivalent to

POACHER FEATURES

Ranger

Level Features

3rd	Poacher's Instincts, Trap Ambush, Trapmaker
9th	Camouflage
13th	Acute Senses
17th	Master Hunter

a hunting trap. The trap remains active for 24 hours or until it is triggered.

CAMOUFLAGE

At 9th level, you gain the ability to blend in with your surroundings, making it more difficult for creatures to spot you. When you are in an environment that contains natural elements such as rocks, trees, or grass, you can use your action to camouflage yourself. While camouflaged, you have advantage on Dexterity (Stealth) checks made to remain hidden. The camouflage lasts for 1 hour or until you take the Dash action or are hit by an attack or spell.

ACUTE SENSES

At 13th level, your senses are sharp enough that you can perceive the world around you with great clarity. You have advantage on Wisdom (Perception) checks made to detect hidden creatures or objects, and you can see in dim light as if it were bright light and in darkness as if it were dim light.

MASTER HUNTER

At 17th level, you are a master of the hunt who can track and capture even the most elusive prey. You gain the following benefits:

The time you must spend picking up a creature's trail is halved.

You can use your action to mark a creature you are tracking, giving you advantage on Wisdom (Survival) checks to track it and attack rolls targeting it for 1 hour or until it is captured or killed.





SHAMAN

Shamans are key figures in gatorfolk and bog trog societies, much as they are throughout the wild places of the Iron Kingdoms and beyond. These powerful individuals act as conduits between the gods and spirits that inhabit the wilderness and the mortals who make up their tribes, villages, and settlements. Shamans serve functions similar to those of the clergy found in cities and towns, and outsiders who can look past the strange, combative nature of a shaman's connection to the spirit world might see similarities to the priesthood of Morrow or Menoth. Gatorfolk bokors simultaneously channel the power of Kossk or Barnabas while exercising their own will against lesser spirits. By contrast, bog trog mist speakers attempt to interpret the dreams of the sleeping beast known as Ashiga in order to help their people—and, by extension, themselves.

ALTERNATIVE RITES

Even though the traditions of the bokor and the mist speaker began with the gatorfolk and the bog trogs, respectively, they are not limited to those races. Bokors are rarer among human swampies and even swamp gobbers than among the gatorfolk, but they aren't exactly uncommon. At one time, none but the bog trogs claimed to hear the dreams of Ashiga, but as these fishy folk have integrated themselves into the larger swamp communities in ever greater numbers, others have begun to hear these somnolent messages and to manifest the gifts of the mist speaker. Although gatorfolk bokors and bog trog mist speakers are the most common in the Iron Kingdoms, there's no reason these domains shouldn't be available to any player, with the GM's approval.

SHAMANIC DOMAINS

At 1st level, a shaman gains the Shamanic Domain feature. The following options are available to a shaman, in addition to those available in other sources: the Bokor and the Mist Speaker.

BOKOR

Even though many shamanic practices differ considerably from the religious rites that one might observe in a cathedral dedicated to Morrow or Menoth, a wanderer from one of the cities of the Iron Kingdoms would nevertheless recognize a trollkin shaman of Dhunia as a similar practitioner of faith, even if both the practices and the faith were quite different.

Not so with the bokors of the gatorfolk. These shamans often serve either Kossk or Barnabas—or both—and invoke them in their rites, but they also draw upon the power of other spirits that infest the swamps they call home. Bokors lead their congregation in dark rites, devouring flesh and calling upon spirits and the essence of those long dead to serve their purposes. A bokor owes no fealty to these spirits, and the relationship between the two is often one of struggle, as the bokor attempts to assert dominance over the spirits and bend them to its will.

Most gatorfolk devour the flesh of their foes in ritualistic celebration, but bokors also draw nourishment from the souls of those slain in the name of their hungry gods. Bokors tend to be ambitious, and most of them will hoard whatever power they can, either for their own personal glory or for that of their tribe. These powerful shamans harness the spirits of the dead, and the living rightly fear their necromantic prowess.

DOMAIN SPELLS

You gain domain spells at the shaman levels listed in the Bokor Domain Spells table. See the Shamanic Domain class feature for how domain spells work. The names of new spells described in chapter 3 are set in bold.

BOKOR DOMAIN SPELLS

Shaman

Level	Spells
1st	<i>command</i> , <i>false life</i>
3rd	<i>darkness</i> , <i>stir the dead</i>
5th	<i>death pact</i> , <i>ichor of Kossk</i>
7th	<i>devour spirit</i> , <i>phantasmal killer</i>
9th	<i>antilife shell</i> , <i>raise dead</i>

COLD-BLOODED

When you choose this domain at 1st level, you become somewhat disconnected from the world of the living. This makes it difficult for others to appeal to your sense of empathy or compassion. You have advantage on Charisma saving throws against being charmed.

BOKOR FEATURES

Level	Features
1st	Domain Spells, Cold-Blooded, Grave Secrets, Resist the Call
2nd	Shamanic Rites: Grave Charms
6th	Bone Shaker, Grave Goods
8th	Rise
17th	Grave Aspect, Refuse the Call

GRAVE SECRETS

Also at 1st level, you gain proficiency in your choice of the Arcana skill or the Intimidation skill, and you have advantage on ability checks made with the chosen skill.

RESIST THE CALL

At 1st level, you are versed in necromantic lore and are adept at recognizing the call of the grave when it reaches out to the living. As an action, you can chant an exhortation that helps your companions stave off death and similar states. Each friendly creature within 30 feet of you that can hear you has advantage on death saving throws until the end of your next turn. In addition, if the creature is frightened, paralyzed, petrified, stunned, or unconscious, the condition ends. You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

SHAMANIC RITES: GRAVE CHARMS

At 2nd level, you learn a new rite. Choose either Terminal Whispers or Unhallow.

Terminal Whispers. By grasping hold of a departing spirit as it leaves its body and devouring part of its ephemera before it fades, you gain a glimpse of premonitory insight into the next few moments. When a living creature dies within 5 feet of you, you can use your reaction to draw upon its spirit energy. If you do so, you can roll a d4 and add the number rolled to one ability check, attack roll, or saving throw you make before the end of your next turn. You can wait until after you roll the d20 before deciding to roll the extra die but must decide before the GM says whether the roll succeeds or fails.

Unhallow. As an action, you call upon the spirits in your area to curse and vex your foes and to protect you and your allies from mystical attacks. For 1 minute, each hostile creature within 30 feet of you has disadvantage on concentration rolls to maintain spells, and each friendly creature within 30 feet of you has advantage on saving throws to avoid being affected by spells cast by hostile creatures.

BONE SHAKER

Beginning at 6th level, you can channel the power of the grave to take control of the flesh and bones of living creatures, if only for a time. When you deal damage to a creature other than a construct, you can force the creature to make a Wisdom saving throw against your spell save DC.

On a failed save, you can use your reaction to take temporary control of the creature and can immediately force it to move up to its speed and make a single melee attack, after which your control ends. Once you use this feature, you can't use it again until you finish a short or long rest.

Beginning at 14th level, you can use this feature twice between rests. You regain all expended uses when you finish a short or long rest.

GRAVE GOODS

Beginning at 6th level, your melee attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

RISE

At 8th level, you can use an action to reanimate a humanoid within 5 feet of you that has died within the last hour. Once you do so, you must finish a long rest before you can use this feature again.

To determine the creature's hit points, roll a number of Hit Dice equal to your proficiency bonus + your Wisdom modifier (minimum of one Hit Die). For example, an 8th-level bokor (proficiency bonus of +2) with a Wisdom of 16 (Wisdom modifier of +3) can restore a reanimated fighter to 6d10 hit points. If the total exceeds the creature's hit point maximum when it was alive, use the creature's hit point maximum in place of the total.

This feature neutralizes any poisons and cures nonmagical diseases that affected the creature at the time it died. This feature doesn't, however, remove magical diseases, curses, or similar effects; if these aren't first removed prior to using this feature, they take effect when the creature is reanimated. This feature can't reanimate an undead creature, and it doesn't grant you any control over the reanimated creature.

This feature closes all mortal wounds, but it doesn't restore missing body parts. If the creature is lacking body parts or organs integral for its survival—its head, for instance—the feature has no effect, and the creature isn't reanimated.

Once reanimated, the creature gains the following special traits until it can be properly raised from the dead.

Undead. The creature's type is undead rather than humanoid.

Dead to the World. The creature doesn't need to eat or breathe but can ingest food and drink if it desires. Instead of sleeping, the creature enters an inactive state for 4 hours each day. The creature doesn't dream while in this state; instead, it is fully aware of its surroundings and notices approaching enemies and other events as normal. After resting in this way, the creature gains the same benefits that a living creature would gain from a long rest.

Turn Resistance. The creature has advantage on saving throws against any effect that turns undead.

Unliving Flesh. The creature has advantage on saving throws against becoming diseased and being poisoned and has resistance against poison damage.

Final Chapter. The creature automatically fails death saving throws. If the creature dies while in its reanimated state, it can no longer be reanimated or raised from the dead by

any means short of a *wish* spell or divine intervention. Any other attempt to do so fails after any material components are consumed.

Maintaining a creature's unliving form taxes your abilities. At the end of each long rest, roll a d4 for each creature reanimated in this manner. For each reanimated creature whose state you want to maintain, you must sacrifice spell slots with a combined level equal to or greater than the number rolled, in any combination. For example, on a roll of 2 for a creature, you can maintain the creature by sacrificing two 1st-level spell slots or one 2nd-level spell slot. If you don't sacrifice the required spell slots for a reanimated creature, it dies at the end of the long rest.

GRAVE ASPECT

At 17th level, you are suffused with the energies of the grave to the point that you seem to almost become one of the strange spirits you commune with. You are immune to the poisoned condition and have immunity to necrotic damage and poison damage.

REFUSE THE CALL

Upon reaching 17th level, death spirits seen and unseen have surrounded you for so long that your very essence hovers between life and death. When the time comes for you to pass through the veil, the universe becomes confused as it tries to reconcile your true nature.

Whenever you start your turn with 0 hit points and would normally make your first death saving throw, you can use your Rise on yourself if you have not already used it since your last long rest. The effects take place immediately. While you are reanimated in this way, you can't use your Rise on yourself or another creature but can still sacrifice spell slots to maintain reanimated creatures (including yourself).

Once you use this feature, you can't use it again until you finish a long rest.



MIST SPEAKER

For the bog trogs who live among the marshes and glens that cover much of western Immoren, mist speakers act as important mystics and counselors to chieftains and even to the gatorfolk who have oppressed so many bog trog tribes. Believed to interpret the dreams of the “big fish”—the sleeping beast known as Ashiga—mist speakers are revered for being in touch with a greater power, and more than one of these shamans have used this deference to their own advantage and that of their tribe.

Not exactly a deity in the traditional sense, Ashiga is portrayed as a giant piscine monster that slumbers eternally beneath the legendary swamp known as Sike Dulra. According to bog trog tradition, Ashiga will one day awaken to slake its hunger upon the enemies of the bog trogs. Bog trogs do not ask Ashiga for boons or attempt to propitiate it. Instead, they engage in religious practices for a single purpose: to hasten this time of awakening.

Although they are the spiritual leaders of their people, mist speakers do not perform the normal roles of a priestly caste. Their primary responsibility is to listen to the dreams of Ashiga. Properly interpreted, these dreams carry useful portents to the mist speakers, granting them knowledge and power that they can use to control the weather, ensure good fishing, tend to the sick and wounded, and even turn the tide of battle. Because of this unique connection to Ashiga—and the powers that it conveys—mist speakers fulfill many essential functions in bog trog society. Despite the vital role they play, they are more likely to act as advisors and cunning counselors than chieftains, and even the pragmatic gatorfolk have come to understand the utility of these fishy mystics.

DOMAIN SPELLS

You gain domain spells at the shaman levels listed in the Mist Speaker Domain Spells table. See the Shamanic Domain class feature for how domain spells work. The names of new spells described in chapter 3 are set in bold.

MIST SPEAKER DOMAIN SPELLS

Shaman Level	Spells
1st	<i>create or destroy water</i> , <i>pestilent wind</i>
3rd	<i>darkness</i> , <i>pass without trace</i>
5th	<i>bestow curse</i> , <i>glimpse of Sike Dulra</i>
7th	<i>control water</i> , <i>divination</i>
9th	<i>Ashiga's breath</i> , <i>mislead</i>

BONUS CANTRIP

When you choose this domain at 1st level, you learn one cantrip of your choice from the following list: *acid splash*, *friends*, *guidance*, or *minor illusion*. This cantrip counts as a shaman cantrip for you but doesn't count against your number of cantrips known.

MIST SPEAKER FEATURES

Shaman

Level	Features
1st	Domain Spells, Bonus Cantrip, Influence
2nd	Shamanic Rites
6th	Protection of the Mists
8th	Mirage
17th	Dark Waters

INFLUENCE

Within bog trog communities—and, increasingly, even among gatorfolk congregations—mist speakers most often act in advisory capacities rather than as leaders. You have learned how to influence those around you, and you know when a whispered word of advice will achieve the greatest effect. As a bonus action, you can choose one creature within 5 feet of you. Until the end of your next turn, that creature has advantage on its next ability check, attack roll, or saving throw. You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain all expended uses when you finish a long rest.

SHAMANIC RITES: DREAMS OF ASHIGA

At 2nd level, you learn a new rite. Choose either Call the Mists or Hazy Portents.

Call the Mists. Among the many talents of mist speakers, one of the most notorious is the ability to shroud bog trog hunting parties in the dense mist that is their namesake. As an action, you create a 60-foot-radius sphere of fog. The fog lasts for a number of rounds equal to half your shaman level (rounded up) and moves with you, remaining centered on you. Choose a number of creatures up to your Wisdom modifier (minimum of one creature). While in the fog, you and the chosen creatures gain a bonus to AC equal to your Wisdom modifier (minimum bonus of +1) against attacks made by creatures more than 5 feet away from the target. In addition, you and the chosen creatures can see through the fog clearly, but its area is heavily obscured for all other creatures.

Hazy Portents. The dreams of Ashiga often carry omens and signs that a canny mist speaker can interpret. These visions can warn of coming dangers or show moments when the mist speaker or its allies can strike for the greatest effect. As a reaction, you can force one creature within 30 feet of you to reroll an ability check, attack roll, or saving throw, but the creature must use the new roll.

PROTECTION OF THE MISTS

By 6th level, you have mastered the art of hanging back and using the tricks of your trade to protect yourself and your allies. When you gain a bonus to AC from your Ritual Protections, you can choose a number of friendly creatures up to your Wisdom modifier (minimum of one creature).

Until the start of your next turn, each chosen creature gains the same bonus to AC if it is within 30 feet of you.

MIRAGE

Beginning at 8th level, you become an expert at being in one place while appearing to be in another—an ability that is invaluable for keeping yourself alive in the heat of battle. When you are hit by an attack, you can choose to ignore the effects of that attack. Once you use this feature, you can't use it again until you finish a long rest.

DARK WATERS

Beginning at 17th level, your mastery of the natural forces of your swampy home allows you to shield yourself and your allies from harm. As a bonus action, you can expend a spell slot to call up dark water from the earth, turning the land around you into marsh in an aura with a 30-foot radius. The aura lasts for a number of rounds equal to the level of the spell slot you expended and moves with you, remaining centered on you. For the duration, the area is difficult terrain for hostile creatures, and each friendly creature in the area (including you) has half cover against attacks made by creatures within 5 feet of it and three-quarters cover against attacks made by creatures more than 5 feet away from it.



SORCERER

Sorcerers are highly respected and valued members of the communities of western Immoren's deep wilds. These powerful individuals are attuned to raw, primal magic, and many of them are self-taught in the magical arts. In contrast to other societies, these remote communities accept sorcerers, honor them, and give them a place of high esteem in the community. Nevertheless, many sorcerers have faced harsh persecution, and their skill set often reflects the struggles they have faced because of their gifts.

SORCEROUS ORIGIN

At 1st level, a sorcerer gains the Sorcerous Origin feature. The following options are available to a sorcerer, in addition to those available in other sources: Arcanivore and Twin Soul.

ARCANIVORE

Deep in the murky wilds of the Iron Kingdoms dwell creatures that inspire dread in the hearts of all sane beings, but for those gifted with arcane prowess, perhaps none is more alarming than the thrullg, a loathsome creature whose size belies its ability to remain undetected in its habitat. For many, the first and only warning of a thrullg's presence is when all magic ceases to work in the vicinity.

In a world suffused with bewildering energies—from the ley lines shepherded by the Circle Orboros to the divine power channeled through priests—it should come as no surprise that the phenomenon of magical interference has started to arise in unexpected places. Each day, parents in rural communities give birth to children who grow up without exposure to arcanika but who, once grown, encounter magic only to find their mere presence interfering with its function.

Considered little more than urban legend by many, those who can feed on magic energies are rare but very real. Exactly how they come to be is unknown—a quirk of genetics, a touch of the divine, or perhaps the influence of meddling grymkin—but in the presence of these individuals, spellcraft can spark and flicker and die out as arcanivores draw that power into themselves.

ARCANIVORE SPELLS

Sorcerer

Level	Spells
1st	<i>faerie fire, find familiar</i>
3rd	<i>arcanist's magic aura, locate object</i>
5th	<i>glyph of warding, nondetection</i>
7th	<i>arcane eye, locate creature</i>
9th	<i>arcane hand, legend lore</i>

ARCANIVORE FEATURES

Sorcerer

Level	Features
1st	Arcanivore Magic, Hedge Ward
6th	Energy Store
14th	Devour Spell
18th	Disenchanting Grasp

ARCANIVORE MAGIC

Starting when you choose this origin at 1st level, you learn additional spells when you reach certain levels in this class, as shown on the Arcanivore Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

HEDGE WARD

Also starting when you choose this origin at 1st level, minor magic sputters and fails around you. You have advantage on saving throws against cantrips. Additionally, at 2nd level, when another creature within 5 feet of you casts a spell of 1st level or higher or when another creature targets you with a spell other than a cantrip, you can use your reaction to regain a number of sorcery points equal to the level of the spell cast. You can't use this feature to exceed your sorcery point maximum, so any sorcery points regained in excess of this number are lost.

ENERGY RESERVOIR

At 6th level, your innate ability to manipulate magical forces is strong enough that you can touch the essence of those close to you. As part of a long rest, you can channel unexpended sorcery points into a willing living creature (typically a familiar). You can't channel more than half your maximum sorcery points (rounded up) in this way, and you can't have store sorcery points in more than one creature at a time. As bonus action, you can touch the creature and draw sorcery points from the pool stored inside it. You regain any number of sorcery points, up to the amount stored in the creature, which loses the same number of sorcery points from its pool.

DEVOUR SPELL

At 14th level, when a spell of 5th level or lower is cast within 5 feet of you, or if you are the only target of a spell of 5th level or lower, you can use your reaction to absorb the spell harmlessly into yourself, completely negating it. In addition, until you finish a long rest, you can use sorcery points (as shown in the Creating Spell Slots table) to cast that spell but can't cast the spell by expending spell slots. Once you use this feature, you can't use it again until you finish a long rest.

DISENCHANTING GRASP

At 18th level, you are no longer solely reliant on others to unleash arcane energies in your presence, and you can drain magic from any enchanted item in your grasp. As an action, you can regain hit points by draining the enchantment from an item that you're holding or that is in the possession of a

creature you have successfully grappled.

You must be aware of the magic item to use this feature but don't need to know the specifics of the enchantment. For example, if you are grappling a creature wearing a *hat of disguise*, you need only know that the creature has a magic hat, not the type of enchantment.

A magic item targeted by this feature must make a saving throw against your spell save DC. The item gains a bonus to the saving throw depending on its rarity, as shown in the table below. On a failed save, the item loses all magical properties for 1d4 rounds, and you regain hit points as shown in the table below. On a successful save, the item doesn't lose its magical properties, you don't regain hit points, and the item is immune to your Disenchanted Grasp for 24 hours.

An item drained for three consecutive turns is rendered mundane and permanently loses all its magical properties. An intelligent item can't be completely disenchanted in this manner, no matter how many times it fails the saving throw.

You can use this ability a number of times equal to your Charisma modifier (a minimum of once). You regain all expended uses after you finish a long rest.

DISENCHANTING GRASP TABLE

Item Rarity	Hit Points Regained	Save Modifier
Common	1d6	+1
Uncommon	2d6	+2
Rare	3d6	+3
Very rare	4d6	+4
Legendary	5d6	+5
Unique	6d6	+6

TWIN SOUL

Comprised of a pair of twins—one a full-bodied protector, the other a lesser twin—the twin soul can be off-putting to those who do not understand them, but the two spirits intertwine and reinforce each other, making them a powerful font of magic. Those born into this union are blessed with eternal companionship in the form of their twin, as well as a spark of magical greatness. The smaller twin uses its strange nature to cast a variety of spells with great skill, from simple protections to devastating magical strikes. As the protector of the pair, the larger twin shares the burden of this sorcerous gift, ensuring that the lesser twin is not as heavily taxed by the effort of weaving spells.

A conjoined twin is two personalities in one body, and the two can sometimes be seen arguing quietly with each other. Most who encounter them view them as aberrations and avoid eye contact with the malformed twin in favor of dealing with the larger twin. This revulsion can lead outsiders to underestimate these powerful beings.

Although twin souls are particularly revered among the anura, they rarely rise to a position of leadership. Instead, they often fill the role of sage or vizier to a dominant

TWIN SOUL FEATURES

Sorcerer

Level	Features
1st	Twin Magic, Lil' Buddy
6th	Share the Load
14th	Two Heads Are Better than One
18th	Double Down

hunter who serves as chief. The words of a conjoined twin carry great weight and can sway a chief's opinions in important matters.

TWIN MAGIC

At 1st level, you learn additional spells when you reach certain levels in this class, as shown in the Twin Soul Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

TWIN SOUL SPELLS

Sorcerer

Level	Spells
1st	cold-blooded , swamp pit
3rd	acid arrow , bilious fog
5th	bestow curse , conjure animals
7th	control water , giant insect
9th	black tide , contagion

LIL' BUDDY

Also at 1st level, you have a conjoined twin with whom you share a spiritual link. You have advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

SHARE THE LOAD

At 6th level, your twin helps you cast spells. When you cast a cantrip and use your Twinned Spell to target a second creature, doing so doesn't cost you any sorcery points.

TWO HEADS ARE BETTER THAN ONE

At 14th level, your twin can take over the focus of spells you cast together. You can now concentrate on two spells at once.

DOUBLE DOWN

Upon reaching 18th level, your twinned soul grants you enhanced mastery over your sorcerous magic. When you spend sorcery points, roll a d20. On a roll of 11 or higher, you immediately gain 1 sorcery point.



WARLOCK

Warlocks are figures of great significance in every culture of the deep wilderness, and they often serve as their community's military leader, if not the leader of the entire community outright. The power they represent is substantial, for a tribe or village with a warlock is not easily conquered.

WARLOCK RESONANCE

At 1st level, a warlock gains the Warlock Resonance feature. The following Swamp Resonance option is available to a warlock, in addition to those available in other sources.

SWAMP RESONANCE

Resonances define the innate spiritual connection between a warlock and warbeasts and determine which creatures the warlock can bond with. Each resonance is an extension of the spirit of the people who possess it. The variance between warlocks can be subtle. For example, even though farrow and trollkin are both Dhunian creatures who are linked by blood to their warbeasts, the powers of farrow warlocks often emphasize mistreatment of beasts to keep them in line, while trollkin view their bonds as something closer to a partnership between equals.

Warlocks with this resonance learn to bond with the spirits of the creatures that dwell within swamps and marshes. Despite their predatory nature, these beasts differ from the creatures of the Devourer Wurm. The beasts of the swamp serve as a primal connection to the voracious appetite created by the rapacious powers Ashiga and Kossk.

The ability to bond with and control the beasts of marsh, bog, and fen affords warlocks a great deal of personal influence that helps them rise to a prominent position within their tribes. Swamp warlocks command respect among their peoples and inspire fear in others. This trepidation is largely due to the formidable beasts they command, but it is also attributable in part to the warlocks themselves. Warlocks who can command the cold-blooded beasts of the swamp tend to be ambitious and power-hungry and will not hesitate to gain power at the expense of the weak.

DOMAIN SPELLS

You gain domain spells at the warlock levels listed in the Swamp Resonance Spells table. See the Warlock Resonance

SWAMP RESONANCE SPELLS

Warlock

Level	Spells
1st	<i>mud foot</i>
3rd	<i>dirge of mists</i>
5th	<i>acid arrow</i>
10th	death pact
13th	devour spirit
17th	absorb flesh

class feature for how resonance spells work. The names of new spells described in chapter 3 are set in bold.

BESTIAL CONNECTION

At 1st level, the *animal friendship* and *speak with animals* spells are added to your known spells but can't be replaced when you gain a level in this class. You can cast *animal friendship*, *speak with animals*, and *animal messenger* without spending fury points, but you can only target blackhides, boneswarms, cane leeches, ironbacks, snappers, swamp horrors, and tatzylwurms with them. At 3rd level, the *animal messenger* spell is added to your known spells but can't be replaced when you gain a level in this class.

Additionally, you can bond to one swamp warbeast without counting the bond against the number of items you can attune to.

PATIENT HUNTER

Starting at 1st level, your bond with your beasts awakens their primal urges to patiently stalk their prey before consuming it and its spirit. When a warbeast that is under your control and in your control range makes an opportunity attack, you can use your reaction to give that warbeast advantage on the attack roll. You can use this feature a number of times equal to your proficiency bonus (a minimum of once). You regain all expended uses after you finish a long rest.

FLESH OF THE FALLEN

At 6th level, when you or a warbeast that is under your control and in your control range reduces a hostile creature other than a construct or an undead to 0 hit points, you can use a bonus action to consume some of the dead creature's flesh or to have the warbeast do so. The creature that consumes the flesh of the dead creature regains 1d8 hit points for each point of the dead creature's Constitution modifier (minimum 1d8 hit points).

DEATH ROLL

Starting at 10th level, you can harness your warbeasts' natural abilities to fluidly move from one attack to the next, striking down enemies quickly and relentlessly. When a warbeast that is under your control and in your control range reduces a hostile creature to 0 hit points, you can use your reaction to force the warbeast to move up to 15 feet and then make one melee attack against a hostile creature within its reach. This movement doesn't provoke opportunity attacks.

SWAMP RESONANCE FEATURES

Warlock

Level	Features
1st	Domain Spells, Bestial Connection, Patient Hunter
6th	Flesh of the Fallen
10th	Death Roll
14th	Cold-Blooded Cunning
18th	Reptilian Hide

COLD-BLOODED CUNNING

Starting at 14th level, you can protect your warbeasts from magical influences. As a bonus action, you can spend 1 fury point to give each warbeast that is under your control and in your control range advantage on saving throws to avoid being charmed or frightened. This effect lasts until the end of your next turn.

REPTILIAN HIDE

At 18th level, you have learned how to manipulate the reptilian nature of your warbeasts, and you can use your magical power to strengthen their already formidable natural defenses into nearly impenetrable armor. As a bonus action, you can spend 2 fury points to give each warbeast that is under your control and in your control range resistance to nonmagical bludgeoning, piercing, and slashing damage. This effect lasts until the end of your next turn.

WARLOCK (OGL)

Individuals often draw on otherworldly entities such as the Devourer Wurm or infernals to grant them power, but there are other, lesser-known patrons who invest mortals with a measure of their power.

OTHERWORLDLY PATRON

At 1st level, an OGL warlock gains the Otherworldly Patron feature. The following option is available to an OGL warlock in the Iron Kingdoms: the Maw.

THE MAW

The quest for power leads some aspirants to beings beyond comprehension, whether alien entities, ancient gods, the long dead, the timeless, or even entities beyond these. Some hear the voices of their benefactors, but in the depths of the otherworldly void, there is no such sentience or intellect. There is only the devouring void: the hollow at the heart of reality that draws in those that cross its path and ultimately crushes all within its event horizon.

Some revere this cosmic force as the embodiment of destruction and the ultimate death of all things, but others recognize a kindred essence—a companion to the void in their own souls. This connection can be fed and drawn upon in turn. Whether a manifestation of the Devourer Wurm or a hungry god like Kossk, the ravenous, insatiable Maw is a font of power for those willing to sacrifice to it.

THE MAW FEATURES

Warlock

Level	Features
1st	Expanded Spell List, Multivore
6th	Predatory Awareness
10th	Cannibal Spirit
14th	The Hungering Void

EXPANDED SPELL LIST

The Maw lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you. The names of new spells described in chapter 3 are set in bold.

MULTIVORE

Starting at 1st level, you can gain sustenance from anything you ingest. As an action, you can eat any solid matter to gain temporary hit points equal to 1d4 + your Charisma modifier (minimum of 1). This ability strengthens your teeth and jaw, allowing you to chew and ingest wood and leather without difficulty, although you can't chew through stone or metal. Pieces small enough to swallow still provide sustenance and

THE MAW EXPANDED SPELLS

Spell Level	Spells
1st	<i>purify food and drink</i> , <i>inflict wounds</i>
2nd	<i>darkvision</i> , <i>locate animals or plants</i>
3rd	<i>nondetection</i> , <i>rift</i>
4th	<i>compulsion</i> , <i>locate creature</i>
5th	<i>maelstrom</i> , <i>wall of force</i>

confer temporary hit points, but you can't chew your way through a stone wall. You can gain temporary hit points from this feature a number of times equal to your proficiency bonus. (Further ingestion is possible but doesn't grant you temporary hit points.) You regain all expended uses after you finish a short or long rest.

PREDATORY AWARENESS

At 6th level, the growing hunger inside of you heightens your senses. You gain proficiency in your choice of two of the following skills: Investigation, Perception, or Survival. Alternatively, you gain proficiency in your choice of one of those skills, and you double your proficiency bonus on checks made with that skill.

In addition, your constant awareness means you can't be surprised in melee, and you gain blindsight out to a range of 30 feet.

CANNIBAL SPIRIT

At 10th level, as your connection to the Maw strengthens, the supernatural hunger inside you begins feeding on your body, stripping the fat from your frame and leaving lean muscle behind. Onlookers either see you as a restrained predator waiting to be unleashed or feel a sense of unease in your presence. Your Strength or Dexterity score increases by 1, and your walking speed increases by 10 feet. Additionally, you have advantage on Charisma (Intimidation) rolls against Medium or smaller creatures.



THE HUNGERING VOID

Beginning at 14th level, you can tap into the very essence of the void itself, albeit briefly. As an action, you can become a gateway into the hungry abyss until the start of your next turn. You can't take any additional actions, bonus actions, or reactions on the turn you use this feature, and you can't maintain any spells that require concentration, as your efforts are solely focused on controlling the gateway.

Beginning with the creature closest to you, each creature within 20 feet of you must make a Strength saving throw against your spell save DC. A creature within 10 feet of you has disadvantage on the saving throw. On a failed save, the creature is pulled 10 feet toward you. If the creature fails the

saving throw by 10 or more, it is pulled 20 feet toward you instead. On a successful save, the creature resists the void and isn't pulled toward you. A creature stops moving when it comes into contact with an obstruction or another creature.

Each creature that comes into contact with you takes 10d8 bludgeoning damage as gravitational forces try to crush it. Any creature reduced to 0 hit points by this damage is sucked into the void, along with everything the creature is wearing or carrying. A creature sucked into the void in this manner dies, leaving no remains.

Once you use this feature, you can't use it again until you finish a long rest.



MULTICLASSING

Players can follow the normal multiclassing rules to multiclass into any of the new classes introduced in this book. The specific rules for multiclassing in the Iron Kingdoms are presented below.

ABILITY SCORE PREREQUISITES

Remember that in order to qualify for a new class, you must meet the ability score prerequisites for both your current class and your new one, as shown in the Multiclassing Prerequisites table.

MULTICLASSING PREREQUISITES

Class	Ability Score Minimum
Monster Hunter	Dexterity 13
Warlord	Charisma 13

PROFICIENCIES

When you gain your first level in a class other than your initial class, you gain only some of that class's starting proficiencies, as shown in the Multiclassing Proficiencies table.

MULTICLASSING PROFICIENCIES

Class	Proficiencies Gained
Monster Hunter	Light armor, simple firearms, martial firearms, Animal Handling, Nature, Survival
Warlord	Light armor, medium armor, shields, martial weapons, Insight, Intimidation

BACKGROUNDS

The following section provides new backgrounds for characters in an Iron Kingdoms game.

ADVENTURING SCHOLAR

You are often driven by a sense of wonder and a desire to uncover the mysteries of the world. You relish the thrill of exploration and discovery and are constantly seeking new challenges and intellectual puzzles to solve. You may be bookish and introspective, but you are also adaptable, resourceful, and capable of thinking on your feet and improvising when the situation calls for it.

Despite your scholarly tendencies, you are also adept at combat and survival skills. Whether you learned to defend yourself during your travels or have a natural aptitude for physical pursuits, you are not afraid to get your hands dirty and are always ready to face danger in pursuit of your goals.

Ability Score Increase: Your Intelligence or Wisdom score increases by 1.

Skill Proficiencies: History, Survival

Tool Proficiencies: One type of artisan's tools

Languages: One of your choice

Equipment: A set of artisan's tools (one of your choice), a book of lore, a set of traveler's clothes, and a pouch containing 15 gp

FEATURE: RESEARCHER'S EYE

Your extensive experience with research and analysis has honed your ability to spot important details and patterns. You have advantage on Intelligence (Investigation) checks made to uncover information or solve puzzles.

SUGGESTED CHARACTERISTICS

Adventuring scholars are driven by a desire to uncover the world's secrets. Curious and inquisitive, they often have a deep respect for knowledge and learning.

d8 Personality Trait

- 1 I am always eager to learn new things.
- 2 I am quick to ask questions, and I never shy away from a challenge.
- 3 I am always looking for an angle or a loophole.
- 4 I am a voracious reader and collector of books.
- 5 I am always trying to make connections between seemingly unrelated facts.
- 6 I am not afraid to take risks in pursuit of knowledge.
- 7 I am unflappable in the face of danger.
- 8 I never pass up an opportunity to show off my knowledge.

d6 Ideal

- 1 **Discovery.** Uncovering new knowledge is the most important thing. (Neutral)
- 2 **Knowledge.** The accumulation of knowledge is essential for progress. (Lawful)
- 3 **Exploration.** There's always something new to see and learn. (Chaotic)
- 4 **Power.** Knowledge is power, and I strive to amass as much of it as I can. (Evil)
- 5 **Education.** It is important to share knowledge and help others learn. (Good)
- 6 **Logic.** Emotions should never cloud one's judgment. (Lawful)

d6 Bond

- 1 I have a deep connection to a certain institution of learning.
- 2 I seek to uncover an ancient mystery.
- 3 I owe my life to a mentor who taught me everything I know.
- 4 I am driven to prove myself better than my peers.
- 5 I want to make a name for myself in the scholarly world.
- 6 I am searching for a lost relic of great power.

d6 Flaw

- 1 I am easily distracted by new and interesting things.
- 2 I am too confident in my own knowledge and abilities.
- 3 I am quick to judge those who lack my scholarly aptitude.
- 4 I am slow to trust those outside my circle of friends and allies.
- 5 I am overly competitive and will do anything to be the best.
- 6 I have a deep-seated fear of failure and will go to extreme lengths to avoid it.



CHAMPION

You were born with an exceptional talent for combat, and you've spent your life training and honing your skills in order to become a true master of the art of war. You've fought in countless battles and have won fame and glory with your impressive feats of strength and cunning tactics.

Ability Score Increase: Your Strength or Charisma score increases by 1.

Skill Proficiencies: Athletics, Intimidation

Tool Proficiencies: One type of gaming set or musical instrument

Languages: One of your choice

Equipment: A set of traveler's clothes, one weapon of your choice, a trophy from a past victory (such as a broken piece of armor or a banner), a token given to you by a mentor or sponsor, and a pouch containing 10 gp

FEATURE: MASTER OF COMBAT

Your skill with weapons and combat techniques is unparalleled. You have advantage on attack rolls against any creature that has not yet taken a turn in combat. In addition, because of your reputation as a fearsome warrior, you have advantage on any ability check made in a social situation where your reputation carries weight.

SUGGESTED CHARACTERISTICS

Champions are often driven by a fierce, competitive spirit and a desire for personal glory. They are skilled fighters who relish the thrill of battle and enjoy the admiration of their fans and followers.

d8 Personality Trait

- 1 I'm always eager for a good fight, no matter the odds.
- 2 I have a quick temper, and I'm not afraid to use it.
- 3 I enjoy showing off my skills to impress others.
- 4 I'm fiercely competitive, and I hate to lose.
- 5 I'm loyal to my tribe, and I will do whatever it takes to protect them.
- 6 I'm slow to trust outsiders, but I'm always willing to give them a chance.
- 7 I'm passionate about my beliefs, and I can be quite persuasive in defending them.
- 8 I'm a natural leader, and I take my responsibilities seriously.

d6 Ideal

- 1 **Glory.** I want to be remembered as one of the greatest warriors of all time. (Any)
- 2 **Honor.** I fight with honor and expect others to do the same. (Good)
- 3 **Courage.** I never back down from a challenge, no matter how dangerous. (Neutral)
- 4 **Justice.** I will do whatever it takes to protect the innocent and defend the weak. (Lawful)
- 5 **Loyalty.** I am devoted to my tribe and will do whatever I can to ensure their safety and prosperity. (Good)
- 6 **Strength.** I respect those who are strong and powerful, and I strive to become even stronger myself. (Any)

d6 Bond

- 1 I have a mentor who taught me everything I know about combat, and I'm fiercely loyal to that person.
- 2 I have a close friend or family member who is also a skilled fighter, and we have a friendly rivalry.
- 3 I have a patron who sponsors me in battles and expects me to perform well.
- 4 I am determined to uphold the honor of my tribe, and I won't let anyone dishonor its legacy.
- 5 I have sworn an oath to protect my people and defend our land from harm.
- 6 I seek to prove my worthiness and become the greatest warrior my tribe has ever known.

d6 Flaw

- 1 I tend to be overconfident and underestimate my opponents.
- 2 I am often dismissive of those who are not skilled fighters.
- 3 I have a weakness for gambling and often make foolish bets on the outcome of battles.
- 4 I have a short temper, and I have difficulty controlling my emotions in combat.
- 5 I am easily influenced by those with more power and status than I have.
- 6 I am eager to engage in combat and often rush into battle without considering the consequences.

GUIDE

You are an expert in navigating the wilderness, whether tracking, mapping, or using some other means. You either work for hire as a guide or volunteer to help others navigate dangerous and unknown terrain.

Ability Score Increase: Your Constitution or Wisdom score increases by 1.

Skill Proficiencies: Nature, Survival

Tool Proficiencies: Cartographer's tools, navigator's tools

Languages: One of your choice

Equipment: A set of traveler's clothes, a map of a local area, a compass, a set of navigator's tools, a collection of local stories and legends, and a pouch containing 10 gp

FEATURE: EXPERT GUIDE

As a master of the wilderness, you can navigate even the most difficult terrain and find hidden paths that others might miss. Whenever you lead a group through the wilderness, add your proficiency bonus to the passive Wisdom (Perception) score of each other member of the group. Additionally, you can use your knowledge of the local area to provide information about landmarks, hazards, and resources.

SUGGESTED CHARACTERISTICS

Whether friendly and outgoing or quiet and introspective, guides are knowledgeable and resourceful individuals who can navigate the wilderness with ease and even help the untrained do the same.

d8 *Personality Trait*

- 1 My approach to navigation and survival is patient and methodical.
- 2 I am always on the lookout for new routes and shortcuts through the wilderness.
- 3 I am confident that I can lead others through even the most challenging terrain.
- 4 I am quiet and observant, and I always scour the natural world for signs and clues.
- 5 I am friendly, outgoing, and quick to make friends and allies.
- 6 I am competitive, driven, and always eager for a new challenge.
- 7 I am loyal and protective and will put myself in danger to protect others.
- 8 I am stoic and unemotional, and I rarely show my true feelings.

d6 *Ideal*

- 1 **Discovery.** It is my duty to explore new places and uncover new secrets. (Lawful)
- 2 **Adventure.** Life is an adventure, and I'm here to go on it. (Chaotic)
- 3 **Protection.** I must protect the wilderness and those who travel through it. (Good)
- 4 **Leadership.** I must lead others through the wilderness, no matter the cost. (Lawful)
- 5 **Exploration.** I must explore and document the world around me. (Neutral)
- 6 **Survival.** It is my duty to ensure the survival of my group, no matter the cost. (Any)

d6 *Bond*

- 1 I have a beloved pet that I take with me wherever I go.
- 2 I owe my life to a stranger who saved me during a journey.
- 3 I have a deep connection to a particular place in the wilderness.
- 4 I am dedicated to preserving the beauty of the natural world.
- 5 I have a close friend who is always by my side on my journeys.
- 6 I have a burning desire to prove myself worthy of my guide's mantle.

d6 *Flaw*

- 1 My overconfidence in my abilities can make me reckless.
- 2 I am often so focused on reaching my destination that I ignore warnings or advice.
- 3 I am quick to judge others and slow to listen to their opinions.
- 4 I am overly competitive and often push myself and others too hard.
- 5 I am easily distracted by the beauty of the natural world.
- 6 I am quick to anger when I feel threatened or disrespected.



HUNTER-GATHERER

You have spent your life living off the land, hunting game, and gathering food and resources from the wilderness. You have developed a keen eye and ear for tracking and hunting, as well as a deep respect for the natural world.

Ability Score Increase: Your Dexterity or Constitution score increases by 1.

Skill Proficiencies: Animal Handling, Survival

Tool Proficiencies: Herbalism kit

Languages: One of your choice

Equipment: A set of traveler's clothes, a hunting trap, a hunting horn or whistle, a collection of stories and legends about wild animals and plants, and a pouch containing 10 gp

FEATURE: NATURE'S BOUNTY

You are skilled at finding food and resources in the wilderness. If you spend at least 1 hour foraging in a natural environment, you can find enough food and water to sustain yourself and up to five other creatures for 1 day. Additionally, you can identify any plants or animals you encounter and can determine whether they are safe to eat or handle.

SUGGESTED CHARACTERISTICS

Hunter-gatherers are tough, resourceful, and independent individuals used to living off the land and relying on their own skills to survive. Depending on their experience and personality, they may be quiet and reserved or outgoing and talkative.

d8 Personality Trait

- 1 I constantly scan my surroundings for signs of danger or opportunity.
- 2 I am patient and methodical when tracking prey, and I wait for the perfect moment to strike.
- 3 I adapt well to changing circumstances and environments and can survive in a variety of wilderness settings.
- 4 I am fiercely independent and would rather rely on my own skills and resources than seek help from others.
- 5 I am a natural hunter who can find food and shelter in even the harshest conditions.
- 6 I value the natural world and its inhabitants, and I view them not just as resources, but as fellow living creatures.
- 7 I have a deep reverence for the spirit of the hunt and take great joy in the challenge of the chase.
- 8 I am a survivor who can endure the toughest conditions and come out on the other side.

d6 Ideal

- 1 **Survival.** The most important thing is staying alive, no matter the cost. (Neutral)
- 2 **Community.** We are all part of the same great circle of life and must work together to ensure its continuation. (Good)
- 3 **Balance.** The balance of the natural world must be maintained, and I must do my part to ensure that this harmony is preserved. (Lawful)
- 4 **Strength.** I must prove myself to be the strongest and most capable of my people so that they know they can depend on me. (Any)
- 5 **Greed.** I must acquire as much wealth and resources as possible and use them to my own advantage. (Evil)
- 6 **Knowledge.** I must seek out the secrets of nature and learn to use them as best I can. (Any)

d6 Bond

- 1 I will protect my family and friends at all costs.
- 2 I owe my tribe a great debt I can never repay.
- 3 I am determined to prove myself to be the best hunter in the land.
- 4 I strive to discover and protect sites of great abundance.
- 5 I seek to acquire knowledge and power from the natural world.
- 6 I hunt for food not just for myself, but for my entire tribe.

d6 Flaw

- 1 I am too trusting of strangers and often put myself in danger.
- 2 I am too reckless in the pursuit of my goals and end up taking unnecessary risks.
- 3 I am quick to anger in the face of danger or injustice.
- 4 I am easily distracted by the sights and sounds of the wild.
- 5 My overconfidence in my own abilities leads me to take on extremely difficult tasks.
- 6 I am often unwilling to share my resources, even with those who may need them.

OUTCAST

You have been cast out from your community, tribe, or society. Perhaps you were accused of a crime you did not commit or violated a cultural taboo or law. Maybe you simply disagreed with the prevailing values or beliefs of your people and were exiled as a result. Regardless of the reason, you've learned to survive on your own in an often hostile and unforgiving world.

Fiercely independent and self-reliant, you've had to fend for yourself without the support of a community. As a result, you're extremely resourceful, and you know how to find shelter, food, and water in even the harshest environments. Whether you honed your skills as a hunter, gatherer, or crafter, you've become adept at using whatever tools and resources you have at hand.

Ability Score Increase: Your Strength or Constitution score increases by 1.

Skill Proficiencies: Athletics, Survival

Tool Proficiencies: One type of musical instrument, one type of artisan's tools (appropriate to your former tribe)

Languages: One of your choice

Equipment: A set of traveler's clothes, a musical instrument (one of your choice), a set of artisan's tools (one of your choice), a small bag of trinkets and mementos from your tribe, a hunting trap, and a pouch containing 10 gp

FEATURE: OUTCAST'S RESILIENCE

You've learned to survive on your own in harsh and unforgiving environments. You are adept at finding shelter, hunting for food, and avoiding danger. You've developed a keen awareness of the natural world, and your ability to read its signs allows you to anticipate changes in weather and the movements of predators. You can also spot potential sources of food or water, even in the most barren of landscapes.

SUGGESTED CHARACTERISTICS

Outcasts are survivors, through and through. They've learned to be fiercely independent and self-reliant, but they also long for the sense of community and belonging that they once had with their tribe. Many of them, having been betrayed in the past, are slow to trust others, but all of them have a deep respect for the natural world and all its creatures. Although outcasts take pride in their tribe's heritage and traditions and will do whatever it takes to protect them, their quick temper and reckless nature can sometimes get them into trouble, and their fear of rejection can lead them to make questionable decisions. Despite their flaws, they remain determined to clear their name and restore their honor.

d8 Trait

- 1 I am fiercely independent and prefer to rely on myself rather than others.
- 2 I take great pride in my tribe's heritage and traditions.
- 3 I am slow to trust others because I don't want to be betrayed again.

- 4 I am quick to anger and act recklessly when my pride is threatened.
- 5 I am fiercely loyal to those I trust.
- 6 I am wary of strangers but will extend a helping hand if necessary.
- 7 I am a bit of a loner, but I still enjoy the company of close friends.
- 8 I am haunted by my past, and I strive to make amends for my mistakes.

d6 Ideal

- 1 **Honor.** No matter how low I have fallen, I will do whatever it takes to restore my honor. (Lawful)
- 2 **Survival.** I protect myself and those I care about, no matter the cost. (Neutral)
- 3 **Freedom.** I won't be tied down by anyone or anything. (Chaotic)
- 4 **Community.** I strive to protect and preserve the communities I find myself in. (Lawful)
- 5 **Vengeance.** I seek revenge on those who have wronged me. (Evil)
- 6 **Redemption.** I will make amends for my past mistakes and prove myself worthy. (Good)

d6 Bond

- 1 I will do anything to protect my former tribe and those I left behind.
- 2 I owe a debt of gratitude to those who have helped me on my journey.
- 3 I will never forget the person who drove me from my home.
- 4 I am determined to clear my name and restore my honor.
- 5 I will take any opportunity to make a new home for myself and my loved ones.
- 6 I am committed to helping those in need, no matter the danger.

d6 Flaw

- 1 I have a hard time controlling my temper and often act before I think.
- 2 I am quick to judge and slow to forgive, even for minor offenses.
- 3 I have a hard time trusting others and often assume the worst of people.
- 4 I will go to extremes to get revenge on those who have wronged me.
- 5 I am overly proud and will not accept help from others.
- 6 I am haunted by my past and often feel guilty for my mistakes.

SALVAGER

You are skilled in the art of salvaging material from junkyards, battlefields, and other abandoned places. You have spent years perfecting your craft, and you have a knack for repairing and repurposing discarded items in order to sell them to the highest bidder. You spend your life traveling from place to place as you scour the land for lost treasures and forgotten relics.

Ability Score Increase: Your Dexterity or Intelligence score increases by 1.

Skill Proficiencies: Investigation, Sleight of Hand

Tool Proficiencies: Tinker's tools, one type of artisan's tools

Equipment: A set of tinker's tools, a set of artisan's tools (one of your choice), a small collection of salvaged items (gears, screws, springs, and so on), a cart, and a pouch containing 10 gp

FEATURE: SALVAGE HUNTER

Years of experience have given you a keen eye for spotting valuable items among piles of junk. When you enter a new area, you can quickly assess the value of any discarded items you come across and can determine which items are worth keeping and which aren't. Additionally, you have a network of contacts in the world of salvage, and you can use your knowledge to track down specific items or to connect with potential buyers.

SUGGESTED CHARACTERISTICS

Salvagers are often solitary and self-reliant. Accustomed to making do with whatever resources they can scavenge, they are resourceful and creative problem solvers but can also be secretive and cautious around strangers.

d8 Trait

- 1 I'm always looking for a hidden gem among the junk.
- 2 I'm always tinkering with something, even when I don't need to.
- 3 I'm a scavenger at heart, and I'm not afraid of a little digging.
- 4 I'm always looking for ways to improve my craft.
- 5 I'm patient and methodical in my work.
- 6 I'm a creature of habit who prefers to follow a set routine.
- 7 I like to keep my salvage to myself until the right buyer comes along.
- 8 I'm quick to jump on any opportunity to make a profit.

d6 Ideal

- 1 **Innovation.** I believe that anything can be salvaged and put to use with enough creativity and effort. (Lawful)
- 2 **Profit.** I'm always looking for a way to make a quick buck. (Neutral)
- 3 **Exploration.** I'm driven by my curiosity to explore the unknown. (Chaotic)
- 4 **Preservation.** I believe that we must preserve the past in order to move forward. (Good)
- 5 **Greed.** I'm not above taking advantage of someone's misfortune in order to get ahead. (Evil)
- 6 **Resourcefulness.** I'm used to making do with whatever I can find. (Any)

d6 Bond

- 1 I owe my success to a mentor who taught me the ins and outs of salvaging.
- 2 I am always on the lookout for my next big score—the one that will set me up for life.
- 3 I'm searching for a rare item that I've been told will make me wealthy.
- 4 I'm on a mission to recover a lost family heirloom.
- 5 I have a rival who is always trying to one-up me.
- 6 I have a special bond with a particular item I've salvaged.

d6 Flaw

- 1 I am always on the lookout for new salvage opportunities, even in the midst of danger.
- 2 I am always tinkering with something, even if it doesn't need fixing.
- 3 I hoard my salvage, even if it means denying others what they need.
- 4 I am never satisfied with my work and am always striving to improve.
- 5 I'm easily distracted by shiny objects.
- 6 I am paranoid about losing my salvage and will go to great lengths to protect it, even if that means hurting others.

SPIRITUALIST

You have always had a deep connection to the spirit world, and you have spent your life studying and practicing the art of communing with spirits. You can sense the presence of supernatural entities and communicate with them, and you frequently seek their wisdom and guidance.

Ability Score Increase: Your Intelligence or Charisma score increases by 1.

Skill Proficiencies: Insight, Religion

Tool Proficiencies: Herbalism kit

Languages: One of your choice

Equipment: An herbalism kit, a set of traveler's clothes, a spirit token (such as a carved talisman or a vial of consecrated water), a book of spiritual teachings, a personal relic (such as a piece of jewelry or a woven bracelet), and a pouch containing 10 gp

FEATURE: SPIRIT GUIDE

You have a spirit guide who assists you in your spiritual work. This guide can not only provide you with insight and guidance, but also warn you of danger or threats. As an action, you can communicate with your spirit guide, who might be able to grant you information related to your current situation or quest. The GM determines what information your spirit guide offers you and how that information is conveyed to you.

SUGGESTED CHARACTERISTICS

Most spiritualists are contemplative, introspective individuals who are attuned to the subtle forces of the universe. Seekers of knowledge and wisdom, they value the guidance of spirits and other supernatural entities.

d8 Personality Trait

- 1 I am a patient and thoughtful listener who is attentive to the whispers of the spirits.
- 2 I am deeply empathetic and compassionate, and I strive to help others overcome their spiritual struggles.
- 3 I am curious and adventurous and always seek to learn more about the spirit world.
- 4 I am introspective and reflective, and I often spend long periods of time in meditation and contemplation.
- 5 I am brave and courageous, and I am willing to face the unknown in my search for knowledge and understanding.
- 6 I am open-minded and accepting, and I allow new beliefs and experiences to shape my understanding of the spirit world.
- 7 I am wise and discerning, and I carefully consider all the advice I receive from spirits and other supernatural entities.
- 8 I am determined and resolute, and I never give up on a quest for spiritual knowledge.

d6 Ideal

- 1 **Knowledge.** It is my duty to seek out the secrets of the spirit world and to share what I learn with others. (Neutral)
- 2 **Compassion.** I strive to alleviate the suffering of spirits and mortals alike. (Good)
- 3 **Balance.** I seek to maintain equilibrium between the spirit world and the material plane. (Lawful)
- 4 **Discovery.** I am constantly pursuing new spiritual knowledge. (Chaotic)
- 5 **Harmony.** All living things are connected in a grand spiritual harmony. (Good)
- 6 **Mystery.** The unknown is a source of wonder and fascination. (Any)

d6 Bond

- 1 I owe a great debt to the spirit that saved my life.
- 2 I am devoted to helping others on their spiritual journeys.
- 3 I will never forget the wisdom my mentor imparted to me.
- 4 I strive to protect the interests of my spiritual family.
- 5 I seek to unravel the mysteries of the spirit world.
- 6 I am determined to master the secrets of spiritual power.

d6 Flaw

- 1 I put too much trust in spirits and other supernatural entities.
- 2 I am easily swayed by the opinions of others.
- 3 I am too quick to believe in the impossible.
- 4 I rely too much on the guidance of the spirits.
- 5 I am too eager to take risks in the pursuit of spiritual knowledge.
- 6 I am too slow to accept new ideas or beliefs.



SWAMP ANGLER

You were born and raised in the murky swamps, where you learned the art of survival through fishing and hunting. As a swamp angler, you know the ins and outs of the swamp's ecosystem, from the best fishing spots to the dangers that lurk beneath the murky waters. You have both a keen eye for spotting prey and the skills to track it down, making you a valuable asset to any group that ventures into the swamp.

Ability Score Increase: Your Dexterity or Wisdom score increases by 1.

Skill Proficiencies: Stealth, Survival

Tool Proficiencies: Fishing tackle, one type of artisan's tools

Equipment: Fishing tackle, a set of artisan's tools (one of your choice), a small collection of dried fish and other preserved foods, a waterskin, and a backpack

FEATURE: SWAMPCRAFT

You have a deep understanding of how to navigate and survive in the swamp. You have advantage on ability checks made to navigate a swamp, find food and potable water in a swamp, and avoid hazards such as quicksand and hostile swamp creatures. You also know how to construct shelters and rafts using natural materials found in swamps.

SUGGESTED CHARACTERISTICS

Swamp anglers are survivors, pure and simple. They have spent their entire life in the murky swamps, hunting and fishing for their meals and navigating the treacherous terrain with ease. Their time in the swamp has made them fiercely independent, and they trust their own instincts above all else. All swamp anglers are hoarders to some extent and collect any items they think might be useful. They have a deep connection to the swamp and its ecosystem, are always on the lookout for their next meal, and are fiercely protective of their family and their fellow swamp anglers.

d8 Trait

- 1 I am always on the lookout for my next meal, no matter where I am.
- 2 I am cautious around strangers and always keep my guard up.
- 3 I am fiercely independent and prefer to rely on myself rather than others.
- 4 I am always looking for ways to improve my fishing and hunting skills.
- 5 I have a dry sense of humor that sometimes catches people off guard.
- 6 I am a bit of a hoarder, and I have trouble parting with items that I think might be useful.
- 7 I am often stubborn and willful, and I refuse to back down even when doing so might be in my best interest.
- 8 I am curious about the world beyond the swamp and often find myself daydreaming about far-off places.

d6 Ideal

- 1 **Self-Reliance.** I am responsible for my own survival, and I will do whatever it takes to stay alive. (Neutral)
- 2 **Adaptability.** Life in the swamp is unpredictable, and I must be ready to adapt to any situation. (Chaotic)
- 3 **Resilience.** Living in the swamp is tough, but I'm tougher. I can handle anything the swamp throws my way. (Any)
- 4 **Cooperation.** I prefer to work alone, but I know I sometimes need help from others to survive. (Lawful)
- 5 **Freedom.** I value my independence and will not be controlled by anyone or anything. (Chaotic)
- 6 **Exploration.** The world is vast and full of wonders, and I want to experience as much of it as I can. (Any)

d6 Bond

- 1 I am fiercely protective of my family and will do anything to keep them safe.
- 2 I owe a debt to a fellow swamp angler who saved my life.
- 3 I have a deep connection to the swamp and feel a sense of duty to protect it from those who would harm it.
- 4 I have a prized catch that got off the hook. I'm going to catch it again one day, and this time, it won't be so lucky.
- 5 I am searching for a lost artifact that is rumored to be hidden somewhere in the swamp.
- 6 I have a secret that could destroy my reputation if it were ever revealed.

d6 Flaw

- 1 I am so shortsighted that I focus too much on the present and end up ignoring the long-term consequences of my actions.
- 2 I take risks that others might consider foolish or dangerous.
- 3 I am paranoid and suspicious of others, even when there's no reason to be.
- 4 I have a deep-seated fear of leaving the swamp and become agitated or panicked when forced to travel beyond its borders.
- 5 I exaggerate my accomplishments and skills, which can get me into trouble when I can't back up my claims.
- 6 I hold grudges against those who wrong me, and I seek revenge even when it is not justified.



SWAMP CHEF

You have spent your life living off the land in the swamps and marshes of western Immoren. Along the way, you've learned how to cook up delicious and unique meals made from local flora and fauna, no matter how humble or unappetizing the ingredients.

Ability Score Increase: Your Constitution or Wisdom score increases by 1.

Skill Proficiencies: Survival

Tool Proficiencies: Cook's utensils

Languages: One of your choice

Equipment: A set of cook's utensils, a large pot, a set of traveler's clothes, a recipe book containing your favorite swamp dishes, a selection of herbs and spices, and a pouch containing 10 gp

FEATURE: SWAMP CUISINE

You are a master of swamp cuisine, and your cooking skills are renowned throughout the region. Each creature that consumes a meal you prepared regains a number of hit points equal to your proficiency bonus. Additionally, you can use your cooking skills to barter or negotiate with locals who appreciate your culinary talents.

SUGGESTED CHARACTERISTICS

Swamp chefs are often jovial and outgoing, and they love good company almost as much as they love good food. Resourceful and adaptable, they can make a meal out of almost anything.

d8 Personality Trait

- 1 I am always happy to share my food and my knowledge with others.
- 2 I am resourceful and inventive, and I can create a meal out of almost anything.
- 3 I am outgoing and talkative, and I love to swap stories and recipes with others.
- 4 I am fiercely independent, and I prefer to rely on myself rather than others.
- 5 I am patient and calm, even in the face of adversity.
- 6 I am passionate and enthusiastic about cooking and the outdoors.
- 7 I am observant and always looking for new ingredients and ideas.
- 8 I am generous and always willing to help out those in need.

d6 Ideal

- 1 **Generosity.** Sharing is the greatest joy. (Good)
- 2 **Adaptability.** No matter the challenge, I can find a way. (Chaotic)
- 3 **Independence.** Relying on myself is the only way. (Neutral)
- 4 **Exploration.** There is always something new to discover. (Chaotic)
- 5 **Creativity.** Innovation is the key to success. (Any)
- 6 **Resourcefulness.** Nothing is ever truly wasted. (Any)

d6 Bond

- 1 I owe a great debt to the person who taught me to cook.
- 2 I am loyal to my family and always put them first.
- 3 I have a deep connection with the swamp that I call home.
- 4 I have made a vow to cook with the rarest ingredients.
- 5 I strive to create the most delicious dishes possible.
- 6 I will do anything to ensure that my recipes are passed down to future generations.

d6 Flaw

- 1 I am overly competitive with others, especially when it comes to cooking.
- 2 I am easily distracted by shiny objects and new ingredients.
- 3 I have a hard time trusting people I don't know.
- 4 I take risks without considering the consequences.
- 5 I am slow to forgive those who wrong me.
- 6 I can't say no to a good meal.

TRIBAL COUNCILOR

Born and raised in a close-knit community that values tradition and the wisdom of its elders, you were chosen by your tribe to serve on its council—a group of leaders who make important decisions for the community and mediate disputes between its members. You are respected for your knowledge of tribal law, your ability to negotiate with other groups, and your dedication to the well-being of your people.

Ability Score Increase: Your Wisdom or Charisma score increases by 1.

Skill Proficiencies: Insight, Persuasion

Tool Proficiencies: Choose one type of artisan's tools or one musical instrument

Languages: One of your choice

Equipment: A set of traveler's clothes, a symbol of your tribal office (such as a necklace or medallion), a tribal artifact (such as a carved totem or woven basket), a token of appreciation from a fellow council member or tribal leader, and a pouch containing 10 gp

FEATURE: WISDOM OF THE ELDERS

You have a deep understanding of your tribe's customs and beliefs, as well as a keen insight into the personalities and motivations of its members. You have advantage on Wisdom (Insight) checks related to members of your tribe, and you have a network of contacts throughout the region who can provide you with information and assistance (at the DM's discretion).

SUGGESTED CHARACTERISTICS

Tribal councilors are wise, diplomatic leaders who are dedicated to preserving the traditions and values of their people. They are skilled negotiators who can find common ground between conflicting parties, and they are respected for their knowledge of tribal law and history.

d8 Personality Trait

- 1 I am a patient and understanding listener, and I value the opinions of others.
- 2 I have a talent for mediating and resolving conflict, and I strive to find peaceful solutions to disputes.
- 3 I am deeply loyal to my tribe and will do whatever is necessary to protect its interests.
- 4 I am a wise and respected leader, but I am also humble and willing to learn from others.
- 5 I am brave and courageous in the face of adversity, and I will not back down from a challenge.
- 6 I am passionate about justice and fairness.
- 7 I am generous and compassionate toward my fellow tribe members, and I strive to create a safe and supportive environment for them.
- 8 I am determined to achieve my goals, and I will not give up until I have succeeded.

d6 Ideal

- 1 **Unity.** We are stronger together than we are on our own. (Lawful)
- 2 **Community.** The well-being of my tribe is my highest priority. (Good)
- 3 **Honor.** I will uphold the traditions and values of my people. (Lawful)
- 4 **Growth.** I will use my knowledge and experience to help my tribe thrive. (Neutral)
- 5 **Exploration.** I will seek out new paths and possibilities for my people. (Chaotic)
- 6 **Justice.** I will ensure that all are treated fairly and with respect. (Good)

d6 Bond

- 1 I am fiercely loyal to my tribe and will do whatever it takes to protect them.
- 2 I have a deep connection to the natural world, and I strive to protect and preserve it.
- 3 I have a strong sense of responsibility to my family and ancestors.
- 4 I am committed to helping my tribe members, no matter the cost.
- 5 I owe a debt of gratitude to those who have helped me in the past.
- 6 I have a personal mission to expand my people's knowledge and understanding.

d6 Flaw

- 1 I am overly trusting of strangers and too quick to take them at their word.
- 2 I am stubborn and have a hard time admitting when I am wrong.
- 3 I am too proud and have a hard time asking for help when I need it.
- 4 I am often swayed by emotional appeals and can be easily manipulated.
- 5 I am fervently loyal to my tribe, to the exclusion of other considerations.
- 6 I am too quick to jump to conclusions and often make rash decisions.

WITCH DOCTOR

You are a practitioner of ancient, primal magic, and you draw upon the spirits of the earth, the sky, and your ancestors to heal the sick, divine the future, and protect your tribe. Your mysterious powers are often misunderstood by outsiders, but you have spent your life honing your craft and developing a deep understanding of the natural world.

Ability Score Increase: Your Intelligence or Wisdom score increases by 1.

Skill Proficiencies: Medicine, Religion

Tool Proficiencies: Herbalism kit

Languages: One of your choice

Equipment: A set of common clothes (customary for your tribe), an herbalism kit, a collection of totems, and a pouch containing 10 gp

FEATURE: SPIRITUAL HEALER

You can use your knowledge of herbs and magic to heal injuries and cure diseases. If you spend 10 minutes treating a wounded creature, it regains a number of hit points equal to your Wisdom modifier (minimum of 1).

SUGGESTED CHARACTERISTICS

Witch doctors are often seen as mysterious and powerful figures with a deep connection to the natural world and the spiritual realm. They are respected and revered by their tribes but are often misunderstood and feared by outsiders.

d8 Personality Trait

- 1 I am a deeply spiritual person who always tries to understand and connect with the spirits of the natural world.
- 2 I am knowledgeable and wise, and I have a deep understanding of the natural world and its many secrets.
- 3 I am patient and methodical, and I can wait for the right moment to act or make a decision.
- 4 I am fiercely loyal to my tribe and will do whatever it takes to protect them from harm.
- 5 I am driven by a desire to help and heal others, no matter the cost.
- 6 I am a natural leader who can inspire and motivate others with my words and actions.
- 7 I am bold and daring, and I am not afraid to take risks or stand up to those who threaten my people.
- 8 I am a master of disguise who can blend in with any crowd or situation.

d6 Ideal

- 1 **Balance.** The natural world is in perfect harmony and must be protected and respected at all costs. (Lawful)
- 2 **Knowledge.** I strive to learn as much as I can about the natural world and its many mysteries. (Neutral)
- 3 **Power.** I use my power for the benefit of my people and to protect them from harm. (Lawful)
- 4 **Growth.** I use my knowledge and power to help my people grow and prosper. (Good)
- 5 **Freedom.** I do what I must to ensure my people's freedom and independence. (Chaotic)
- 6 **Tradition.** I honor and uphold the traditions of my people, no matter the cost. (Lawful)

d6 Bond

- 1 I will do whatever it takes to protect my tribe and its secrets.
- 2 I am devoted to helping and healing those in need.
- 3 I will seek revenge against those who have wronged my people.
- 4 I seek to obtain powerful artifacts that will benefit my people.
- 5 I strive to maintain balance and harmony in the natural world.
- 6 I will find a way to restore the ancient traditions of my people.

d6 Flaw

- 1 I am too trusting of others and can be easily manipulated.
- 2 I am overly protective of my people and their secrets.
- 3 I sometimes forget to consider the consequences of my actions.
- 4 I am quick to judge others and overlook important details.
- 5 I often make rash, impulsive decisions.
- 6 I let my emotions get the better of me and am easily angered.



ADVENTURING COMPANIES

THE FOLLOWING ADVENTURING COMPANIES ARE available to adventurers, in addition to those available in other sources.

IRREGULARS

Just as there is an important—if often academic—distinction between a pirate and a privateer, not every mercenary company in the Iron Kingdoms operates with the benefit and legitimacy of a charter. After all, acquiring and maintaining a charter takes money and time, and it's easy enough for a mercenary company to lose its charter if it engages in less-than-scrupulous practices. Not everyone has equal access to legitimate charters, however. Plenty of folks looking for muscle are happy to hire farrow or gatorfolk but are unlikely to sign a contract with them.

Your group might belong to one of the many military units that were drawn or conscripted from the rural fringes of the Iron Kingdoms during wartime. Perhaps you had a hard time returning to a life of agrarian toil and found fighting more to your liking, or maybe you're technically still on the military

payroll in some largely forgotten, out-of-the-way border fort. Whether because of dishonorable tactics, a criminal record or two, or simply your own disinclination, you and your fellows operate outside the boundaries of a mercenary charter and, therefore, outside the strict protection of the law. It's a dog-eat-dog world, and you're determined to be the biggest, hungriest dogs around.

PREREQUISITES

Any character can belong to an Irregulars company.

SELL-SWORDS

Irregulars have a reputation for being hardy warriors who are always ready for a fight. Members of your company can spend their downtime earning a little extra coin by hiring themselves out as bodyguards, sentries, or even gladiators. Such activities are potentially lucrative, but also dangerous. For each day that you spend in this fashion, you earn 1d6 gp, but on a roll of 1, your hit point maximum decreases by 1d6 until you finish a long rest.

COMPANY ACCOMPLISHMENTS

Your company's prestige increases whenever you prove your worth in battle through acts such as the following:

- Killing or capturing an enemy commander
- Routing a rival mercenary company—especially one with a charter
- Negotiating a contract with a warlord, noble, or military commander from a standing military
- Saving the life of a chieftain, a warlord, a noble, or another notable figure
- Capturing a warjack, a warbeast, or another valuable weapon or possession from a rival mercenary company or another force

TIER 1: BACKWOODS RECRUITS

Whether your company is a former unit of a standing military, such as the Kossite irregulars often employed by Khador, or simply a newly formed mercenary company without access to a charter, you are likely just beginning your career as sell-swords. Regardless of how much combat you've been in, your experience navigating the world of such work remains limited. You're learning the ropes, but you're learning them quickly.

BENEFITS

Your company gains the following benefits at this tier.

Encampment. Many mercenary companies enjoy the benefits of a chapter house or garrison, but your ragtag group of would-be soldiers just needs a place to tie up the horses or work on your warjacks. In your case, this comes in the form of a simple but effective encampment of tents, lean-tos, and maybe even a natural cave or other defensible structure, such as a run-down border fort. You can stay at your encampment and maintain a poor lifestyle at no expense.

Masters of None. Whether your crew lacks the official military training provided to many soldiers throughout the Iron Kingdoms or has received a patchwork of such training drawn from several sources, your unlikely origins mean that you have access to a mishmash of different skills and backgrounds. As a result, members of your company occasionally demonstrate aptitude in unexpected areas. When you make an ability check using a skill you aren't proficient in or a set of tools you aren't proficient with, you can add your proficiency bonus to the roll. You can use this benefit once between long rests.

No Nonsense. Without the protection of a mercenary charter, you and your fellow irregulars have to learn how to demand what you're owed—and take it, if necessary. You can replace one proficiency gained from another source, such as your background or class, with proficiency in the Intimidation skill, and you can add double your proficiency bonus when you use the Intimidation skill to negotiate or collect on a contract for mercenary work.

TIER 2: RAGGED SOLDIERS

Though your company is still a motley crew compared to a chartered mercenary company or a more traditional military unit, you're beginning to earn a reputation as soldiers who can't be trifled with. Meanwhile, would-be warriors have begun flocking to your banner, hoping to reap the benefit of your growing reputation.

BENEFITS

Your company gains the following benefits at this tier.

Ambuscade. There are advantages to operating outside the protection of a mercenary charter, and one of those is fewer restrictions on how you implement your tactics. Even when you're facing better equipped or more numerous foes, you can turn these circumstances to your advantage and strike before your more regimental opponents are prepared. During the first round of combat, you have advantage on attack rolls against creatures that haven't taken an action yet that turn.

Fresh Faces. Your growing reputation leads new recruits to seek you out in the hope that you'll let them join your company. You gain 1d6 hirelings with a challenge rating of 1/2 or lower.

Pay Up. You can negotiate better contracts, and you're more likely to get paid in a timely manner. When you spend downtime working as a sell-sword, you gain 1d10 gp for each day spent doing such work, rather than 1d6 gp.

TIER 3: MOTLEY MILITIA

At this point, your company's reputation precedes you. Clients often come to you for your services, relieving you of the need to go out in search of contracts. In addition, you can command better prices, and you gain access to higher quality gear and recruits.

BENEFITS

Your company gains the following benefits at this tier.

Advance Payment. The high demand for your services allows you to negotiate better terms. When you take on a mercenary contract, you can demand up to 200 gp in advance, depending on the total terms of the contract.

Champions-at-Arms. The warriors who come to you seeking work are of a higher caliber, and they have reputations of their own. Some of them still aren't the type a chartered mercenary company would recruit, but they are hard-bitten individuals who know how to fight—and, just as important, how to survive. You gain your choice of 1d8 hirelings with a challenge rating of 1 or lower or 1d4 hirelings with a challenge rating of 2 or lower.

Frontier Fortress. Now that your company's strength and treasury have grown, you've upgraded your encampment to a fortified garrison. You have a barracks for your growing selection of recruits, a smithy, and stables that can hold a warjack or warbeast in a pinch. You can stay at your fortress and maintain a modest lifestyle at no expense. What's more, your knowledge of the terrain means that creatures that attempt to attack you while you are in your fortress have disadvantage on attack rolls during the first round of combat.

TIER 4: FRONTIER LEGENDS

You still lack the legal protections and official standing of a chartered mercenary company, but your reputation more than makes up for it. You are legendary among the warlords, tribal leaders, and noted elders of the deep wilds, and even the inhabitants of the cities and towns of the Iron Kingdoms have taken notice. You are now often signed to actual military contracts, and you compete alongside renowned mercenary companies such as the Steelheads.

BENEFITS

Your company gains the following benefits at this tier.

Hard-Bitten. Having stared death in the face on battlefields all over western Immoren, you've become inured to the hardships and dangers of your trade. Members of your company—including your hirelings—have advantage on saving throws to avoid being charmed or frightened.

Fearsome Fighters. You gain your choice of 1d10 hirelings with a challenge rating of 2 or lower or a steamjack, myrmidon, or warbeast with a challenge rating of 5 or lower.

QUIRKS

Many adventuring companies have quirks that set them apart from other such groups. Choose a quirk for your adventuring company, or roll on the table below.

d10 Quirk

- 1 Your company got its start as a unit of irregulars serving in the militaries of one of the Iron Kingdoms, such as the Kossite irregulars often employed by Khador, or the trollkin irregulars drawn from the Thornwood by the Cygnaran military. In the relative peacetime that followed the Claiming, you have stayed together to continue doing what you do best.
- 2 The original members of your company were all deserters or criminals who were drummed out of military service due to disobeying orders, resisting authority, or even attacking civilians. Even though this behavior made you unfit for service in the military, it has come in handy for a group of illegitimate mercenaries on the fringes of industrialized society.
- 3 You were tribal warriors or a local militia until a conquering army bought you off to get you to stand down. You turned to mercenary work from there, but you're desperate to prevent anyone from learning about your dishonorable origins.
- 4 You keep your enemies guessing by packing up your camp and moving it to a new location every now and again. You've even gotten adept at moving fortifications, so that when you clear out, it's like you were never there.
- 5 Despite not having a charter, your company has strict rules about the contracts it will take on. These rules are only enforced by each member's conscience, but all of you would rather die than break them.
- 6 Each of you lost someone during the Claiming. Loved ones, children, commanding officers—whoever it was, their loss left a mark, and you're unwilling to look the other way when it comes to infernalists, cultists, and any other miscreants who remind you of the price you've paid.
- 7 The original members of your company all hailed from the same village or town on the outskirts of the Iron Kingdoms. Even though you've long since left your humble beginnings behind, you are folk heroes in your small community, and you'll always have a place of welcome—and possibly even uncomfortable adulation—waiting for you should you return.
- 8 Your company is known for its standard: an imposing banner taken from a particularly bloody battle. Even those who might not otherwise recognize you are likely to know it when it's raised—and if anything should happen to it, your company will fight tooth and nail to get it back.
- 9 A beloved founding member of your company perished in battle, and all new inductees now integrate a part of the fallen comrade's name into their own.
- 10 Your company got its start by taking jobs that no one else wanted—and the bloodier, the better. Your reputation is built as much on your lack of scruples as your skill at arms.



POSSE

The nations of the Iron Kingdoms maintain standing armies to defend their borders, and even smaller communities often establish armed and trained militias, but the folk of the deep wilds have no such protections. When the territory of a swampie village or a group of farrow brigands must be defended, when a gatorfolk congregation needs to bring down a dangerous beast that is plaguing the area, or when small communities on the fringes of the wilderness decide to enforce order, they do so by rounding up the biggest, strongest, and angriest members of their community and forming a posse. Sometimes, this means hunters, trappers, or even former soldiers; other times, it just means a bunch of burly farmhands and anyone else willing to take up a makeshift weapon to defend their home. What posses lack in training or equipment, they make up for in determination. After all, they don't have a lot of choice. They're not fighting for duty or country; they're literally fighting to survive.

PREREQUISITES

Any character can belong to a Posse company, but because posses typically form to protect a tribe or community, most members will hail from that community. Obviously, characters who demonstrate skill at arms or who have proficiency in the Survival skill are highly prized by

posses, but these companies are often formed from rural communities where traditions of mysticism are common, so spellcasters and members of other classes are also welcome.

THE TOUGHEST AROUND

When it comes time to defend your tribal territory against a rampaging swamp horror or your freehold against brigands from the hills, you need the sturdiest folks in town. Posses often travel far afield, and their members must be able to survive hardships for long periods of time. Each member's hit point maximum increases by an amount equal to twice the member's level. Whenever a member of the posse gains a level thereafter, that member's hit point maximum increases by an additional 2 hit points.

COMPANY ACCOMPLISHMENTS

Your company's prestige increases when you go above and beyond to protect your community from harm by performing acts such as the following:

- Defending the community from an attacking force that boasts superior numbers or firepower
- Capturing or slaying a large beast that has been causing trouble in the region
- Bringing in a local ne'er-do-well of some renown, or proving that someone in the region is being wrongfully accused
- Protecting the community during a time of disaster or famine, such as rescuing individuals from a burning building or evacuating individuals during a flood
- Expanding the territory or resources available to the community

TIER 1: UNRULY MOB

Generally speaking, posses form when and where they're needed. Maybe your village is a frequent target of brigands, or your coastal community is often raided by pirates. Perhaps a strange beast from the wilderness has recently begun slaying the livestock, or a string of murders has been committed in town and no one knows who is to blame. Whatever the case, most posses form spontaneously and persist only if the needs of the community demand it and its members have the will to keep it going. Even if your posse first banded together out of necessity, something has kept all of you together, and you find that you can defend your community better as a group.

BENEFITS

Your company gains the following benefits at this tier.

Bring 'Em Back Alive. Whether hunting down wild beasts that are menacing your territory or bringing in those who have violated your community's rules, you are adept at tracking down your quarry. You can replace one proficiency you gained from another source, such as background or class, with proficiency in the Survival skill and can double your proficiency bonus when you use the Survival skill for tracking.

No Place Like Home. You defend your community from threats both internal and external, but your community takes care of you in return. So long as you are in your community, you can enjoy a modest lifestyle at no expense. The community will even protect you from discovery, whether hiding you if unfriendly forces come looking for you or covering for you if outside authorities attempt to hold you to account. Members of the community will provide their wares and services to you at little or no charge if they can, but these are often limited to simple crafts and basic food and shelter. If your community comes to harm because of your actions, however, your stock with those you protect will quickly drop.

TIER 2: LOCAL TOUGHS

Law and order are difficult to find far from the urban centers of the Iron Kingdoms, but even isolated communities need protection. Your posse may have formed to combat a specific threat, but you have since become the de facto enforcers of order in your community. Even though you aren't sanctioned by a higher power, you are acknowledged and respected—and likely even feared—by those around you.

BENEFITS

Your company gains the following benefits at this tier.

Billet. The community has set aside some structure for your use. Maybe it's an old barn that has been converted so that you can sleep in the loft and keep prisoners in what were previously stables, or maybe it's an empty house or a storefront that has fallen into disuse. Despite its makeshift nature, it gives you space you can use for your work, as well as a place where those seeking your services can find you. This structure can house your company, provide room for extra supplies, and even act as a makeshift jail.

The Law in These Parts. Even though you have no official standing, you are seen as arbiters of local justice and keepers of the peace in your community. Those in your area will generally go along with you as you go about your work, readily acknowledging your authority to interrogate people, search houses, take captives, and so on.

Spiritual Support. In the deep wilds and on the fringes of the Iron Kingdoms, the power of gods, spirits, and ancestors is always close at hand. From the bokors of the gatorfolk to the priests and chaplains of Menoth or Morrow, spiritual leaders play a key role in most such rural communities. Your community's spiritual advisors have taken a keen interest in your well-being. You gain one bone grinder, cleric, shaman, or other spiritual leader with a challenge rating of 3 or lower.

TIER 3: REGULATORS

What began as a handful of individuals rallying to the aid or defense of their homes has become something more. Even though you still have no formal writ from any government, you are nonetheless seen as officials within your community and accorded the respect that goes along with this status. At the same time, the members of your community rely on you to keep order and to protect their territory from any and all outside threats, and they're willing to do whatever they can to help you.

BENEFITS

Your company gains the following benefits at this tier.

Deputize. When you need them, the people of your community will take up arms to help repel an attack or bring down a threat. At the GM's discretion, you can unofficially deputize up to 3d6 members of your community with a challenge rating of 1/4 or lower, plus one steamjack, myrmidon, warbeast, or other member of the community with a challenge rating of 6 or lower. These individuals will follow your orders and help you to the best of their ability for 48 hours or until the specific problem that you deputized them for has been resolved, whichever comes first. They are not as hardy as you, however, and will need to rest once they've finished their stint with your company. Once you deputize members of the community in this way, you can't do so again for 1d4 days.

Friends in High Places. You have the ear of whoever is in charge in your community, whether a chieftain, a mayor, a warlord, or some other authority figure. At this point, you're effectively the law in your area. So long as you're within your community, you are largely immune to being held accountable for your actions if you can demonstrate that they are in the best interests of the community or the leader you've befriended. Even if you get into trouble outside the borders of your territory, your contacts back home may send someone to advocate on your behalf, or perhaps even break you out of jail.

TIER 4: COMMUNITY CHAMPIONS

When enemies come for an established trollkin kriel, they must often face not just the kriel's rank-and-file warriors, but also grizzled champions who have proved their mettle in countless battles. At this point, your company fills a similar role. Brigands and raiders for leagues around know better than to bring trouble to your door, and the people of your community see you as heroes. Whereas you previously had the support of the local leadership, they now have to actively curry your favor in order to maintain their position of power, since anyone you throw your support behind is sure to have a distinct advantage with the populace.

BENEFITS

Your company gains the following benefit at this tier.

Kingmakers. The most powerful and influential individuals in your territory must curry your company's favor. While you are in your community, you enjoy a comfortable lifestyle at no expense, and there isn't anything in your community

you can't commandeer if needed, even if only for a short time. When you make a Charisma (Intimidation) or Charisma (Persuasion) check while you're in your territory, if your total is less than half of your company's prestige (rounded down), you can use that number in place of the total.

QUIRKS

Many adventuring companies have quirks that set them apart from other such groups. Choose a quirk for your adventuring company, or roll on the table below.

d10 Quirk

- 1 Your group originally formed to slay a beast that was plaguing your community. After a fearsome hunt, you were victorious, but not everyone returned to tell the tale. Now, you all wear teeth, claws, or other trophies taken from the beast as reminders of how it all began.
- 2 Your first act as a posse was to inflict mob justice upon a member of the community accused of murder—wrongly accused, as it turned out, but this was revealed only after it was too late. Now, many people believe that your company is cursed until you redeem yourselves.
- 3 None of you had planned to stand up to the warlord who came to conquer your village, but once he began making threats in front of you, you suddenly found yourselves rising up, weapons in hand. Everything since then has felt a bit like a whirlwind, and some days you wish you could just go back to pushing a plow or baking some bread.
- 4 You have particular superstitions that you undertake in preparation for battle or a hunt: turning in a circle counterclockwise, washing your hands three times, abstaining from hard drink for a day, or something of the sort. You're afraid that you won't come back alive if you don't participate in your ritual.
- 5 Your first attempt to defend your community didn't go so well, as it was basically wiped out under your watch. Now, all that's left of it travels with you, and you'll do whatever it takes to see it grow again from the ashes of what you couldn't protect.
- 6 Your community recently came under the leadership of a new chieftain, elder, mayor, or what-have-you after the previous one died under mysterious circumstances. You're not sure you trust this newcomer, but you haven't figured out what you're going to do about it yet.
- 7 What your community doesn't know—and can never find out—is that your posse committed a terrible crime during its earliest days and blamed it on another member of the community to cover it up. You saw that person to an early grave, but the members of your company live every day under the threat that this secret might one day be revealed.
- 8 Each member of your company comes from a family that has been part of the community since its founding, and all of you are expected to fill the roles that you do. Each of you feels a bit differently about the group's connection to the region's past, but you're all connected to your home by generations of ancestral ties.
- 9 You once had noble intentions, but power is now the only thing that keeps you doing what you do. You enjoy your position within the community only because of the control that it lets you exercise over those around you.
- 10 The people of your community believe that you've been chosen for your current role and that you're protected by powerful spirits, honored ancestors, or the gods themselves. You're not sure you believe this yourself, but it would be nice if it were true.



RIVER RAIDERS

Everyone knows that pirates plague the shores of the Broken Coast, but they aren't the only reavers who haunt the waterways of western Immoren. The continent is crisscrossed by countless rivers, and riverboat traffic makes up a major portion of trade throughout the Iron Kingdoms. Where there's trade, however, there are those who would prey on it. That's where river raiders like you come in.

River raiders are pirates who ply the rivers and streams of the Iron Kingdoms, pillaging riverboats and nearby communities alike. Like other outlaws, some are driven to this life because they have few alternatives, while others take to it because they enjoy the freedom, the power, or the violence. Whatever drew you to a life of looting along the waterways of the Iron Kingdoms, your company is on its way to becoming the scourge of the Dragon's Tongue, the Black River, or whatever body of water you call your territory.

PREREQUISITES

Any character can belong to a River Raider company, but at least one member should be proficient with vehicles (water). Many river raiders are rogues or raiders, but fighters, rangers, gunfighters, and others who can be useful in a pinch and don't have too many scruples are welcome aboard.

RIVER LEGS

Riverboat pirates don't make it very long if they can't keep their footing when a boat runs aground or when they need to wade through the shallows to strike at a target. You have advantage on saving throws made to avoid being knocked prone or moved against your will, and moving through nonmagical difficult terrain doesn't cost you extra movement.

COMPANY ACCOMPLISHMENTS

From waylaying other riverboats to raiding settlements along the shore, your company's prestige increases when you prove your mettle through acts such as the following:

- Stealing or sinking the riverboat of a rival faction of river raiders, or defeating their captain in single combat
- Plundering at least 1,000 gp in goods in a single haul
- Evading a military patrol sent to bring you in
- Slaying a major beast that has been plaguing the waters where you operate
- Breaking someone out of prison

TIER 1: CREEK BANDITS

Everyone has to start somewhere, and in the case of your crew, it's aboard a leaky tub that can barely make its way up and down whatever waterway you have chosen as your territory. You're just starting out, but you have big dreams. Your success is just a matter of finding bigger and better scores.

BENEFITS

Your company gains the following benefits at this tier.

Leaky Tub. Every pirate needs a ship, and you've got one . . . technically. Your company commands a small steam-driven paddleboat and a crew of two noncombatant engineers who can keep the thing running most of the time. They use the **commoner** stat block. The ship can hold your entire company plus the two engineers and a passenger or two, with a little room left over to stash some loot or smuggle some contraband. The whole thing is in poor repair, and fixing it up or replacing it with a nicer model is high on your list of priorities, but it beats swimming. If the riverboat is lost or destroyed, you will need to purchase or pilfer a replacement.

Put Er in Here. You've carved out a few hiding spots up and down the river's edge where you can stash your boat out of sight from patrols and rival raiders. Whether a secluded cove screened by foliage or a half-submerged cave, these spots offer little more than a place to lay low, fix up your boat, and count your loot.

Strong Swimmer. Any river pirate worth their salt goes overboard at one time or another. You've developed a knack for swimming even in strong currents or amid unpleasant distractions, such as firefights and hungry gators. You gain a swimming speed equal to your walking speed.

TIER 2: RIVER RUFFIANS

By this point, your company has made some significant scores up and down the river you call home. Your reputation has begun to spread, and any riverboat making its way through your territory is likely to take on extra guards. You can now attract recruits to your company who will fight at your side, and you've developed enough of a reputation in the local underworld that criminal contacts trust you to take on smuggling jobs, which help line your pockets when tempting targets for raids are scarce.

BENEFITS

Your company gains the following benefits at this tier.

Derring-Do. Boarding actions conducted on a river present different challenges than those undertaken upon the high seas. Fortunately, you have come up with a variety of ingenious ways of getting from one boat to another, from using grappling pistols to swinging from vines to installing simple springboards on the deck of your own vessel. When you make a long jump onto or off of a water vehicle, the number of feet you can cover is doubled.

Eager Recruits. Up-and-coming criminals seek out your company to prove their worth. You gain 1d4 hirelings who will fight in boarding actions or on raids against shoreline communities. Hirelings gained by this benefit must have a

challenge rating of 1/4 or lower.

Smuggler's Blues. Your daring river raids have boosted your company's reputation to the point that you can make a little extra coin on the side by smuggling contraband up and down the river. Setting up a smuggling job and securing the cargo takes 1d4 days of work, plus an additional 1d4 days to transport the goods successfully. At the end of the job, each member of the company earns 1d10 gp.

TIER 3: SCOURGE OF THE WATERWAYS

Your company's reputation is known throughout the region where you ply your trade. The names of its most prominent members are invoked by communities along the shoreline in campfire tales, and you've evaded more than a few military patrols dispatched to bring you to justice. Your name strikes so much fear among riverboat captains that some will simply drop their weapons and give up their cargo rather than face you in combat.

BENEFITS

Your company gains the following benefits at this tier.

Bad Reputation. Your company's deeds are known up and down the river. You gain a +2 bonus on Charisma (Intimidation) checks involving enemy forces and Charisma (Persuasion) checks involving friendly forces.

Smuggler's Bliss. Your company's growing reputation allows you to line up more lucrative smuggling jobs. At the end of a smuggling job, each member of the company now earns 2d10 gp, rather than 1d10 gp.

The Yarest River-Goin' Boat There Be. By this point, your crew has managed to upgrade your boat, either by fixing up the old one or by stealing or purchasing a better model. Your new boat is large enough for everyone in your company to enjoy their own private quarters, with room left over for barracks for new recruits, and even a workshop to repair the steam engine or work on any steamjacks your company might have on hand. You also have a crane you can use to load and unload cargo, and it's large enough and strong enough to move even a heavy steamjack.



TIER 4: MONARCHS AMONG THIEVES

Your company's legend grows with each new village you plunder and boat you raid. Many along the waterways know you by reputation, if not by sight, and will bow to your superior skills without a fight. Your reputation as the most preeminent river pirates in the region—if not in all of western Immoren—not only attracts top-notch recruits to your crew, but also results in a steady stream of protection money from any merchant in your territory who doesn't want to feel your wrath.

BENEFITS

Your company gains the following benefits at this tier.

Better Bandits. By this point, only the most enterprising criminals in the region seek to join your crew. You gain an additional 1d4 hirelings with a challenge rating of 2 or lower.

Protection Money. The communities up and down the stretch of river that is your primary territory have learned to fear you. What's more, riverboat captains who regularly pass this way feel the same. Rather than risk your crew's wrath, they're willing to pay you a tithe to provide them safe passage or simply to leave them alone. You collect 200 gp per month in protection money from local communities and the captains of passing boats.

QUIRKS

Many adventuring companies have quirks that set them apart from other such groups. Choose a quirk for your adventuring company, or roll on the table below.

d10 Quirk

- 1 Your company is made up of the survivors of a swampie village or tribe that was wiped out. Now, you haunt the waterways, looking for an opportunity to get a little payback.
- 2 Your company was formed by members of several different communities along the river where you operate. Exploited by wealthy riverboat captains and ignored by local nobles, you decided to rob from the rich and give to the poor, and much of the local population reveres you for it.
- 3 As a way to evade the authorities, members of your company maintain alternate identities as citizens of several shoreline communities up and down the river. Some locals will even vouch for you as an upstanding member of their community.
- 4 You indirectly acquired your ship from smugglers who previously plied this same stretch of river. It is said that they were all wiped out in a double-cross, which explains how their vessel came to be abandoned. Now, though, you hear that one of them may have survived and is looking for those who "stole" the boat.
- 5 The members of your company were smugglers before they turned to raiding and running bootleg hooch to disreputable watering holes along the river. You're still welcome in many of those seedy establishments, where the proprietors themselves will front your drinks for the night.
- 6 The tub that you currently pilot wasn't actually your first ship. Your first riverboat sank in a disastrous attempt at raiding what proved to be the boat of a rival crew, though you didn't know that at the time. You've sworn your revenge, however, and the time is almost ripe.
- 7 One of the places where you regularly hide out is a deep river cave. Several members of your crew insist that something else calls the cave home, and a few of them have heard strange sounds and seen odd lights deeper in the cavern.
- 8 Your crew's founders were once members of the nobility or wealthy merchant houses who chafed at the strictures of high society. You're all much happier roughing it on the deck of your boat and causing trouble up and down the river.
- 9 You have no scruples about picking off passing riverboats and raiding shoreline communities farther afield, but the villages in the core of your territory are sacrosanct and under your protection—and you'll go after anyone who dares to prey on them.
- 10 After a night of carousing, everyone in your crew got matching tattoos. Unfortunately, none of you can remember what they were supposed to mean. Despite this, you insist on branding each new member with the same tattoo.



WOLF SWORN

The Wolf Sworn is a secretive and loyal group of men and women who are bound by a blood oath or family lineage to serve the interests of the blackclads, a powerful and ruthless group of individuals who control the shadowy corners of the world.

The Wolf Sworn operate in secret, using their skills to carry out the blackclads' bidding and to maintain their grip on their territories. They are feared and respected by those who know of their existence, and their loyalty to the blackclads is considered unbreakable.

PREREQUISITES

Any human or Tharn character willing to serve the blackclads without question can be a member of the adventuring company.

COMPANY ACCOMPLISHMENTS

Your company's prestige increases whenever you prove your worth in battle through acts such as the following:

- Recruiting a new member to your pack of Wolf Sworn
- Preventing harm from coming to one of the sacred sites of the Circle Orboros
- Defeating the enemies of the Circle Orboros in battle
- Saving the life of a blackclad
- Returning control of a lost sacred site to the Circle Orboros

PROTECT THE SACRED SITES

One of the common responsibilities of the Wolf Sworn is to protect the sacred sites of the blackclads dotted across Immoren, especially if the blackclads anticipate an attack.

The activity consists of spending time patrolling the groves, keeping watch for any signs of danger. This can involve standing guard, scouting the surrounding area, and

even engaging in combat with any threats that may arise.

For each day spent protecting the sacred sites, characters in the company gain spellcasting support in the form of a single spell cast at a spell level equal to the number of days spent protecting the grove.

TIER 1: HUNTING PACK

At this tier, the characters are servants of a lower-ranking blackclad, like a potent of the Circle Orboros. Your pack of Wolf Sworn might have just been mustered, or you might be survivors of previous packs reformed into a new hunting pack, but at this tier, your group has much to do if it wants to prove its worth.

BENEFITS

Your company gains the following benefits at this tier.

Hunter's Training. Each member of the company gains proficiency in their choice of Athletics, Perception, or Survival.

Tools of the Trade. Each member of the company gets their choice of Hunters' Armor or another suit of medium armor, as well as their choice of a cleft spear, cleft sword, or dual crossbow.

TIER 2: PACK WARRIORS

At this tier, the characters have proven their worth to the blackclads and have gained a reputation for their unwavering loyalty and skill in combat. They are often called upon to undertake more challenging missions and act as enforcers for the blackclads, maintaining their influence in the world.

BENEFITS

Your company gains the following benefits at this tier.

Pack Tactics. Your group has honed its ability to work together in battle. As a result, when a member of the company makes an attack roll against a creature and has at least one other member of the company within 5 feet of it, the attacker gains advantage on the roll.

Secret Communication. The Wolf Sworn have developed a secret language of gestures and code words that allow them to communicate silently and discreetly among themselves. All members of the company gain proficiency in this language, enabling them to pass messages and to coordinate their actions without being detected.

TIER 3: SHADOWHUNTERS

At this tier, the characters have become elite operatives, trusted to execute the most critical and sensitive missions for the blackclads. Their growing influence and prestige within the Circle Orboros have earned them powerful allies and access to unique resources.

BENEFITS

Your company gains the following benefits at this tier.

Mascot. Members of the company gain the loyalty of a war wolf, a fearless stocky mountain breed that brings speed, exceptional senses, and raw killing power as its natural assets. The war wolf uses the stats of a **dire wolf** and accompanies

the company on its ventures. The war wolf acts on its own initiative in combat. It can move and use its reaction on its own, but the only action it takes is the Dodge action unless a member of the company takes a bonus action on their turn to command it to take another action. That action can be one in its stat block or some other action.

If the war wolf dies, the company gains another one within 24 hours, provided it remains at this tier.

Shadowstep. Members of the company have mastered the art of moving silently and stealthily through the shadows. They gain proficiency in the Stealth skill if they do not already have it, and their proficiency bonus for Stealth checks is doubled.

TIER 4: THE WILD HUNT

At this tier, the characters have become legends among the blackclads and their enemies. Their prowess in battle and

unbreakable loyalty have earned them a place in the inner circle of the Circle Orboros, and they are now entrusted with the most vital and dangerous missions.

BENEFITS

Your company gains the following benefits at this tier.

Blackclad Support. The blackclads recognize the value of the Wolf Sworn and provide them with magical support in times of need. Once per day, each member of the company can request a spellcasting service from a blackclad, up to a spell level equal to their Proficiency Bonus.

Duskwolf Companions. The company gains the loyalty of a pack of powerful duskwolves that have been specially trained by the blackclads. Each member of the company can bond with one duskwolf, which acts as a loyal companion and mount and follows their commands in and out of battle.

QUIRKS

Many adventuring companies have quirks that set them apart from other groups. Choose a quirk for your Wolf Sworn adventuring company or roll on the table below.

d10 Quirk

- 1 Your company began as a group of outcasts or exiles, each bearing a unique and powerful secret that made them valuable to the blackclads. As a result, your company is known for its diverse and unexpected skill sets.
- 2 The Wolf Sworn have a tradition of using ritualistic tattoos to mark their loyalty to the blackclads. Each member's body tells the story of their accomplishments and dedication, and the tattoos act as a source of pride and identification.
- 3 Your company has a reputation for ruthlessness and efficiency, rarely leaving any witnesses or evidence behind. This makes your enemies both fear and respect you, but it also means you must be careful not to let your methods become publicly known.
- 4 Each member of your company has a personal vendetta against a specific enemy of the blackclads, driving them to take on even the most dangerous missions in pursuit of vengeance. This shared motivation unites the company and fuels their determination.
- 5 Your company is known for its unique fighting style, which combines elements of traditional combat techniques with primal magic granted by the Circle Orboros. This blend of martial prowess and mystical power makes the Wolf Sworn formidable opponents on the battlefield.
- 6 The Wolf Sworn have a strict code of honor that demands loyalty, secrecy, and adherence to the blackclads' objectives. This code is enforced through a blood oath that each member must take upon joining the company, and any who break the oath face dire consequences.
- 7 Your company is bonded by a shared fervency for the Devourer Wurm, whom you believe looks on your accomplishments with approval. This connection deepens the bond between members and strengthens their resolve.
- 8 The Wolf Sworn are known for their ability to blend into any environment, using natural camouflage and survival skills to remain undetected. This reputation has earned them the nickname "Ghosts of the Wild," and many enemies are hesitant to engage in battle with such elusive opponents.
- 9 Your company has a tradition of incorporating elements of their fallen comrades' weapons or armor into their own as a way of honoring the fallen and carrying their strength into future battles. This creates a sense of unity and continuity among the surviving members.
- 10 The Wolf Sworn are known for their loyalty not only to the blackclads but also to each other. They operate as a tightly knit family, with bonds forged through shared experiences and hardships. This unbreakable loyalty is both a source of strength and a potential vulnerability, as the loss of a fellow member can deeply impact the company's morale.



PERSONAL FEATS

An Iron Kingdom character's archetype is the primary source of feats for that character, but figures throughout western Immoren boast unique traits that mark them as individuals. These feats can come from numerous sources: their cultural origin, the natural gifts of their ancestry, or their own training and predilections.

When your class gives you the Ability Score Improvement feature or you would be able to choose a feat for any other reason, you can, at your GM's discretion, take one of the feats from this list instead, assuming you meet the prerequisites. You can take each feat only once, unless the feat's description says otherwise.

Although many of these feats are inspired by specific cultural traditions within the Iron Kingdoms setting, the majority of them are available to any character who wants to take them. Certain others are restricted based on physiological necessities, such as the regenerative powers of the trollkin or the horns sported by the Satyxis. These prerequisites reflect the story of the Iron Kingdoms, but the world of Caen is changing every day, and you and your GM can ignore these prerequisites if they don't apply to your campaign setting or your GM's version of the Iron Kingdoms.

ADJUSTED AIM

A hunter's first shot doesn't always take down a target, but hunters who are trying to survive in the wild don't always have the luxury of letting their prey escape. You have learned to turn failure into success by quickly following up a missed shot with a second volley.

Once per turn, when you miss with a ranged attack, you can make an attack with the same weapon, subject to the normal limitations of ammunition and reloading. You can use this ability a number of times equal to your Dexterity modifier (a minimum of once). You regain any expended uses when you finish a short or long rest.

AMBUSER

Accustomed to using surprise to your advantage and springing on your prey unawares, you are particularly adept at attacking from a position of concealment. You gain the following benefits:

- You have advantage on Dexterity rolls to determine initiative.
- During the first round of combat, you have advantage on attack rolls against creatures that haven't taken an action yet that turn.

ARCANE DEFENDER

The Gift of Magic changed the face of the Iron Kingdoms forever. Ever since, spellcasters and arcanists have been among the most important figures in countless battles and conflicts throughout western Immoren. As a result, many individuals have been forced to learn how to best protect themselves from the effects of such power, whether by chanting prayers, wielding charms, or simply learning how to anticipate when and where a spell is about to be cast.

You have advantage on saving throws against spells.

ARCANE TRACKER

Prerequisite: Iosan, soulless

In their campaigns against human arcanists, the elves of the Retribution of Scyras learned to focus their senses in such a way that they could detect the presence of magic with ease. You gain the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You can cast the *detect magic* spell. Using this feat, you can cast the spell a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest. Wisdom is your spellcasting ability for this spell. If you are soulless, this benefit ignores your Arcane Anathema trait, which normally prevents you from casting spells.

ATAVISTIC

Inured to the hardscrabble life of the wilderness, some residents of the deep wilds are capable of channeling their inner beast, especially when injured, allowing them to translate the most fearsome wounds into ferocious energy. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- If your current hit points are less than half your hit point maximum, you have advantage on ability checks and attack rolls that use Strength, Dexterity, or Constitution.

AURA OF DECAY

Prerequisite: Blighted essence, Scharde ogrun, Scharde trollkin, revenant, specter

Whether blighted by the touch of a dragon or by the energies of death, you radiate an aura of decay that gradually weakens and wears away anything that gets too close. Each creature that starts its turn within 5 feet of you must make a Constitution saving throw with a DC equal to 8 + your proficiency bonus + your Constitution modifier. On a failed save, the creature has vulnerability to necrotic damage until the start of its next turn.

BLOODTHIRSTY

In the deep wilds, it is often eat or be eaten, and there are those who fuel their attacks with a lust for blood that is literal rather than figurative. From Devourer-worshipping cannibals to the gatorfolk of the deep swamps, these individuals must slay others to find their next meal, and hunger lends them swiftness and strength. You gain the following benefits:

- The first time you hit a creature other than a construct or an undead on your turn, you gain a +2 bonus to the damage roll.
- When you reduce a creature other than a construct or an undead to 0 hit points, you can use a bonus action to regain 1d4 hit points. In addition, your movement speed increases by 5 feet until the end of your next turn.

BODYGUARD

The Iron Kingdoms are filled with individuals who are willing to lay down their lives for their comrades. The ogrun concepts of bokur and korune are but one example among many. When a friendly creature within 5 feet of you is hit by an attack, you can choose to be hit by the attack instead. The attack hits you, even if the attack roll would not normally have scored a hit against your AC.

BUTCHER

The wilds of western Immoren are filled with plenty of creatures bigger than you. Fortunately, you've learned how to make up the difference by hitting harder—a lot harder. When you score a critical hit against a creature, roll all of the attack's damage dice three times instead of twice.

CLEAVER

From the ferocious Fennblades of the trollkin kriels to the dreaded slaughterhousers of Carversburg, countless

warrior traditions throughout the wilds of western Immoren prioritize the use of heavy, chopping blades—not to mention other traditions that incorporate long-handled hammers, polearms, and similar weapons. Some masters of these fighting styles have learned to use the weight and heft of such weapons to their advantage, chopping through one foe and into another. You gain the following benefits:

Increase your Strength score by 1, to a maximum of 20.

When you reduce a creature to 0 hit points with a melee attack using a weapon with the heavy, two-handed, or versatile property, you can make another melee attack with the same weapon against another creature within range. You can use this ability a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

COLD AS ICE

Prerequisite: Northern trollkin, Nyss, ogrun, revenant, specter

The frozen temperatures of your icy homeland—or of the grave itself—have settled into your bones, and the air around you always seems to be just a few degrees colder than the surrounding area. With a conscious effort, you can send your innate chill creeping into nearby enemies. As an action, you can force each hostile creature within 5 feet of you to make a Constitution saving throw with a DC equal to 8 + your proficiency bonus + your Constitution modifier. On a failed save, the creature is paralyzed for one round. You can use this ability a number of times equal to your Constitution modifier (a minimum of once). You regain all expended uses when you finish a long rest.

CUNNING TINKER

Prerequisite: Proficiency with at least one set of artisan's tools

You are particularly adept at crafting single-use items quickly, even in the heat of battle. Once on each of your turns as a bonus action, you can choose one of the options below, depending on the type of artisan's tools you're using. (You can't choose an option if you aren't proficient with the associated set of artisan's tools.) You can use this ability a number of times equal to your proficiency bonus. You regain all expended uses after you finish a long rest.

Alchemist's Supplies. You create one dose of alkalic fluid, blackbond, firestifle, simple smoke, or stink gas.

Mason's Tools. You dig a rudimentary foxhole that can shield you and those around you from danger. So long as you don't move from your current location, you and friendly creatures within 5 feet of you have three-quarters cover. Each creature within 10 feet of you ignores this cover.

Smith's Tools. You tune up or sharpen a weapon, giving it a little extra bite on its next attack. Choose one of your weapons or the weapon of a friendly creature within 5 feet of you. Until the start of your next turn, the next attack made with this weapon deals an extra 1d4 damage of the weapon's type.

Tinker's Tools. You fashion a simple battery capable of powering one use of a mechanical device. The device can expend up to 3 charges during that use, after which the battery is rendered useless.

DEMOLISHER

The advent of steamjacks changed the face of the Iron Kingdoms irrevocably. In the years since the earliest colossals strode across the battlefield, countless innovations have been made in steamjack design and execution. At the same time, soldiers have learned new ways to take the big machines down—and take them apart as well. As early as the First Trollkin War, the trollkin proved that even massive colossals could be felled by the right guerilla tactics. Whether through training or simply a natural knack for knowing how to take things apart, you've learned how to hit a steamjack in just the right spot to do the most damage, and it turns out that the same techniques can often fell revenants and mechanithralls with equal facility. When you score a critical hit against a construct or an undead, roll all of the attack's damage dice three times instead of twice.

DOOM-TOUCHED

From the doom-haunted losans to the inhabitants of the Nightmare Empire, many of the peoples of the Iron Kingdoms have borne more than their share of hardships down through the centuries, even before the Claiming and its hordes of terrifying creatures from outside reality. This ceaseless beat of tragedy has left its mark on you, and you can never forget the horrors you've seen. You gain the following benefits:

- Increase your Charisma or Wisdom score by 1, to a maximum of 20.
- You have advantage on saving throws against being charmed or frightened, and you can ignore the effects of the first level of exhaustion that you suffer. If another effect gives you a second level of exhaustion, you suffer the effects of both the first and second levels of exhaustion, as normal.

DUELIST

In the kingdom of Llael, the code duello has elevated the duel to an art form, but clashes over honor or even more mundane issues are not uncommon throughout the Iron Kingdoms. Whether you're a proponent of this code or a professional duelist, you have learned the art of fighting one on one under a strict code of conduct, often to the death. You gain the following benefits:

- Increase your Dexterity or Charisma score by 1, to a maximum of 20.
- When you are wielding a finesse weapon or a pistol, you gain a +1 bonus to AC against any attack made by a creature within 5 feet of you.

As a bonus action, you can mark a creature that you can see. You have advantage on attack rolls against the marked creature if no creatures friendly to you are within 5 feet of the marked creature. You can use this ability a number of times equal to your Charisma modifier (a minimum of once). You regain all expended uses when you finish a long rest.

EVASIVE

Both on the battlefields of western Immoren and in the depths of its wilderness areas, survival often depends on not being where your foe is about to strike. You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- Once on each of your turns, when a creature misses you with an attack, you can use your reaction to move up to half your speed without provoking opportunity attacks. You can use this ability a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

FIELD COMMANDER

Prerequisite: Warcaster, warlock

You are adept at commanding steamjacks or warbeasts at great distances. Double your maximum focus points or fury points when determining your control range.

FRIEND OF THE WILD

Among the blackclads of the Circle Orboros, those born with a connection to the natural world and the talent for harnessing the elements eventually went through "the wilding." The Circle attempts to collect those who have experienced this primal awakening, for they are capable of becoming powerful druids. Not all individuals who experience the wilding are found by the Circle Orboros, however. Perhaps you are one such individual, or perhaps you simply have an innate connection to the beasts of the fields and forests of western Immoren. You gain the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You can cast the *animal friendship* spell at will, as if it were a cantrip.
- You learn the *animal messenger* and *speak with animals* spells. Using this feat, you can cast these spells a total number of times equal to your Wisdom modifier (a minimum of once) without expending a spell slot. You regain the ability to cast these two spells this way when you finish a long rest. Wisdom is your spellcasting ability for these spells.

HARRYING STRIKE

Catching your prey is not enough, for a hunter must be able to strike in a way that will bring down prey without ruining the meat. You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- Once on each your turns, when you hit an enemy creature with an attack, you can force the creature to make a Dexterity saving throw with a DC equal to 8 + your proficiency bonus + your Dexterity modifier. On a failed save, the creature is blinded, deafened, knocked prone, or stunned (your choice) for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once you use this ability, you can't use it again until you finish a short or long rest.

HOG WILD

Prerequisite: Farrow, Satyxis

You are adept at using your natural weapons. If you move at least 10 feet straight toward a target and then hit it with your tusks or horns, you deal damage equal to 1d8 + your Strength modifier, rather than 1d6 + your Strength modifier. Additionally, if the target is no more than one size larger than you, you can use a bonus action to force the target to make a Strength saving throw with a DC equal to 8 + your proficiency bonus + your Dexterity modifier. On a failed save, the target is knocked prone.

IMPROVED REGENERATION

Prerequisite: Pygmy troll, trollkin

Trolls and trollkin heal at a much faster rate than others in the wilds, especially when feasting and resting. When you spend one or more Hit Dice to regain hit points at the end of a short rest, you regain the maximum number of hit points for each Hit Die that you spend, up to a number of Hit Dice equal to your proficiency bonus. In addition, if you roll a 1 or 2 when spending additional Hit Dice, you can still reroll the die as normal but must use the new roll, even if it is a 1 or 2. At the GM's discretion, a trollkin who takes this feat can regrow lost limbs, given enough time and food.

IRON WILL

Casting spells is one thing, but maintaining them is another matter, especially amid the noise and chaos of the battlefield. You have learned how to improve your concentration in order to more effectively cast spells that last. You gain the following benefits:

- You have advantage on Constitution saving throws made to maintain concentration on a spell.
- You can now concentrate on two spells at once.
- If you cast a spell that requires concentration and has a duration of 1 minute or longer, you can double its duration, to a maximum duration of 24 hours. Once you use this ability, you can't do so again until you finish a short or long rest.

LEGACY OF BRAGG

Prerequisite: Fell caller

Among the trollkin, fell calling is a time-honored tradition that traces its roots back to the legendary trollkin hero Bragg. Those who excel at fell calling often claim some lineage to this great hero of old. You regain all expended uses of your Fell Call, Signal Call, and Sonic Blast when you finish a short or long rest.

LIFE DRINKER

From Devourer worshippers to the gatorfolk of the Blindwater Congregation, there are many in the wilds of western Immoren who draw strength—both physical and mystical—from the energies of death. If you reduce a creature other than a construct or an undead to 0 hit points, you can regain one expended spell slot of 3rd level or lower or up to 3

fury points or focus points. You can use this ability a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

LOAD BEARING

In a world where iron behemoths weighing several tons regularly clank across the battlefield, soldiers made of softer stuff often have to don heavy armor merely to survive. Your training and sturdy build allow you to effectively maneuver in battle, even while clad in heavy armor. You gain the following benefits:

- Increase your Strength score by 1, to a maximum of 20.
- Your speed is not reduced by wearing heavy armor, even if you lack the Strength requirement for it, and you don't have disadvantage on Dexterity (Stealth) checks made while wearing heavy armor. Additionally, you treat heavy armor as medium armor for donning and doffing.

MASTER HUNTER

For you, the thrill of the hunt manifests only when you're in pursuit of the largest, most dangerous prey. You gain the following benefits:

- Increase your Dexterity or Wisdom score by 1, to a maximum of 20.
- You have advantage on attack rolls against any creature that is at least one size larger than you.
- When you score a critical hit against a creature that is at least one size larger than you, you can add your proficiency bonus to the damage roll.

NATURALLY RESILIENT

Those who live rugged lives at the fringes of society or in the depths of the wilderness learn to shrug off conditions that would sicken or even kill others. You gain the following benefits:

Increase your Constitution score by 1, to a maximum of 20. Choose one of the following damage types: acid, cold, fire, lightning, poison, or thunder. You have resistance to the chosen damage type.

NAVIGATOR

Whether on the deck of a ship or in the depths of the forest, traveling long distances can be treacherous. Fortunately, you have honed your innate sense of direction into a powerful tool that makes it virtually impossible for you to become lost, no matter where your journeys take you. You gain the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You have advantage on Wisdom (Survival) checks made to find your path, whether you are attempting to navigate to a specific location or trying to track a target.
- Choose a specific location that you have been to before, such as the city of Corvis or Scarleforth Lake. This destination is your port of call. You always know the direction and approximate distance of your port of call, no matter where you are or how you got there.

OLD SALT

For many in the Iron Kingdoms, life revolves around the deck of a ship. Whether you're a pirate, a privateer, part of the crew of a merchant vessel, or a member of a royal navy, you're one of countless nautically inclined individuals throughout western Immoren. You gain the following benefits:

- You gain proficiency with vehicles (water). If you already have proficiency with vehicles (water), you add double your proficiency bonus to any check you make to control a water vehicle in difficult circumstances.
- If you are on a water vehicle, you can't be knocked prone while you are conscious unless you choose to be. In addition, moving through nonmagical difficult terrain doesn't cost you extra movement if you are on a water vehicle.
- When you make a running long jump, the distance you can cover increases by a number of feet equal to your proficiency bonus.

ONE WITH NATURE

Prerequisite: Bogrin, farrow, gobber, ogrun, pygmy troll, trollkin

The children of Dhunia have often been pushed to the farthest fringes of even the deep wilds, where they must survive in the most inhospitable regions. Some have learned to call upon their close relationship to Dhunia in order to make the most of their unforgiving homelands. You gain the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You learn one cantrip of your choice from the druid spell list and can cast it at will. You also learn the *goodberry* spell, which you can cast once without expending a spell slot. You regain the ability to cast it this way when you finish a long rest. Wisdom is your spellcasting ability for these spells.

OPEN MIND

Throughout the Iron Kingdoms, many nations are enjoying greater cultural and religious tolerance than ever before. Even formerly oppressive institutions such as the Protectorate of Menoth have more progressive offshoots in the wake of the Claiming. You have embraced these tendencies wholeheartedly, opening your mind to new ideas and new ways of thinking. You gain the following benefits:

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- You gain proficiency in one of the following skills of your choice: Arcana, History, Investigation, Nature, or Religion.
- Choose a class whose spell list you don't already have access to. You learn one cantrip of your choice from that class's spell list. You can cast this cantrip at will. Your spellcasting ability for this spell is the same as it would be if you were a member of the chosen class.

PROWLER

You have mastered the art of disappearing into even a small amount of cover. You gain the following benefits:

- Increase your Dexterity or Wisdom score by 1, to a maximum of 20.
- You can attempt to hide even when you are only lightly obscured from the creature from which you are hiding.
- You treat half cover as three-quarters cover and three-quarters cover as total cover.

RANK AND FILE

The nations of western Immoren have been at war for a very long time. Even though the region is currently enjoying a period of tentative peace, many among the populace are trained soldiers who served in the armed forces of one nation or another. You are one such individual, and this training has made you adept at fighting in formation with your allies. You gain the following benefits:

- When a friendly creature is within 5 feet of you, you and friendly creatures within 5 feet of you gain a +1 bonus to AC.
- Once per turn, when you hit a target that has been targeted by a friendly creature's attack since your last turn, you can add your proficiency bonus to the damage roll. Once you use this ability, you can't do so again until you finish a short or long rest.
- Once per turn, when a friendly creature attacks a target within 5 feet of you, you can use your reaction to give the friendly creature advantage on the attack roll. Once you use this ability, you can't do so again until you finish a short or long rest.

RELENTLESS

The chase doesn't always go to the swift. You've learned not to give up, no matter what obstacles lie between you and your prey. You gain the following benefits:

- Increase your Dexterity or Constitution score by 1, to a maximum of 20.
- If no hostile creatures are within 5 feet of you at the beginning of your turn, you can take the Dash action as a bonus action, and moving through nonmagical difficult terrain doesn't cost you extra movement when you do so. Once you use this ability, you can't do so again until you finish a short or long rest.

RETALIATION

When you come at a true warrior, you best not miss. Once per turn, when a creature misses you with an attack, you can use your reaction to make a single melee or ranged attack against the creature. You can use this ability a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

SCROUNGER

The Iron Kingdoms are filled with a multitude of technological and engineering marvels, but not everyone

has equal access to them. Keeping steamjacks and wondrous mechanika in good repair requires both money and expertise. The most enterprising individuals have learned how to cut down on costs for repair and fabrication by scrounging the bits that they need from junkyards, scrap heaps, and even old battlefields. You can spend your downtime going through such places in search of useful items. You can spend 1 hour in such a location and take the Search action to make a DC 15 Wisdom (Perception) check. On a successful check, you find enough makeshift parts to reduce the cost of fabricating, repairing, or even building a piece of mechanika or even a steamjack by half.

SHOOTIST

Firearms have changed the face of combat in the Iron Kingdoms, and just about every society, tribe, and kriel boasts at least a few individuals who have mastered the art of shooting—and not always with a gun. You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- Your ranged weapon attacks ignore half cover and treat three-quarters cover as if it were half cover, meaning that a target with three-quarters cover gains a +2 bonus to AC against your ranged weapon attacks.
- You don't have disadvantage on Wisdom (Perception) checks made in a lightly obscured area.

SMALLER SIBLING

Many soldiers on the battlefields of the Iron Kingdoms learn to fight alongside behemoths of iron and steel or titanic living warbeasts bristling with claws, teeth, and scales. Such massive allies can be a boon in times of trouble, but they can also step on you or knock you sprawling if you're not careful. You have learned how to fight alongside either steamjacks or warbeasts in ways that not only keep you out from under their tread, but actually use their bulk to your advantage. You gain the following benefits:

- If a friendly steamjack or warbeast is within 5 feet of you, you gain a +2 bonus to AC and can't be knocked prone unless you choose to be.
- You can attempt to hide when you are within 5 feet of a friendly steamjack or warbeast that is at least one size larger than you.
- If you damage a target on your turn, you can use your reaction to give a friendly steamjack or warbeast within 5 feet of you advantage on its next attack roll against the same target. You can use this ability a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

SURVIVALIST

Accustomed to life in the unforgiving wilds, you can go without food or water for long periods if you need to. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- You double the time that you can go without food or water before suffering a level of exhaustion.

THICK-SKINNED

The wilds of western Immoren breed hardy individuals inured to all manner of injuries and mishaps. Choose one of the following damage types: bludgeoning, piercing, or slashing. You have resistance to the chosen damage type from nonmagical weapons.

UNDYING FORTITUDE

Prerequisite: Revenant, specter

Having already escaped the cold embrace of the grave once, you are adept at doing so again and again. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- When you are reduced to 0 hit points but not killed outright, you can choose to gain 1d10 temporary hit points. You can use this ability a number of times equal to your Constitution modifier (a minimum of once). You regain all expended uses when you finish a long rest.

UNIVERSITY EDUCATION

Throughout the Iron Kingdoms, institutions of higher learning educate students in all manner of subjects, from the esoteric to the everyday. As an alumnus of one of these universities, you've been exposed to a breadth of knowledge. You gain the following benefits:

- Increase your Intelligence score by 1, to a maximum of 20.
- You learn one language of your choice.
- You gain proficiency in one of the following skills of your choice: Arcana, History, Investigation, Medicine, Nature, or Religion. Alternatively, you gain proficiency with one set of artisan's tools of your choice.
- If you attempt to research a subject and have access to a library, a hall of records, or any place where books and documents are stored in large numbers, the time you must spend to conduct your research is halved.

UNYIELDING AS STONE

Prerequisite: Rhulfolk, Rhulic ogrun

Thanks to a combination of your sturdy stature and Rhulic martial traditions, you've learned how to become as immovable and impermeable as the rocky landscape. If you forgo moving on your turn, you can't be moved involuntarily or knocked prone unless you choose to be, and you gain a +2 bonus to AC. These benefits last until the start of your next turn.

WARY

In the wilds, staying alive is often a matter of staying alert. You've learned to keep your wits about you and notice danger before it strikes, especially when you're standing guard. You gain the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You have a +5 bonus to your passive Wisdom (Perception) score, and you can use your passive Wisdom (Perception) score to notice things even when you're sleeping.
- While you are expressly standing guard or keeping watch, you have advantage on Wisdom (Perception) checks.

3

MAGIC OF THE DEEP WILD



IN THEORY, THE SHAPING OF MYSTICAL POWER THROUGH runes and patterns makes possible an infinite variety of magical effects. Not all who practice magic are on equal footing, however. Access to the wellspring of magic manifests in different ways. Some practitioners accumulate magical energy in a laborious process that requires a focused will and significant mental exertion; others exploit the mystical energy in living creatures by siphoning power from the beasts they have bound to obey them. Although many traditions employ various secret methods to shape magic, the underlying power is the same.

Some traditions have found ways for spellcasters to supplement their power with the life force of others or to make use of the extracted flesh and organs of the recently slain as reservoirs of added power. Such practices are considered barbaric and horrific to the masses of civilized mankind, but they are readily embraced among bog trogs, gatorfolk, and farrow. After all, the consumption of flesh, which is often required for living beings to sustain themselves, is not so different from the drawing of supernatural power from those who have been recently killed and butchered.

SPELL DESCRIPTIONS

The spells are presented in alphabetical order.

ABSORB FLESH

5th-level necromancy

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

You reach out to the spirit of a bonded warbeast and break down its body to repair your own. Choose one warbeast that is under your control and in your control range. That warbeast is destroyed, you regain hit points equal to half your hit point maximum, and you gain a number of fury points equal to the warbeast's threshold.

CLASS SPELL LISTS

The following spell lists show which spells can be cast by characters of each class.

BARD SPELLS

Cantrip (0 Level)

Withering Gaze

1st Level

Adder's Tongue

2nd Level

Execration of Blackest Night
Grand Finale

4th Level

Battle Lust

5th Level

Tempest

BLACKCLAD SPELLS

1st Level

Pestilent Wind
Spectral Lash
Summon Vortex
Swamp Pit

2nd Level

Bilious Fog
Corrosive Haze
Shadowfall
Weald Secrets

3rd Level

Rift

4th Level

Miasma

5th Level

Obliteration
Tempest

BONE GRINDER SPELLS

1st Level

Swamp's Breath

2nd Level

Flesh Eater

3rd Level

Carnivore

4th Level

Miasma

5th Level

Forced Evolution

CLERIC SPELLS

1st Level

Ghost Shroud
Spectral Lash

2nd Level

Deathly Slumber
Execration of Blackest Night
Spirit Vortex

RANGER SPELLS

Cantrips (0 Level)

Mud Foot

1st Level

Swamp Pit

2nd Level

Bilious Fog
Corrosive Haze
Shadowfall
Weald Secrets

3rd Level

Rift

4th Level

Miasma

5th Level

Tempest

SHAMAN SPELLS

Cantrips (0 Level)

Mud Foot

Withering Gaze

1st Level

Adder's Tongue
Cold-Blooded
Ghost Shroud
Spectral Lash

2nd Level

Bilious Fog
Corrosive Haze
Deathly Slumber
Shadowfall
Spirit Vortex
Weald Secrets

3rd Level

Carnivore
Murderous Intent

4th Level

Miasma

5th Level

Obliteration
Tempest

SORCERER SPELLS

Cantrips (0 Level)

Withering Gaze

1st Level

Pestilent Wind
Summon Vortex

2nd Level

Corrosive Haze

3rd Level

Blood Rain
Rift

4th Level

Miasma

5th Level

Tempest

WARLOCK SPELLS

2nd Level

Battle Host
Flesh Eater
Rapport

3rd Level

Battle Host
Murderous Intent

5th Level

Forced Evolution

WIZARD SPELLS

1st Level

Swamp Pit

2nd Level

Bilious Fog
Corrosive Haze
Shadowfall

3rd Level

Rift

4th Level

Miasma

5th Level

Black Tide

ANIMUS SPELLS

1st Level

Rites of Power
Serpent Strike
Shedding Skin
Spiny Growth

2nd Level

Elasticity
Irresistible Force

ADDER'S TONGUE

1st-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

Your tongue transforms into a poisonous, serpentine shape you can use to deliver powerful venom. On each of your turns until the spell ends, you can make a melee spell attack with the tongue. If the attack hits, it deals 1d4 piercing damage and 1d6 poison damage, and the target must succeed on a Constitution saving throw or become poisoned for 1 minute. You can use this attack a number of times equal to your spellcasting ability modifier (a minimum of once), after which the spell immediately ends.

ASHIGA'S BREATH

5th-level evocation

Casting Time: 1 action

Range: Self (30-foot-cone)

Components: V, S

Duration: Instantaneous

You unleash a cloud of poisonous ash. Each creature in a 30-foot cone must make a Constitution saving throw. On a failed save, a creature takes 8d8 poison damage and falls unconscious for 1 minute. On a successful save, a creature takes half as much damage and doesn't fall unconscious. A creature that falls unconscious in this way can't be awoken until the effect wears off or it takes damage.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

BATTLE HOST

2nd-level necromancy

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 hour

You divert a portion of your power to guide and protect your warbeasts. The speed of each warbeast that is under your control and in your control range increases by 10 feet. Additionally, you gain a +2 bonus to AC as long as you are within 15 feet of a warbeast that is under your control.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the speed of each affected warbeast increases by 10 feet for each slot level above 2nd.

BATTLE LUST

4th-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 minute

You call upon primal energies to infuse nearby creatures with a fierce battle lust. Choose up to six creatures within range that you can see. For the duration, each target gains a +2 bonus to attack and damage rolls, has advantage on saving throws against being frightened or charmed, is immune to

being frightened, and deals an extra 1d6 damage when it hits with a melee attack.

At the end of each turn, each target takes 1d6 psychic damage from the primal energy that fuels this spell.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, you can target two additional creatures for each slot level above 4th.

BILIOUS FOG

2nd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You create a 20-foot-radius sphere of swirling, acrid fog centered on a point you choose within range. The fog spreads around corners. It lasts for the duration or until strong wind disperses the fog, ending the spell. Its area is heavily obscured.

When a creature enters the spell's area for the first time on a turn or starts its turn there, that creature must make a Constitution saving throw. On a failed save, the creature takes 2d8 poison damage and is poisoned until the spell ends. On a successful save, the creature takes half as much damage and isn't poisoned.

BLACK TIDE

5th-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 round

You summon a supernatural pit of noxious black water to fill the land around you. The pit is centered on you, fills your control range, and is 10 feet deep. Each enemy creature in your control range that doesn't have a swimming speed must make a Dexterity saving throw. On a failed save, the creature takes 8d6 necrotic damage and is knocked prone. On a success, the creature takes half as much damage and isn't knocked prone.

The water in the pit is difficult terrain, and any creature that attempt to move through it must succeed on a Strength saving throw or be pulled into the pit and take 8d6 necrotic damage.

BLOOD RAIN

3rd-level necromancy

Casting Time: 1 action

Range: 80 feet

Components: V, S

Duration: Instantaneous

You call upon the spirits of the damned to drench your enemies in a deluge of corrosive blood. Each creature in a 20-foot-radius sphere centered on a point you choose within range must make a Dexterity saving throw. A creature takes 3d8 acid damage on a failed save, or half as much damage on a successful one.

Each creature that takes any damage from this spell takes 2d4 acid damage at the end of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

CALL BONESWARM

5th-level necromancy (ritual)

Casting Time: 1 minute

Range: 30 feet

Components: V, S

Duration: 1 hour

You conjure a boneswarm from the remains of the nearby dead. (The GM has the creature's gaming statistics.) The boneswarm congregates within 30 feet of you. Roll initiative for the boneswarm, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the boneswarm, it attacks any creature within reach, whether or not that creature is friendly to you.

The boneswarm makes a Charisma saving throw at the end of each of its turns. On a failed save, the boneswarm continues to obey you. On a successful save, you lose control of the boneswarm, it becomes hostile toward you and your companions, and it will attack you instead of other targets if possible.

CARNIVORE

3rd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 hour

You imbue a friendly creature or unit with a hunger for the flesh of the living. The target gains a +2 bonus to melee attack rolls against creatures other than constructs and undead. Whenever the target reduces a creature other than a construct or an undead to 0 hit points with a melee attack, you regain 2d8 hit points.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the number of hit points regained increases by 1d8 for each slot level above 3rd.

COLD-BLOODED

1st-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 round

You imbue a creature with a cold, calculated focus during combat. Choose a willing creature you can see within range. Until the spell ends, the creature can reroll missed attack rolls against creatures other than constructs and undead. Each roll can be rerolled only once as a result of this spell.

CORROSIVE HAZE

2nd-level evocation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 round

You create a 15-foot-radius sphere of corrosive mist centered on a point you choose within your control range. The sphere spreads around corners, and its area is heavily obscured. A creature that enters the spell's area for the first time on a turn or starts its turn there takes 4d4 acid damage immediately and 2d4 acid damage at the end of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the radius of the sphere increases by 5 feet for each slot level above 2nd.

DEATH HARVEST

5th-level necromancy

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 round

You call upon the spirits of the dead to fuel your power. For the duration of the spell, each time a friendly creature destroys an enemy creature within your control range, you gain 1 fury point and can immediately cast a spell with a casting time of 1 action as a bonus action.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the duration of the spell increases by 1 round for each slot level above 5th.

DEATH PACT

3rd-level necromancy

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 round

You enter into a pact with the spirits of the dead, granting protection and resilience to your allies. For the duration, each friendly creature in your control range (including you) gains a +2 bonus to AC, is immune to being frightened, can't be healed by spells or abilities that restore hit points, and doesn't take extra damage from critical hits. In addition, each affected creature's type becomes undead.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the duration of the spell increases by 1 round for each slot level above 3rd.

DEATHLY SLUMBER

2nd-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Special

You place an incapacitated creature into a deep slumber from which it cannot be awakened for 10 days. Choose an incapacitated friendly creature within range, provided that the creature isn't a construct or an undead. The creature becomes stable. For the duration, the creature can only be damaged by spells of 3rd level or higher, its flesh takes on the appearance of death, and any creature other than you that touches it takes 2d8 points of cold damage. When the creature awakens, it is restored to its hit point maximum, and any injuries it sustained when it became incapacitated are fully healed.

DEVOUR SPIRIT

4th-level necromancy

Casting Time: 1 reaction, which you take when a creature within range is slain

Range: 30 feet

Components: S

Duration: Instantaneous

As a creature's spirit leaves its body, you lash out with spectral jaws, consuming the spirit to empower yourself. You gain 2d10 temporary hit points. Choose an ability score. You have advantage on checks using that ability score until the end of your next turn. The temporary hit points you gain from this spell last until you finish a short or long rest.

ELASTICITY

2nd-level transmutation (animus)

Casting Time: 1 action

Range: Self

Components: S

Duration: Concentration, up to 10 minutes

One of your limbs becomes rubbery and covered in grasping suckers, and you can use it to lash out at your enemies. For the duration of the spell, you can use your transformed limb to make a melee spell attack with a reach 10 feet longer than the reach of your unarmed strikes. On a hit, the target takes 2d10 magical bludgeoning damage, and if the target is a creature of your size or smaller, you can grapple it.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you increase the damage by 1d10, or the reach increases by 5 feet, for each slot level above 2nd.

EXECRATION OF BLACKEST NIGHT

2nd-level necromancy

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 round

You utter a curse that fills the air with an aura of malevolent energy, hindering the attacks of your enemies. Until the start of your next turn, hostile creatures in your control range take a -2 penalty to attack rolls.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the duration of the spell increases by 1 round for each slot level above 2nd.

FLESH EATER

2nd-level necromancy

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

Spectral jaws streak from your hand to attack a creature you choose within range. The target must make a Constitution saving throw. On a failed save, the creature takes 3d6 necrotic damage, and one warbeast that is under your control and in your control range regains hit points equal to the damage dealt. On a successful save, the creature takes half as much damage, and the warbeast doesn't regain any hit points.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

FORCED EVOLUTION

5th-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 hour

You accelerate the natural process of evolution of a creature within range, forcibly altering its physical form to better adapt to its environment. An unwilling creature can make a Wisdom saving throw, and if it succeeds, it isn't affected by this spell. The creature gains all of the following effects.



Mastery. The creature gains proficiency in one skill of your choice.

Resilience. The creature gains resistance to one damage type of your choice.

Transformation. The creature's type changes to a type of your choice.

Vigor. The creature gains a number of temporary hit points equal to half its current hit point maximum.

GHOST SHROUD

1st-level necromancy

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 round

You wrap yourself in a ghostly shroud, causing your form to shimmer and fade as if you were only half present in the material world. You gain a +2 bonus to AC. When a creature misses you with a melee attack, you can push the creature 15 feet directly away from you with a sudden burst of spectral force.

GLIMPSE OF SIKE DULRA

3rd-level divination

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You open your mind to the arcane energies of the slumbering Ashiga in Sike Dulra, tapping into the god's dreams to gain a glimpse of the past, present, and future. For the duration of the spell, you gain the following benefits:

- You have advantage on all Intelligence and Wisdom checks and saving throws.
- You can see invisible creatures and objects within 30 feet of you, and you can detect any magic aura within the same range.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the range of your vision increases by 30 feet for each slot level above 3rd.

GRAND FINALE

2nd-level evocation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 round

You grant your allies the ability to unleash a thunderous magical attack. When a friendly creature in your control range makes a melee weapon attack, the attack deals an extra 2d8 bludgeoning damage. If the target is a creature, it must make a Strength saving throw against your spell save DC. On a failed save, the target is pushed 20 feet away from the friendly creature and knocked prone. On a successful save, the target is pushed half as far and isn't knocked prone.

ICHOR OF KOSSK

3rd-level necromancy

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Instantaneous

You launch a projectile of putrid ichor toward a creature within range. Make a ranged spell attack roll against the target. On a hit, the target takes 4d8 poison damage and must succeed on a Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the target is blinded. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

IRRESISTIBLE FORCE

2nd-level transmutation (animus)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You imbue a willing creature within range with a magical force that makes it nearly impossible to resist. The target can move through other creatures as if they were difficult terrain. Each creature the target moves through must make a Strength saving throw against your spell save DC. On a failed save, the creature takes 2d6 force damage, is pushed up to 10 feet in a direction of your choice, and is knocked prone. On a successful save, the creature doesn't take damage, isn't pushed, and isn't knocked prone. A creature can only be pushed or take damage from this spell once per turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the distance pushed increases by 5 feet, and the damage increases by 1d6, for each slot level above 2nd.

MIASMA

4th-level evocation

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Concentration, up to 1 minute

You create a 20-foot-radius sphere of choking, toxic fog centered on a point you can see within range. The fog spreads around corners and is heavily obscured. It lasts for the duration or until a strong wind (at least 20 miles per hour) disperses it.

When a creature first enters the spell's area for the first time on a turn or starts its turn there, that creature must make a Constitution saving throw. The creature takes 3d10 poison damage on a failed save, or half as much damage on a successful one. A creature that doesn't need to breathe is immune to this effect.

At Higher Levels. When you cast this spell using a spell slot of 5th or higher level, the poison damage increases by 1d10, and the radius increases by 5 feet, for each slot level over 4th.

MUD FOOT

Evocation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 round

You unleash a burst of magic that causes the ground to become mired and sticky beneath a creature's feet. Make a ranged spell attack against the target. On a hit, the target's speed is halved.

MURDEROUS INTENT

3rd-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 minute

This spell overwhelms creatures with a desire to slay the living. Choose up to six willing creatures that you can see within range. For the duration, each target gains a +2 bonus to attack and damage rolls against creatures other than constructs and undead and has advantage on attack rolls against any creature that doesn't have all its hit points, provided that the creature isn't a construct or an undead.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, you can target two additional creatures for each slot level above 3rd.

OBLITERATION

5th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You unleash a devastating blast of energy. Each creature in a 30-foot-radius sphere centered on a point of your choice within range must make a Dexterity saving throw. On a failed save, a creature takes 8d8 force damage and is stunned until the end of its next turn. On a successful save, a creature takes half as much damage and isn't stunned by this spell.

Each object in the sphere takes 16d8 force damage.

PESTILENT WIND

1st-level evocation

Casting Time: 1 bonus action

Range: Self (15-foot cone)

Components: S

Duration: Instantaneous

You unleash a gust of diseased wind. Each creature in a 15-foot cone must make a Constitution saving throw. A creature takes 2d10 poison damage on a failed save, or half as much damage on a successful one.

RAPPORT

2nd-level evocation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 minute

You touch the mind of a bonded warbeast, guiding its body like an extension of your own. Choose a warbeast that is under your control and in your control range. For the spell's duration, that warbeast can replace its proficiency bonus with yours, and it becomes proficient with all weapons with which you are proficient.

RIFT

3rd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

A powerful burst of elemental energy rips through the ground from a point of your choice within range, creating a temporary rift. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A creature takes 3d6 force damage on a failed save, or half as much damage on a successful one. Additionally, the area becomes difficult terrain until the end of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

rites of Power

1st-level transmutation (animus)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 round

Profane runes appear across your flesh, empowering you to act as a conduit for occult energy. For the duration of the spell, you become a channeler for spells. Each time a spell is channeled through you, you take 1d6 necrotic damage.

Serpent Strike

1st-level transmutation (animus)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 minute

Your reflexes heighten to the point that you can strike like a serpent in response to the movements of your foes. For the spell's duration, when a creature within your reach misses you with an attack, you can use your reaction to attack that creature.

SHADOWFALL

2nd-level evocation

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Instantaneous

You summon a burst of darkness that begins consuming the world around a point of your choice within range. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A creature takes 4d6 necrotic damage on a failed save, or half as much damage on a successful one. Additionally, each creature in the area has disadvantage on attack rolls, ability checks, and saving throws until the end of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

SHEDDING SKIN

1st-level transmutation (animus)

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 minute

Your outer layer of skin becomes dry and flaky, like the shedding skin of a serpent. For the duration of the spell, you gain the following benefits:

- You can move through spaces as if they were one size larger without squeezing.
- If you are grappled, you can use your action to escape the grapple immediately without needing to make an ability check.
- You regain 1d4 hit points at the start of each of your turns.

SPECTRAL LASH

1st-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

You summon a spectral whip of ghostly energy and lash out with it at a creature within range. Make a ranged spell attack roll against the target. On a hit, the target takes 2d6 necrotic damage and is pulled 10 feet directly toward you.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6, and the distance the creature is pulled increases by 5 feet, for each slot level above 1st.

SPINY GROWTH

1st-level transmutation (animus)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 minute

Your skin erupts in dense, durable spines. For the spell's duration, you gain a +2 bonus to AC, and at the start of each of your turns, you deal 2d10 piercing damage to any creature grappling you.

SPIRIT VORTEX

2nd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You create a swirling vortex of spiritual energy, centered on a point you can see within range. Each creature within 10 feet of that point must make a Strength saving throw. On a failed save, a creature takes 3d6 force damage, is pulled 10 feet toward the center of the vortex, and is knocked prone. On a successful save, a creature takes half as much damage, isn't pulled, and isn't knocked prone.

Additionally, undead in the area take an extra 1d6 radiant damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6, and the radius of the vortex increases by 5 feet, for each slot level above 2nd.



STIR THE DEAD

2nd-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You speak ancient words of power, stirring the spirits of the undead. Choose up to four undead creatures that you can see within range. The creatures are under your control for the duration of the spell. They obey any verbal commands to the best of their abilities (no action required by you), and in combat, they act on your turn each round. If you don't issue any commands to them, they take the Dodge action. For the duration, each creature controlled by this spell deals an extra 1d6 necrotic damage when it hits with a weapon attack.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you assert control over two additional undead creatures, and the extra damage dealt by the controlled creatures' attacks increases by 1d6, for each slot level above 2nd.

SUMMON VORTEX

1st-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 round

A swirling vortex of energy extends out from you in a 15-foot radius. Until the spell ends, the vortex moves with you, remaining centered on you. For the duration, each hostile creature in the area takes a -2 penalty to all attack rolls. The spell ends if you are incapacitated.

SWAMP PIT

1st-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You create a small, murky pit at a point on the ground that you can see within range. For the duration, a 10-foot square centered on that point becomes difficult terrain.

Each creature in the area when you cast the spell must make a Dexterity saving throw. On a failed save, the creature is restrained as long as it remains in the pit or until it breaks free. A creature must also make this saving throw when it enters the spell's area for the first time on a turn or ends its turn there. A restrained creature can use its action to make a Strength check against your spell save DC. On a success, it frees itself. While restrained by this spell, a creature takes 2d6 poison damage at the start of each of its turns.

As a bonus action on your turn, you can move the pit up to 10 feet to a new spot on the ground within range. If a creature restrained by this spell is no longer in the pit after the pit is moved, the creature is no longer restrained. If a creature that wasn't in the pit before the pit was moved is now in the pit, the creature must make a Dexterity saving throw, as described above.

At Higher Levels. When you cast this spell using a spell slot

of 2nd level or higher, the square increases by 5 feet on each side for each slot level above 1st.

SWAMP'S BREATH

1st-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Concentration, up to 1 minute

You breathe out a cloud of murky gas in a 15-foot-radius sphere centered on a point you can see within range. The cloud spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

When a creature enters the spell's area for the first time or starts its turn there, it must make a Constitution saving throw. On a failed save, the creature takes 2d8 poison damage and is poisoned until the end of its next turn.

TEMPEST

5th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You call down a swirling maelstrom of wind and lightning to sweep over the area. Each creature in a 20-foot-radius sphere centered on a point you choose within range must make a Dexterity saving throw. A creature takes 8d6 lightning damage on a failed save, or half as much damage on a successful one. The tempest also creates a burst of powerful wind, causing each creature in the area to be pushed 10 feet away from the center of the area. In addition, the ground in the area becomes difficult terrain until the end of your next turn.

WEALD SECRETS

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 10 minutes

You tap into the ancient knowledge of the forests and transfer some of that power to a willing creature you touch. For the duration of the spell, difficult terrain doesn't cost the target extra movement, and the target ignores darkness and other effects that obscure vision when making ranged attacks and Wisdom (Perception) checks.

WITHERING GAZE

Necromancy cantrip

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Instantaneous

You direct a withering gaze at one creature you can see within range. The target must make a Constitution saving throw. On a failed save, the target takes 2d6 necrotic damage, and its speed is halved until the end of its next turn.

This spell's damage increases by 1d6 when you reach 5th level (3d6), 11th level (4d6), and 17th level (5d6).

TREASURES OF THE DEEP WILD

Mechanika is relatively commonplace throughout the human nations of western Immoren, but items invested with true magical power are exceedingly rare. The opposite is true in the deep wilds, however. Rare bits of mechanika do make their way to the inhabitants of the wilderness, trading hands from swampie to gobber to bog trog or gator, but by and large, ritually fabricated items, armor, and weapons are more commonly seen in the hands of powerful warlords, sorcerers, and warlocks.

MAGIC ITEM DESCRIPTIONS

Magic items are presented in alphabetical order. A magic item's description gives the item's name, its category, its rarity, and its magical properties.



BLADE OF TORMENT

Weapon (any sword), rare (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon. When you hit a creature with it, that creature takes an extra 1d8 psychic damage, and if it is a warbeast, you can choose to add or remove 1 fury point from it. In addition, the creature must make a Constitution saving throw with a DC equal to 8 + your proficiency bonus + your Dexterity modifier. On a failed save, the creature is 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.

BOKOR'S STAFF

Staff, uncommon

Adorned with grisly trophies, this staff grants its wielder the power to silence an enemy's spells. When you hit a creature with this magic weapon, the target must succeed on a DC 14 Constitution saving throw or be unable to cast spells or use an animus until the start of your next turn.

CLOAK OF THE FOG DRAKE

Wondrous item, uncommon

This cloak is made from the scales of a fog drake. While wearing it, you can breathe underwater. In addition, while wearing the cloak, you can use an action to cast the *fog cloud* spell from it as a 3rd-level spell. Once used, this property can't be used again until the next dawn.

CROAK-THROAT BAGPIPES

Wondrous item, uncommon

These eerie bagpipes are made from the dried skin and esophagus of a croak. While playing the bagpipes, you can use an action to cast the *fear* spell from them as a 3rd-level spell. Once used, this property can't be used again until the next dawn.

CRYSTAL SKULL

Wondrous item, very rare

This mysterious crystal skull is said to hold the knowledge of ancient civilizations long since lost to time. The skull is made of a clear, flawless crystal that glows with an otherworldly light. When holding the skull, you can understand and speak any language and can read and write any script. You also gain proficiency in any one skill or tool of your choice, and you double your proficiency bonus on any ability check made using that skill or tool. Additionally, you can use an action to cast the *legend lore* spell, allowing you to gain knowledge about a specific person, place, or object. Once used, this property can't be used again until the next dawn.

DHUNIA'S RAGE

Weapon (any axe), rare (requires attunement by a follower of Dhunia)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you hit with it, you can choose to maximize your weapon damage dice against the target. The weapon can't be used this way again until the next dawn.

DHUNIA'S TOUCH

Armor (any), very rare (requires attunement by a follower of Dhunia)

While wearing this armor, you can speak its command word as a reaction when you are hit by an attack or fail a saving throw, but before damage is rolled. If you do so, you take no damage from the attack or effect. The armor can't be used this way again until the next dawn.

EXHUMATOR

Weapon (any), very rare (requires attunement)

You gain a +3 bonus to attack and damage rolls made with this magic weapon. When you reduce a creature to 0 hit points with this magic weapon, you can choose to raise the target as an undead under your control for 1 round. The creature's type becomes undead, it regains 1 hit point, it obeys your commands to the best of its ability, and it remains under your control until the end of your next turn or it is destroyed.

Additionally, as an action, you can choose a creature you are controlling with this weapon and channel a spell through it as if it were a channeler. The creature must be within 30 feet of you, and any spell cast through it will originate from its location. If you channel a spell through the creature, it is destroyed after the spell is cast.

GRAVELIGHT CANDLE

Wondrous item, uncommon

This candle is made of a mixture of beeswax and the tallow of a humanoid creature, all of which is infused with tiny fragments of arcane minerals. The candle's magic is activated when the candle is lit, which requires an action. After burning for 4 hours, the candle is destroyed. You can snuff it out early for use at a later time. Deduct the time it burned in increments of 1 minute from the candle's total burn time.

While lit, the candle sheds bright light in a 5-foot radius and dim light for an additional 5 feet. Any hidden door, trap, or secret compartment within that light is revealed, and any invisible creature or object within that light becomes visible. Additionally, while the candle is lit and you are holding it, you have darkvision out to a range of 60 feet.

LEECH BITE

Weapon (any ranged weapon), rare

You gain a +2 bonus to attack and damage rolls made with this magic weapon. When you hit a creature with it, that creature takes an extra 2d6 necrotic damage, and you regain a number of hit points equal to half the necrotic damage dealt.



LIFE DRINKER

Weapon (any), rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you hit a creature with it, you gain a number of temporary hit points equal to half the damage dealt.

LIFE TRADER

Weapon (any), rare (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon. When you hit a creature with it, you can choose to sacrifice your own hit points to deal extra damage. For every 2 hit points you sacrifice, the weapon deals an extra 1d4 necrotic damage to the target. The number of hit points you can sacrifice is limited by your current hit point maximum, and you can't sacrifice hit points if doing so would cause you to drop to 0 hit points.

MIND-CLOUDING MAUL

Weapon (maul), rare (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon. When you hit a creature with it, that creature takes an extra 1d6 psychic damage and must make a Wisdom saving throw with a DC equal to 8 + your proficiency bonus + your Strength modifier. On a failed save, the creature's spellcasting ability is impaired. For the next minute, it has disadvantage on any ability check it makes to cast a spell, and targets have advantage on saving throws against any spell the creature casts, unless the creature spends an additional spell slot of 1st level or higher to cast it.



SKULL PRAYER BEADS

Wondrous item, very rare

This macabre necklace is made of humanoid skulls strung together on a cord. Each skull is intricately carved with dark arcane symbols and runes. The necklace is imbued with necromantic energy and grants the wearer control over the spirits of the dead.

While wearing this necklace, you can communicate with the spirits of the dead as if you had cast the *Speak with Dead* spell, and you can use an action to cast the *Animate Dead* spell from the necklace as a 3rd-level spell. Once used, this property can't be used again until the next dawn.



SOUL CONSUMER

Weapon (any), very rare (requires attunement)

You gain a +3 bonus to attack and damage rolls made with this magic weapon. When you hit a creature with it, that creature takes an extra 2d8 force damage, and you can choose to absorb a part of the creature's soul, gaining a number of temporary hit points equal to the force damage dealt.

You can use an action to release some of the soul energy stored in the weapon, which escapes with a sound like a tormented scream. If you do, you have advantage on your next attack roll, ability check, or saving throw. Once used, this property can't be used again until the next dawn.

SOUL-FUELED BLADE

Weapon (any sword), rare (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon. When you reduce a creature other than a construct or undead with a soul to 0 hit points with this magic weapon, you gain one spell slot of the highest level you can cast. This spell slot expires if it is not used within 10 minutes. While the extra spell slot is active, the sword is outlined in a faint orange glow.

STAFF OF THE WINTER CRONE

Weapon (staff), very rare (requires attunement)

This staff is a relic of the Northkin tribes of trollkin. It is made of twisted and gnarled dark wood that always drips with jagged ice, regardless of the weather. When held aloft, the staff emanates a faint chill.

This staff can be wielded as a magic quarterstaff that grants a +1 bonus to attack and damage rolls made with it.

The staff has 6 charges for the following properties, which you can use while you are holding the staff. The staff regains 1d6 expended charges daily at dawn.

Spells. You can use an action to expend 1 charge to cast one of the following spells without expending a spell slot: *control weather* (limited to winter weather), *fog cloud*, or *protection from cold*.

Icy Grip. You can use an action to expend 1 charge to force a creature you can see within 60 feet of you to make a Constitution saving throw. On a failure, the target is restrained for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Snowfall. You can use an action to expend 1 charge to cause snow to fall in a 20-foot radius, 40-foot high cylinder centered on a point you can see within 60 feet of you. The snow lasts for 1 hour or until you use an action to dismiss it.



THUNDERSTRIKE MAUL

Weapon (maul), very rare

This massive maul is crafted from a rare metal that has been struck by lightning. It is imbued with the power of thunder and crackles with electrical energy. When you hit a creature with an attack using this magic weapon, the target takes an extra 2d6 thunder damage and must make a Constitution saving throw with a DC equal to 8 + your proficiency bonus + your Strength modifier. On a failed save, the target becomes deafened for 1 minute.

While wielding this weapon, you can cast the *thunderwave* spell from it as a 2nd-level spell. The weapon can't be used this way again until the next dawn.

WINTERTIDE

Weapon (Nyss claymore), rare

You gain a +2 bonus to attack and damage rolls made with this magic weapon. When you hit a creature with it, that creature takes an extra 2d6 cold damage.

If you score a critical hit against a creature with this magic weapon, it must make a Constitution saving throw with a DC equal to 8 + your proficiency bonus + your Strength or Dexterity modifier. On a failed save, the target is frozen solid, and it is incapacitated until the end of your next turn.



MAGIC ITEM CREATION

In the wilds of western Immoren, shamans and warlocks hold positions of prestige. The ability to weave spells from one's own willpower or from the rage of a rampaging warbeast is a gift possessed by few. Throughout time, however, the wild peoples of Immoren have harnessed the power of magic and bound it to objects. Once properly inscribed and invested with a bit of the maker's own power and vitality, these potent tools are permanently infused with magic. They often outlast their creators, becoming prized relics passed down through generations. The mightiest become legends that overshadow any who wield them, becoming mythic objects in their own right.

Creating magical items is not easy—it requires patience, diligence, and careful craftsmanship. Binding magical essence is dangerous and potentially deadly. Those who do not approach this work with a great deal of caution can be unmade by their careless work as the arcane power they seek to harness lashes back against them.

In the civilized societies of western Immoren, this danger is managed through the creation of mechanika. A fusion of magic and technology, mechanika creates potent magical items that have helped shape the course of history in the Iron Kingdoms, but this method is not without its limits and weaknesses.

The less-civilized cultures and settlements of western Immoren have their own paths and traditions. These practices, older and often darker than the formalized techniques of the Iron Kingdoms, allow these societies to create a wide range of magical items. The process of creating mechanika is similar to that used to craft traditional magical items, but the final fusion and application of arcane energies differs greatly.

In the remote corners of the land, ancient rituals and blood rites are employed to infuse power into these magical items. Craftsmen, known as enchanters or binders, are revered in these societies for their ability to work with the dangerous forces of magic. They are often shamans or warlocks, using their innate connection with the arcane to manipulate and control the energies needed to create their artifacts.

This method of creating magical items can lead to powerful and unpredictable results. Unlike mechanika, which relies on precise engineering and controlled application of magic, the traditional methods can produce items with a wide range of abilities and effects. Some are straightforward and dependable, while others may be fickle and temperamental, even dangerous to the wielder.

Though these methods of creating magical items may not possess the refined precision of mechanika, they offer a greater variety and depth of power. The artifacts created in this manner often possess abilities and properties that cannot be replicated by mechanika, making them highly sought after by those who seek to harness the full potential of magic. As a result, the practices of these wild societies continue to endure, with the secrets of their craft passed down through generations.

The legends surrounding these magical items speak of the great heroes, shamans, and warlocks who have wielded them in the past. In the hands of a skilled and worthy user, these artifacts can turn the tide of battle, alter the course of history, or even shape the destiny of entire nations. With each new generation, the stories grow, and the power of these mythic objects continues to inspire and captivate the people of western Immoren.

MAGICAL ITEMS

A magical item has three components: a vessel, rune points, and an attunement requirement. The vessel is simply the item being transformed, whether a weapon, a set of armor, a stone talisman, or another object. Rune points are a combination of two factors: the space needed to inscribe, engrave, or etch the necessary runes on an item's body and the runes themselves, which power the magical item. The attunement requirement is the amount of preparation time the creator needs before he is ready to wrestle with the arcane energy in the runes.

The process used to create these magical items creates a permanent, self-sustaining bond between the vessel, the runes, and the magical energies, allowing these objects to last far, far longer than most mechanikal equivalents. The lore masters of the trollkin and the Circle Orboros know of items created millennia ago that are still in use today.

Any item created via this process is magical in some way.

SPECIAL CONSIDERATIONS

Making magic items might have additional special considerations, like the time and place of completion, ingredients required to be worked into the vessel's fabrication, or a sacrifice of blood.

The GM determines what, if any, special ingredients, components, or other considerations are required to construct a specific magic item.

The benefit may not be as direct as that of a magically imbued sword or an enchanted suit of heavy armor, but the impact is guaranteed to be potent. Gifted individuals can generally tell right away when an item has been exposed to magical energies, while others may simply have a feeling that the item in question is different.

Some magical items require specialized runes that function only with particular items. A magical axe cannot function with runes designed for armor, for example.

ASSEMBLY

Most magical items created in the wilds of western Immoren are created from scratch using the strongest available materials—those that can withstand the magical energies harnessed during their creation. These energies, often dangerous and volatile, can be fatal to the individual creating the item if not controlled. The vessel of a magical item defines the kind of item it is, whether weapon, armor, or otherwise. The character then attunes to the work ahead and inscribes the items with runes to create a magical item.

VESSEL

A magical item's vessel is the shell or frame that contains the runes and esoteric energies that power it. Each vessel is crafted to exacting standards that make it capable of containing the power within the runes. For many wilderness cultures, the task of creating a vessel that can withstand these arcane forces is attempted only by master craftsmen, whose skills and techniques are often passed down from generation to generation.

The following rules cover the fabrication of a vessel appropriate to be inscribed with runes and transformed into a magical item.

SPELLCASTING

A character must be capable of casting spells in order to craft a magic item.

WEAPONS AND ARMOR

Melee weapons, ranged weapons, and suits of armor are among the many objects that can be imbued with magical power. Any weapon or armor used as the vessel of a magical item must have at least 1 rune point carved into its surface. Weapons created as magical items are magical weapons. Vessels for magical weapons and armor have the same stats as the items they are based on.

The raw materials needed to create the vessel of a magical

VESSEL CRAFTING DCs

Weapon Type	Crafting DC
Simple Melee	10 + 1/10th the cost of a base version of the weapon (Minimum 1)
Martial Melee	12 + 1/10th the cost of a base version of the weapon (Minimum 1)
Simple Ranged	12 + 1/10th the cost of a base version of the weapon (Minimum 1)
Martial Ranged	14 + 1/10th the cost of a base version of the weapon (Minimum 1)
Light Armor	10 + 1/10th the cost of a base version of the armor (Minimum 1)
Medium Armor	12 + 1/10th the cost of a base version of the weapon (Minimum 1)
Heavy Armor	14 + 1/10th the cost of a base version of the weapon (Minimum 1)

weapon or armor cost three times as much as a normal, nonmagical version of the item. For example, the cost of a normal great axe is 30 gp, so the raw materials needed to create a vessel for a magical axe would cost three times as much, or 90 gp.

This cost represents the rarity of materials used in the creation of the vessel. For example, a magical staff is not typically made of common oak but rather of rarer hardwoods found in the depths of the wilderness. Steel is alloyed with other materials more receptive to the infusion of arcane energy.

Creating the vessel of such an item requires proficiency with the applicable artisan's tools. For example, if a character is trying to create a magical vessel of heavy plate armor, the pertinent proficiency is with smith's tools.

After gathering the raw materials to craft a vessel, a character must spend time shaping and preparing the components. A character makes 25 gp worth of progress for each workday spent working on the vessel, plus any increases provided by a character's other traits or abilities, such as the Rhulic dwarf's Master Craftsman trait.

Once a character's progress has reached the full amount of the item's cost, the character must make an Intelligence (Arcana) check with a DC determined by the Vessel Crafting DCs Table.

If the check fails, a character can attempt to adjust the vessel, which costs materials equal to the normal cost of the base item, and attempt the check again. If the check fails again or if the check fails by 5 or more, the vessel is irreparably flawed. The character can proceed but make all subsequent steps at a -2 penalty.

TALISMANS

Made of small chits of workable stone or bone, talismans protect the wearer and bestow on the wearer a measure of runic power. Although their effects often pale in comparison to those of even the most straightforward spells, these charms are common among many wilderness cultures.

A talisman used as the vessel of a magical item must have at least 1 rune point carved into its surface. While wearing a talisman, the wearer is affected by all runes inscribed on it. A character can wear multiple talismans but can receive the benefit of only a single talisman at a time. If a character wears multiple talismans, choose during the character's daily preparations which talisman to have in effect. That talisman

affects the character until it is removed or until a new talisman is selected.

Creating a talisman requires carved metal, stone, bone, or similar material worth at least 15 gp, as well proficiency with the applicable artisan's tools. For example, if a character is trying to create a magical talisman made of metal, the pertinent tools are smith's tools. Once a character has the raw materials to craft or forge the vessel, the character must spend time preparing the components, following the same rules used to create bodies of magical weapons and armor.

The DC of fabricating a talisman is 10.

ATTUNEMENT

Before a magical item is inscribed, the crafter must attune to the task. The character must spend time in deep meditation, preparing for the immense strain on both willpower and soul during the inscription and completion of the work. Only a foolhardy or suicidal individual would attempt to harness the power of the runes without first attuning to the labor ahead.

ATTUNEMENT RULES

Attunement consists of a set period of uninterrupted meditation followed by expending a total number of spell slot levels equal to the number of rune points on the item and a saving throw against a DC of 12 + the total number of rune points the character plans to inscribe on the item. The character uses their Spellcasting ability for the saving throw.

For each rune point being inscribed, the character must meditate for three hours without interruption. If the saving throw succeeds, the character can inscribe the runes without further penalty. If the saving throw fails, the character can roll again after an additional three hours of meditation.

A character gains a cumulative +1 to the roll for every three hours of uninterrupted meditation beyond the required amount.

If a character is unable to expend the required spell slot levels, the attunement fails, triggering a roll on the Price of Failure Table.

After successful attunement, the character can inscribe the desired runes on the object.

RUNES

Runes imbue a magical item with its arcane power. The peoples of the wilderness employ runic scripts that draw upon their own traditions and cultures. Some manifestations of magical power are unique to a specific tradition, but others are known among many different peoples. More powerful effects require a deeper understanding of the arcane traditions from which the powers arise.

Each culture in the wilds of western Immoren has developed its own traditions, though some crossover exists. The Runes by Culture Table indicates which magic traditions are available to a character.

RUNE POINTS

Rune points are an amalgamation of three factors: the magical runes that supply the desired effects of the item, the space required to inscribe the runes on the item, and the complexity of the runes being inscribed. This value is an expression of the attributes required for item creation. Weapons, armor, and smaller items are allowed a limited number of rune points, but some objects can house a larger number of runes. The great celestial fulcrums used by the Circle Orboros—stone constructions that replicate the movement of Caen and its moons and harness blasts of raw elemental power—are potent examples of objects that surpass this limit and display countless runes used in conjunction.

RUNE POINT LIMITS

Each type of item can bear a limited number of rune points. The following are the maximum rune points allowed for each object type covered in this chapter:

Talismans: 2 rune points

Weapons and **Armor**: 5 rune points

INSCRIBING RUNES

Inscribing a rune takes one week per rune point. Once this time has passed, the character must make an Intelligence (Arcana) check with a DC of 12 + the rune's point value. On a successful check, the character successfully inscribes the runes.

On a failed check, the character must roll on the Price of Failure Table to determine any consequences of failure.

After resolving any effects, the character can spend one week correcting mistakes in the inscription and then attempt the check again.

If an item has not reached its rune point limit after inscription, additional runes can be inscribed upon it.

The following attributes define runes in the game:

Type: This defines the types of bodies the rune can be inscribed upon.

Prerequisite: Determines any prerequisites required to inscribe the rune.

Rune Points: This indicates the number of rune points the rune takes up on the item.

GENERAL RUNES

Several runes are found across all the gifted races found in the wilds of western Immoren. Although the runes themselves may take different forms, the effects are the same.

Any character capable of creating magical items can utilize these runes and can replace the Lore subject in the prerequisites with a different subject appropriate for that character's arcane traditions, provided the character's skill level is high enough.

RUNES BY RACE

Character Race	General Runes	Devourer Runes	Dhunian Runes	Nyss Runes	Swamp Runes	Trollkin Runes
Bog Trog	X				X	
Croak	X				X	
Farrow	X		X			
Gatorman	X				X	
Human	X	X				
Nyss	X					
Tharn	X	X				
Trollkin	X		X			X

BALANCED

Carved into the hilt or etched onto the surface of a weapon, the Balanced spell rune gleams with a delicate harmony of power and precision. An intricate lattice of ancient symbols, it radiates a subtle, silvery aura that whispers of equilibrium and grace.

Type: Melee or ranged weapon

Prerequisite: Arcana +2

Rune Points: 1

Attack and Damage rolls made with this magical weapon gain a +1 bonus.

BLESSED

This rune glows with a warm, golden light. Its ethereal radiance evokes a profound sense of serenity and purity, as if the weapon itself were anointed by divine hands. The rune's celestial script intertwines with complex, flowing patterns.

Type: Melee or ranged weapon

Prerequisite: Arcana +4

Rune Points: 2

A character using a weapon inscribed with this rune ignores spell effects that increase the target's AC or give it resistances.

COLD

An intricate pattern of its icy lace seems to dance across the weapon's surface. The frostbitten design whispers of the biting cold and relentless fury of winter's heart, promising to bestow its frigid touch.

Type: Melee weapon

Prerequisite: Arcana +4

Rune Points: 2

A creature hit by a weapon inscribed with this takes 1d8 cold damage. On a critical hit with a weapon inscribed with this rune, a target without immunity to cold damage has its movement speed halved until the end of its next turn.

CORRUPTION

The rune's intricate patterns appear twisted and warped, as if forged by some malevolent force, eager to unleash its destructive potential. As the tainted weapon strikes an enemy, dark energy courses through the blow, a searing, corrosive force that not only ravages the target's flesh but also weakens its defenses.

Type: Melee or ranged weapon

Prerequisite: Arcana +2

Rune Points: 1

A character hit by a weapon inscribed with this rune takes 1d4 acid damage and suffers -2 AC until the end of its next turn.

DISBINDER

A weapon inscribed with this arcane sigil weaves an intricate tapestry of power, pulsating with a vivid, indigo light that seems to pierce the very fabric of reality. At its touch, the magic of an enemy spellcaster rapidly unravels.

Type: Melee weapon

Prerequisite: Arcana +6

Rune Points: 3

Concentration spells on a character hit by a weapon inscribed with this rune immediately expire.

ELEMENTAL PROTECTION

Imbued upon the surface of armor or a talisman, this rune radiates a vibrant, chromatic energy that dances and intertwines like the primal forces of nature itself. The rune's dazzling array of intricate symbols pulsates with the raw essence of the elements, painting a vivid portrait of the untamed power of the world. The enchanting glow of the rune seems to shift and transform, echoing the ever-changing nature of the elements it safeguards against.

Type: Armor or talisman

Prerequisite: Arcana +4

Rune Points: 2

A creature wearing an item inscribed with this rune gains resistance to acid, cold, lightning, or fire damage. The wearer chooses the damage type daily at dawn.

EYES OF DARKNESS

Intricately etched onto the surface of a talisman, this rune emanates an enigmatic, shadowy aura that seems to beckon the very essence of the night. The arcane symbols, forged by a deft hand, form an elegant constellation of glyphs that appear to drink in the light, shrouding the rune in an alluring veil of darkness. Its mystical presence whispers of secrets hidden within the depths of shadow, offering those who wield it the power to pierce the inky blackness and reveal the unseen.

Type: Talisman

Prerequisite: Arcana +2

Rune Points: 1

An item inscribed with this rune grants darkvision to 60 feet. If a creature wearing the talisman already has darkvision, its range is increased by 60 feet.

FLAME

Inscribed on the surface of a melee weapon, the Flame spell rune flickers with the intense, fiery energy of a raging inferno. The arcane symbols smolder like embers, their intricate design painting a vivid image of the untamed ferocity of fire. The weapon glows with a captivating, golden light, casting shadows that dance like wild, untethered flames, eager to consume and set the world ablaze.

Type: Melee weapon

Prerequisite: Arcana +4

Rune Points: 2

A creature hit by a weapon inscribed with this takes an extra 1d8 fire damage. On a critical hit with a weapon inscribed with this rune, a creature also takes 1d8 fire damage at the start of its next turn. The weapon can light flammable objects and sheds bright light 15 feet and dim light for an additional 15 feet.

FLEET

Inscribed upon the surface of a suit of armor, the Fleet spell rune pulses with a vibrant, emerald energy that embodies the essence of speed and agility. The rune's elegant, swirling patterns intertwine with an array of intricate, arcane symbols that seem to dance and flow with a lively grace, reminiscent

of a gentle breeze becoming a gust of wind.

Type: Armor

Prerequisite: Arcana +6

Rune Points: 3

A character wearing armor can use an action to gain the effect of the *haste* spell for 1 minute (no concentration required). After doing so, it can't be used in this way again until the next day at dawn.

GRIEVOUS WOUNDS

Etched onto the blade of a melee weapon, the Grievous Wounds spell rune emanates a sinister, crimson energy that seems to seep into the very air around it. The rune's ominous patterns and arcane symbols twist and intertwine, as if reveling in the torment and suffering it promises to inflict. The weapon adorned with this dark rune appears to thirst for the very life essence of its foes, a harbinger of anguish and despair.

Type: Melee weapon

Prerequisite: Arcana +4

Rune Points: 2

A creature hit by a weapon inscribed with this rune takes 1d4 necrotic damage and has its hit point maximum reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. On a critical hit with a weapon inscribed with this rune, the target also has disadvantage on its next attack roll.

HEIGHTENED STRENGTH

Inscribed upon the surface of armor or a talisman, the Heightened Strength spell rune radiates a robust, earthen energy that speaks of the raw power of the physical form. The rune's bold, angular patterns and arcane symbols merge into an intricate, harmonious design, reminiscent of the steady, unyielding strength of the mountains.

Type: Armor or talisman

Prerequisite: Arcana +2

Rune Points: 1

A character wearing an item inscribed with this rune gains advantage on Strength (Athletics) checks.

MIGHT

Engraved upon the surface of a melee or ranged weapon, the Might spell rune emanates a bold, azure energy that symbolizes the unwavering determination of a warrior's spirit.

Type: Melee or ranged weapon

Prerequisite: Arcana +2

Rune Points: 1

Attack rolls with a weapon inscribed with this rune score a critical hit on a roll of 19 or 20.

NULLIFYING

Etched upon the surface of a suit of armor, the Nullifying spell rune pulses with a serene, silvery energy that embodies the essence of arcane resilience. The rune's graceful, harmonious patterns weave around an array of intricate, arcane symbols, creating a mesmerizing tableau of magical fortitude. The armor, imbued with the rune's protective aura,

seems to radiate a sense of calm and unwavering resolve, as if standing as a bastion against the forces of magic.

Type: Armor

Prerequisite: Arcana +8

Rune Points: 4

A creature wearing armor inscribed with this rune has advantage on saving throws against spells and other magical effects.

OCCULTATION

Inscribed upon the surface of armor or a talisman, the Occultation spell rune emanates a mysterious, obsidian energy that whispers of shadows and concealment. The rune's flowing patterns and enigmatic arcane symbols intertwine in a dance of darkness, creating an intricate and mesmerizing design that seems to blur the boundaries between the seen and the unseen. An item adorned with this enigmatic rune appears to meld with the shadows, inviting its wearer to embrace the art of stealth and subtlety.

Type: Armor or talisman

Prerequisite: Arcana +4

Rune Points: 2

A character wearing an item inscribed with this rune has advantage on Dexterity (Stealth) checks made to hide.

SHADOW

Emblazoned upon the surface of a suit of armor, the Shadow spell rune exudes an enigmatic, midnight-hued energy that seems to seep from the depths of darkness itself. The rune's sinuous patterns and arcane symbols merge into an intricate dance of shadows, evoking a realm where the line between reality and the unseen is blurred. Armor inscribed with this cryptic rune appears to meld with the darkness, its presence resonating with the very essence of the night and its secrets.

Type: Armor

Prerequisite: Arcana +6

Rune Points: 3

A creature wearing armor inscribed with this rune has resistance to necrotic damage and can cast *invisibility* on itself as a bonus action without expending a spell slot. After doing so, it can't be used in this way again until the following dusk.

SHARPENING

Etched upon the surface of a melee or ranged weapon, the Sharpening spell rune glows with a keen, silvery energy that symbolizes the cutting edge of power. The rune's precise, angular patterns meld seamlessly with the intricate, arcane symbols, evoking a sense of honed skill and unwavering focus. A weapon adorned with this potent rune seems to resonate with a razor-sharp aura, its edge gleaming with a promise of heightened lethality.

Type: Melee or ranged weapon

Prerequisite: Arcana +2

Rune Points: 1

A weapon inscribed with this rune adds 1d4 weapon damage to its damage rolls.



SPEED

Inscribed upon the surface of armor or a talisman, the Speed spell rune emanates a vibrant, azure energy that embodies the essence of swiftness and agility. The rune's fluid patterns and arcane symbols flow together in a harmonious dance, reminiscent of a swift current.

Type: Armor or talisman

Prerequisite: Arcana +2

Rune Points: 1

A character wearing an item inscribed with this rune increases its base movement speed by 5 feet.

SPELL SHATTER

Etched onto the blade of a melee weapon, the Spell Shatter spell rune glimmers with a pulsating, prismatic energy that seems to hold the power to unravel the very fabric of magic. The rune's intricate patterns and arcane symbols dance in a swirling, mesmerizing display, evoking a sense of disruption and chaos within the realm of the mystical arts.

Type: Melee weapon

Prerequisite: Arcana +8

Rune Points: 4

A creature with the Spellcasting trait hit by a weapon inscribed with this rune must expend a spell slot with a level of 3rd level or lower. If it cannot do so, the target takes 2d6 psychic damage.

DEVOURER RUNES

The potent runes used by worshippers of the Devourer Wurm are generally related to violence and hunting. The Circle Orboros has adapted many of these runes for its own purposes as well.

FEAST OF THE WURM

Etched onto the blade of a melee weapon, the Feast of the Wurm rune is made up of jagged overlapping slashes meant to evoke the many fangs of the Devourer Wurm.

Type: Melee weapon

Prerequisite: Arcana +4

Rune Points: 2

When a weapon inscribed with this rune destroys a living target, the attacking character can use its reaction to gain temporary hit points equal to the Constitution score of the target.

FINISHER

The shape of the Finisher rune is made up of interweaving and branching strokes reminiscent of veins and arteries and glows softly with a bloody red radiance.

Type: Melee weapon

Prerequisite: Arcana +6

Rune Points: 3

A weapon inscribed with this rune grants advantage on melee attack rolls made targeting a creature with current hit points equal to less than half of its hit point maximum.

THE HUNT

This small rune evokes the forms of a fleeing prey animal like a deer surrounded by a ring of searching eyes.

Type: Talisman

Prerequisite: Arcana +4

Rune Points: 2

A character wearing an item inscribed with this rune makes Wisdom (Perception) checks that rely on sight with advantage.

PARALYSIS

This rune imbues a weapon with the paralyzing qualities of insect venom and often takes the form of a simplistic depiction of a vektiss.

Type: Melee or ranged weapon

Prerequisite: Arcana +6

Rune Points: 3

A creature hit by a weapon inscribed with this rune must make a DC 14 Constitution saving throw or be paralyzed until the end of its next turn.

SCENT OF THE PREY

This simple rune grants the keen sense of smell of an argus or wolf to its wearer.

Type: Talisman

Prerequisite: Arcana +2

Rune Points: 1

A character wearing an item inscribed with this rune has advantage on Wisdom (Perception) checks that rely on smell.

VENOMOUS

This rune causes a weapon to weep a supernatural toxin to enhance its lethality.

Type: Melee or ranged weapon

Prerequisite: Arcana +4

Rune Points: 2

A living creature without immunity to the poisoned condition damaged by a weapon inscribed with this rune suffers takes 1d8 poison damage and cannot take reactions until the end of its next turn.

DHUNIAN RUNES

Dhunan runes are very common among trollkin kriels, but many other races, such as the farrow, also worship Dhunia and utilize the same runes.

DHUNIA'S RAGE

Made up of trollkin sigils of aggression and warfare, this rune imbues the wrath of the Mother goddess to a weapon's blows.

Type: Melee weapon

Prerequisite: Arcana +6

Rune Points: 3

A character wielding a weapon inscribed with this rune gains an additional die to attack damage rolls with the inscribed weapon for one round.



DHUNIA'S TOUCH

This rune depicts the embrace of Dhunia and wards her children against harm.

Type: Armor

Prerequisite: Arcana +8

Rune Points: 4

A character wearing an item inscribed with this rune can use its reaction to ignore all damage that results from an attack.

The rune allows a character to do this once and regains the ability to do so each day at dawn.

FATE BLESSED

This rune represents the balance of fate and Dhunia's ability to alter its weave to shield her children from harm.

Type: Melee or ranged weapon

Prerequisite: Arcana +6

Rune Points: 3

A character wielding a weapon inscribed with this rune can reroll a missed attack roll made with the weapon or cause an enemy to reroll a successful attack roll. The rune allows a character to do this once and regains the ability to do so each day at dawn.

FLOW OF VITALITY

The flow of life comes from Dhunia, and this rune etched onto a talisman strengthens that flow into her children.

Type: Talisman

Prerequisite: Arcana +2

Rune Points: 1

A character wearing an item inscribed with this rune regains hit points equal to its Constitution modifier at the start of each of its turns.

NYSS RUNES

Nyss runes have become more widely known in recent years as the elves have fled their mountain homes to escape the dragon Everblight and his blighted legion. Most Nyss runes relate to cold, ice, and survival.

ICY TOUCH

This Aeric rune causes feathers of frost to touch the edges of its wearer's hair and clothing and invests in them the ability to wield biting cold as a weapon.

Type: Talisman

Prerequisite: Arcana +4

Rune Points: 2

A character wearing an item inscribed with this rune can cast the *ray of frost* cantrip. The character's spellcasting ability for this spell is its choice of Intelligence, Wisdom, or Charisma.

NYSSOR'S SIGHT

The god of the Nyss was often wreathed in a cloud of blowing snow and ice, and this rune grants the keen vision of the Scyir of Winter.

Type: Armor or talisman

Prerequisite: Arcana +2

Rune Points: 1

The vision of a character wearing an item inscribed with this rune are not affected by blizzards, snow, or rain.

NYSSOR'S TOUCH

This rune shields its bearer with a resilience to the biting cold of winter.

Type: Talisman

Prerequisite: Arcana +4

Rune Points: 2

A character wearing an item inscribed with this rune does not suffer any ill effects due to exposure to extreme cold.

SHATTER

This Aeric rune carries freezing power along the surface of a weapon, and biting shards of frost line its edges. Those who feel its touch have their flesh flash-frozen in an instant.

Type: Melee or ranged weapon

Prerequisite: Arcana +4

Rune Points: 2

A weapon inscribed with this rune scores a critical hit on a roll of 19–20 against any creature whose movement speed is reduced.

SWAMP RUNES

Bog trogs and gatormen share similar runic traditions, which many croak tribes have also adopted. Most of their specialized runes are related to the death and decay that fill the marshes in which they live, but the gatorman bokors have learned to harness the enigmatic strength of the mysterious spirits that inhabit the swamps.

THE HUNT

This small rune evokes the forms of a fleeing prey animal like a deer surrounded by a ring of searching eyes.

Type: Talisman

Prerequisite: Arcana +4

Rune Points: 2

A character wearing an item inscribed with this rune makes Wisdom (Perception) checks that rely on sight with advantage.

LIFE LEECH

Carved onto the surface of a melee or ranged weapon, the Life Leech spell rune glimmers with a haunting, violet energy that seems to hunger for the vitality of living beings. The rune's intricate patterns and arcane symbols coil and twist like ethereal tendrils, evoking images of life essence being siphoned away by the forces of darkness. A weapon inscribed with this enigmatic rune appears to possess a voracious appetite for the life force of its enemies, eager to restore vigor to its wielder.

Type: Melee or ranged weapon

Prerequisite: Arcana +4

Rune Points: 2

A creature hit by a weapon inscribed with this rune takes 1d6 necrotic damage. The wielder of the weapon also regains hit points equal to half the damage dealt.





SPIRIT EATER

The inhabitants of the swamps of western Immoren are no strangers to the spirits that haunt their homes, and they have learned to devour some of those lesser spirits' essence to empower themselves.

Type: Melee weapon

Prerequisite: Arcana +5

Rune Points: 2

When an undead creature is hit with this weapon, the wielder immediately gains temporary hit points equal to twice its Constitution modifier.

VENOMOUS

This rune causes a weapon to weep a supernatural toxin to enhance its lethality.

Type: Melee or ranged weapon

Prerequisite: Arcana +4

Rune Points: 2

A living creature without immunity to the poisoned condition damaged by a weapon inscribed with this rune suffers takes 1d8 poison damage and cannot take reactions until the end of its next turn.

TROLLKIN RUNES

The runic traditions of the trollkin are well known. Although many kriels primarily use traditional Dhunian runes, they have many of their own as well. These runes are generally based on earth, resilience, and strength.

SMITE

This rune imparts a thunderous force into a weapon, allowing it to hurl its targets away with a furious blow.

Type: Melee weapon

Prerequisite: creator is a trollkin, Arcana +6

Rune Points: 3

On a critical hit with a weapon inscribed with this rune, the character hit is thrown 25 feet directly away from the attacker and is knocked prone.

STAGGER

Those who experience a blow from a weapon bearing this rune are stunned by its strikes.

Type: Melee weapon

Prerequisite: creator is a trollkin, Arcana +8

Rune Points: 4

On a critical hit with a weapon inscribed with this rune, the character hit cannot attack for one round.

STEADFAST

This rune helps bond its wearer to the body of Dhunia, Caen itself, and keeps them firmly fixed in place against an enemy's attack.

Type: Armor or talisman

Prerequisite: creator is a trollkin, Arcana +4

Rune Points: 2

A character wearing an item inscribed with this rune is immune to the prone condition and cannot be involuntarily moved except by magic.

THE PRICE OF FAILURE

In the dimly lit chamber of an ancient cairn, the air crackles with anticipation. A solitary figure hunches over a heavy wooden table, sweat dripping from its brow. The price of failure looms over it, a shadowy specter that threatens to consume it in a moment of reckoning. A soft flickering glow emanates from the myriad of candles that dot the room, casting eerie shadows on the walls.

With a heart pounding like a relentless drum, the enchanter takes a deep breath, steady hands gripping a finely steel chisel. The enchanter's gaze drifts to the weapon before them, the delicate lines of an arcane rune awaiting completion. The stakes are high; each failed attempt brings forth a chance of utter oblivion.

Magic is a fickle force, resistant to control and confinement; the entire discipline of mechanika was born from the peril inherent in wrestling with such untamed power. For the denizens of the wilderness who wish to harness this energy, someone must risk their life and soul to craft the conduit.

The price of failure escalates with each magical item an enchanter creates, as they must invest a piece of themselves into their work. With every successful creation, their mastery of the arcane grows but so too does the danger that shadows them. Each weapon, each artifact, binds the enchanter to their creations, intertwining their fates in a precarious dance.

The price of failure is steep, and the weight of that knowledge bears down upon them like a crushing burden. For within the heart of every enchanter lies the unyielding truth: to tame the wild forces of magic, they must first brave the storm of their own inner darkness.

For each failure in an attempt to inscribe a magical item, roll a d6 on the Price of Failure table. If the character has previously made at least one magical item that still exists, add +1 to the roll for each existing magical item. A character cannot attempt to make a magical item if every failed attempt would result in a 10+ result on this table.

PRICE OF FAILURE TABLE

d10 Outcome

- 1-4 **Warning.** The character senses that the attempt to harness the arcane power is getting out of control and aborts it, but the strain of doing so hinders their ability to work arcane energy for a time. The character loses any spell slots they have remaining.
- 5 **Marked.** The strain of failure leaves a mark on the character—hair prematurely turns gray, dark circles appear under the eyes, an ominous mark appears on the flesh, features wrinkle with age, or a similar effect. This change is permanent.
- 6 **Demanding.** The character succeeds in creating the item, but its imperfections take a toll on the user. While a character uses the item, the character takes 1d4 necrotic damage at the end of each turn.
- 7 **Arcane Scarring.** Arcane power wracks the character and leaves supernatural scars, forever altering the character's ability to weave magic. When the character fails a roll to maintain Concentration, the character takes 1d6 necrotic damage.

d10 Outcome

- 8 **Magical Withering.** The failure permanently reduces the character's willpower, diminishing the ability to work the fundamental forces of magic. The character loses the highest spell slot level available to them.
- 9 **Magical Detonation.** Unable to stem the unending tide of arcane energy, the character releases a wild torrent of magical destruction. Anything within thirty feet of the character takes force damage roll of 1d6 per point of the item's rune point value. The magical energy has unpredictable effects on the local weather and can result in additional consequences determined by the Game Master, but at a minimum, any surrounding workshop or place of power is vaporized, and the land beneath is turned to ashes.
- 10+ **Ultimate Price.** The character's success comes at the price of both life and soul. The character's body crumbles to dust and blows away in a magical wind as the character's soul enters the item.

4

DEEP WILD GEAR



THE ARMOR TABLE SHOWS THE COST, WEIGHT, AND other properties of the many new options available to characters, in addition to those in *Iron Kingdoms: Requiem*.

Bog Trog Armor. Made of a mix of metal scraps, hardened shells, and toughened straps and hide, this minimalist armor provides moderate protection while leaving large areas of a bog trog's skin uncovered, thereby avoiding interfering with the bog trog's natural camouflage ability.

Hunter's Armor. This armor is often worn by the Wolf Sworn. It consists of light laminated plates of ritually treated metal nested in a suit of finely wrought chainmail and connected by toughened but supple leather.



Nyss Leathers. This light leather armor, made of cured and lacquered strips of ulk leather, is favored by the Nyss. It affords superior protection while still allowing for excellent mobility.

Spiked Buckler. Many cultures make use of this small shield as an offhand parrying weapon. A prominent spike renders it equally effective in offense and defense. The buckler can be used as a simple melee weapon with the light property that deals 1d4 piercing damage.

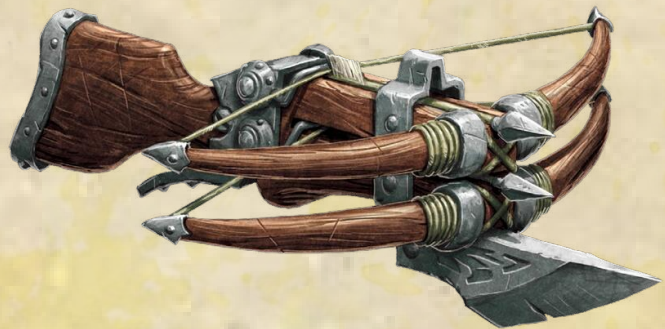
WEAPONS

The Weapons table shows new items available to characters, in addition to those found in *Iron Kingdoms: Requiem*.

Barbed Hook. This polearm is commonly used by bog trogs. You can make shove attacks against any creature within this weapon's reach, and you have advantage on ability checks you make to shove a creature with this weapon.

Blowgun. A long, skinny tube composed of reeds, wood, bone, or metal, the blowgun is one of the simplest and most reliable ranged weapons on all of Caen. Although it is only capable of firing small darts, users typically coat these projectiles with toxic substances to make them effective for hunting larger animals or discreetly killing their adversaries, as the darts are only good at killing the smallest creatures.

Cleft Weapons. Cleft blades draw their inspiration from the fangs of the Devourer Wurm and are favored by warriors of human barbarian tribes who revere the Beast of All Shapes. These savage weapons are also preferred by some senior members of the Wolves of Orboros.



Dual Crossbow. Adapted from the heavy double crossbow that originated with the Kos and Vorgoi people of northern Khador, this ranged weapon is favored by the hunters among the Wolves of Orboros. The Wolves prefer dual crossbows to modern firearms due to their relative silence and lack of revealing smoke. These weapons are also fitted with short, powerful blades designed for thrusting, which are treated as bayonets.

This weapon is designed to have two bolts loaded in a stacked shaft, allowing its wielder to quickly unload multiple shots into a single target. When you make a ranged attack with this weapon, you can make a second ranged attack against the same target as a bonus action.

ARMOR & SHIELDS

Armor	Cost	Armor Class (AC)	Strength	Stealth	Weight
<i>Light Armor</i>					
Bog trog armor	5 gp	11 + Dex modifier	—	—	8 lb.
Nyss leathers	10 gp	13 + Dex modifier	—	—	10 lb.
<i>Medium Armor</i>					
Hunter's armor	750 gp	15 + Dex modifier (max 2)	Str 15	—	30 lb.
<i>Shields</i>					
Spiked buckler	12 gp	+2	—	—	5 lb.

WEAPONS

Name	Cost	Damage	Weight	Properties
<i>Simple Melee Weapons</i>				
Cleft dagger	5 sp	1d4 piercing	1/2 lb.	Cleft, finesse
Fish hook	2 gp	1d6 slashing	4 lb.	Versatile (1d8)
Ice axe	5 sp	1d6 piercing	2 lb.	Light, special
Punch dagger	5 gp	1d6 piercing	1 lb.	Light, special
Swamp hook	4 gp	1d6 slashing	3 lb.	Light, special
Tomahawk	2 gp	1d6 slashing	1 lb.	Light, thrown (30/90)
<i>Simple Ranged Weapons</i>				
Blowgun	1 sp	1 piercing	2 lb.	Ammunition (range 80/320), loading
Snare gun	25 gp	1	2 lb.	Ammunition (range 30/90), loading, special
<i>Simple Firearms</i>				
Scattergun, heavy	45 gp	2d10 piercing	14 lb.	Ammunition (range 80/320), loading, special
Speargun	20 gp	1d8 piercing	2 lb.	Ammunition (range 50/150), loading, special
<i>Martial Melee Weapons</i>				
Barbed hook	10 gp	1d8 slashing	3 lb.	Versatile (1d10)
Cleft spear	10 gp	1d8 piercing	3 lb.	Cleft, reach, versatile (1d10)
Cleft sword	20 gp	1d8 slashing	6 lb.	Cleft, versatile (1d10)
Hook flail	20 gp	1d6 slashing	3 lb.	Reach, special, thrown (10/30)
Kelkax	200 gp	2d6 piercing	4 lb.	Reach, special, two-handed
Lyosys	10 gp	1d8 piercing	2 lb.	Light, finesse
Pole cleaver	45 gp	2d6 slashing	10 lb.	Heavy, reach, two-handed
Sawtooth axe	35 gp	1d12 slashing	8 lb.	Heavy, reach, two-handed
Spine ripper gauntlet	10 gp	1d8 slashing	1 lb.	Light, finesse
War fan	15 gp	1d8 bludgeoning	1 lb.	Light, finesse
<i>Martial Ranged Weapons</i>				
Crossbow, dual	45 gp	1d10 piercing	2 lb.	Ammunition (range 100/400), heavy, special, two-handed
Shortbow, Kossite	25 gp	1d6 piercing	2 lb.	Ammunition (range 80/320), special, two-handed

Fish Hook. This oversized gaff is the simplest weapon wielded by bog trogs, who use it to snatch fish from the swamps where they live.

Heavy Scattergun. This oversized weapon is favored by the trollkin of the United Kriels. Its bore is wider than that of the scattergun commonly used by hunters across the Iron Kingdoms, and its powerful kickback makes it challenging to use for those who lack the powerful build of a trollkin or an ogrun. You have disadvantage on attack rolls made with this weapon unless you have a Strength score of 16 or higher.

Hook Flail. This martial weapon consists of an oversized hook attached to a length of rope. When you hit a Medium or smaller creature with this weapon as part of a ranged attack, you can use a bonus action to pull the target to an unoccupied space within 5 feet of you.

Ice Axe. A nearly ubiquitous tool in mountain regions, the ice axe helps climbers ascend and descend treacherous surfaces in frozen conditions. The weapon's head is cosmetically similar to that of the much larger pickaxe and usually features sharp serrations at the tip of the cutting blade. The long main spike is counterbalanced by either a

hammerhead for driving pitons into rock or a small chopping blade for cutting handholds and footholds in glacial ice. The strong leather straps attached to the haft allow users to quickly free their hands without losing the equipment.

When you are wielding an ice axe, you double your strength modifier on Strength (Athletics) checks made to climb icy and rocky surfaces.

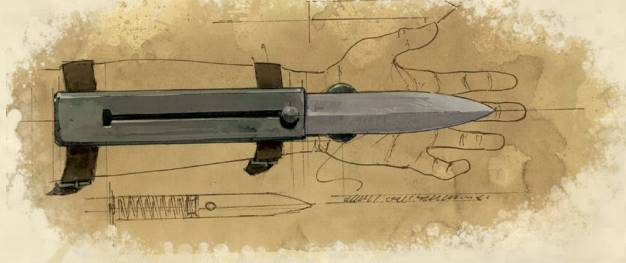
Kelkax. These exotic polearms are the preferred weapons of the mysterious totem hunters, creatures from beyond Immoren who hunt for trophies in the wild places of the continent. The weapons are rarely seen outside the hands of a totem hunter, but those who wield them command respect, for the only way to separate a totem hunter from its weapon is by defeating it in combat.

Immediately after you take the Attack action and attack with a kelkax, you can make a melee attack with it as a bonus action. This attack deals 1d4 piercing damage on a hit.

Kossite Shortbow. The Kossite shortbow is a powerful yet lightweight weapon commonly used by the nomadic tribes who live on the Khadoran steppes. It has a shorter draw length than most bows, which allows for a quicker shot with

slightly less power. Once per turn, after you make an attack with a Kossite shortbow, you can use a bonus action to make a second attack with it. This second attack is made with disadvantage.

Lyosys. The lyosys, or “little fang,” is a slender, gently tapered shortsword of Nyss design that is favored by striders. It has a fine point with a definite curve and is designed to slide off of bone so it does not get stuck when it pierces flesh.



Punch Dagger. This weapon combines a gauntlet and a stout blade. Attacks with this weapon are considered unarmed attacks.

Sawtooth Axe. The barbed teeth along this weapon’s cutting edge are capable of slashing through thick scales and hides. Wielders drag the blade to rip wounds wider as they strike. Immediately after you take the Attack action and attack with a sawtooth axe, you can make a melee attack with it as a bonus action. This attack deals 1d4 slashing damage on a hit.

Snare Gun. This weapon launches a weighted net at range. When you hit a creature with a snare gun attack, it is restrained as if hit by a net (SRD).

Speargun. Commonly used by swampies and gobbers, this weapon uses a small blasting charge to propel a fishing spear a short distance. Unlike many traditional firearms, its blasting charge is housed in a waterproof container, which allows it to be used underwater without issue.

Spine Ripper Gauntlet. Made from the bones of a spine ripper’s paw, this weapon’s long claws allow its wearer to make devastating slashing attacks. Attacks with this weapon are considered unarmed attacks.

Swamp Hook. A swamp hook is a short gaff commonly used to haul large fish aboard a boat. When you attack with a swamp hook, you can attempt to disarm or grapple your target instead of dealing damage. If the attack hits, the target must succeed on a Strength saving throw or suffer the chosen effect.

Tomahawk. This light axe is balanced for throwing and is often seen in the hands of explorers.

War Fan. This unusual Idrian weapon has been adopted by many other cultures of the deep wilds. While closed, it is effectively an iron cudgel, but you can open the fan as a bonus action. While the war fan is open, it deals 1d6 slashing damage and functions as a shield, granting you a +2 bonus to AC.

ADVENTURING GEAR

The Adventuring Gear table shows new items available to characters, in addition to those found in *Iron Kingdoms: Requiem*.

Air Bladder. When inflated, this airtight sack of leather can provide an extra breath of air. As an action, you can inhale the contents of an air bladder to avoid suffocation for an additional round.

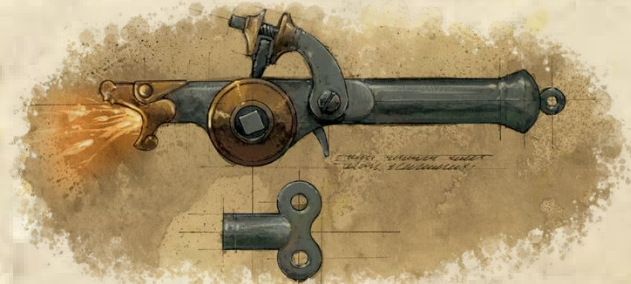
Animal Call. Whether made of wood or bone, this whistle is designed to mimic the call of a specific type of animal. A creature that hears the sound of an animal call can tell it is an imitation by succeeding on a Wisdom (Insight) check contested by your Charisma (Deception) check.

Atlatl. An atlatl, also known as a spear-thrower, is a primitive yet effective tool for launching spears with greater speed and force than one could achieve by throwing them by hand. It consists of a handle or shaft with a hook or spur at one end, onto which a spear is fitted. The atlatl acts as an extension of the wielder’s arm, leveraging the user’s strength to generate greater velocity for the spear. If you are proficient with javelins and use an atlatl, the javelin’s normal and long ranges are doubled.

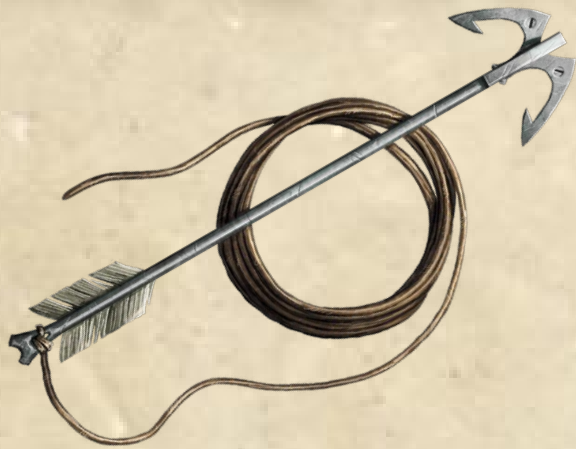
Barbed Arrow. Barbed arrows are often used to create deep, irregular wounds in larger prey. The barbs cause a great deal of tearing in a target and are difficult to remove. On a critical hit, a barbed arrow deals an extra 1d4 slashing damage.

Camouflage Netting. Often used in densely wooded and swampy terrain as a hunting blind, camouflage netting is simply a net of fine, dark twine interwoven with appropriate local foliage. An item covered by camouflage netting is considered lightly concealed.

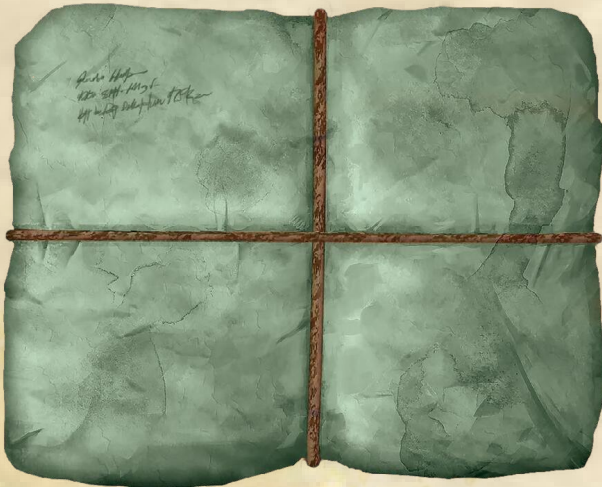
Concussion Arrow. Concussion arrows have broad, flat heads and are used to stun smaller prey without fouling the meat. On a critical hit, a Medium or smaller creature hit by a concussion arrow must succeed on a DC 11 Constitution saving throw or be stunned until the end of its next turn.



Flintstriker. A flintstriker is a small brass cylinder containing an internal coil spring, a tiny top-mounted rough steel wheel, and tiny top-mounted calipers. The entire device, which fits comfortably within the palm of a typical humanoid’s hand, uses a small key fitted to the side of the cylinder to wind the coil spring. A small piece of flint is then placed within the calipers, and when a small trigger is pressed, the coil spring unwinds, causing the small steel wheel to spin rapidly against the flint. The resulting friction creates a shower of sparks guaranteed to light almost any fire.



Grappling Arrow. A grappling arrow has a hooked grappling head and is attached to strong, lightweight cord.



Inflatable Raft Pack. An inflatable raft is a rubberized fabric boat that can be inflated with a hand pump when needed. The watercraft can carry four Medium-sized individuals comfortably. Fully inflating the raft with a hand pump takes 2 minutes. Although an inflatable raft is easy to deflate and carry, it is quite fragile: any piercing or slashing attack that deals more than 2 points of damage to the raft will puncture it.

An inflatable raft pack comes with a hand pump and two collapsible oars, all of which is contained in a 1-foot-diameter canvas bag with rope handles. A normal oar or rifle butt can be used to paddle the craft in a pinch. The complete pack weighs 11 pounds: 5 pounds for the raft, 2 pounds for the pump, and 2 pounds for each oar. (The weight of the canvas bag is negligible.)

Sapper Mine. These uncommon explosive devices are used to mine roadways, destroy storehouse gates, and incapacitate vehicles and steamjacks. They are often used by the Thornfall Alliance and similar groups as part of a raid or an ambush.

As an action, a creature can prime a sapper mine and set it on the ground or throw it at a point it can see within 20 feet of it. If a sapper mine is stepped on or thrown, each creature within 10 feet of that point must make a DC 14 Dexterity saving throw, taking 4d6 bludgeoning damage on a failed save, or half as much damage on a successful one.

ADVENTURING GEAR

Item	Cost	Weight
Air bladder	1 sp	1/2 lb.
Ammunition		
Barbed arrows (10)	2 sp	1/2 lb.
Concussion arrows (10)	3 sp	1/2 lb.
Grappling arrow (1)	5 sp	—
Signal arrows (10)	1 sp	1/2 lb.
Animal call	1 sp	—
Atlatl	1 gp	2 lb.
Camouflage netting	2 sp	1 lb.
Flintstriker	5 gp	1/2 lb.
Inflatable raft pack	45 gp	11 lb.
Sapper mine	20 gp	5 lb.
Snow goggles	3 sp	—
Snowshoes	5 sp	1/2 lb.
Wasp basket	1 sp	1 lb.

Signal Arrow. The many small channels carved into the head of a signal arrow emit a shrill whistle in flight. Signal arrows are often used to signal an attack or to call for aid. A signal arrow can be heard up to 1 mile away.



Snow Goggles. Snow goggles are typically made of ivory or wood. Narrow slits over each lens dramatically reduce the amount of light the wearer's eye is exposed to, thereby preventing snow blindness. Some natives of the Bloodstone Desert wear similar goggles to protect their eyes from sunlight reflecting off of the sand.

Snowshoes. While wearing snowshoes, you ignore difficult terrain caused by deep snow. It takes 1 minute to properly put on or take off a pair of snowshoes.

Wasp Basket. A wasp basket is a container of woven reeds or earthenware that contains a wasp nest or a colony of some other stinging insect. As an action, you can throw a wasp basket at a point you can see within 20 feet of you, releasing the insects on impact. Make a ranged attack against a target creature or object, treating the basket as an improvised weapon. On a hit, a **swarm of insects** appears, centered on the target point. On a miss, either the basket fails to open, or the creatures within disperse without forming a swarm (50 percent chance for each result).



POISONS AND REMEDIES

Natural poisons and remedies are commonplace in the deep wilderness of western Immoren.

Poisons and remedies come in the following four types.

Contact. Contact poison can be smeared on an object and remains potent until it is touched or washed off. A creature that touches contact poison with exposed skin suffers its effects. Contact remedies must be applied directly to a creature in order to have any effect.

Ingested. A creature must swallow an entire dose of ingested poison to suffer its effects. The dose can be delivered in food or a liquid. (At the GM's discretion, a partial dose can have a reduced effect, such as dealing only half damage on a failed save, or can give the victim advantage on the saving throw.) An ingested remedy must be consumed to have any effect.

Inhaled. These poisons are powders or gases that take effect when inhaled. Blowing the powder or releasing the gas subjects creatures in a 5-foot cube to its effect. The resulting cloud dissipates immediately afterward. Holding one's breath is ineffective against inhaled poisons, as they affect nasal membranes, tear ducts, and other parts of the body.

Injury. Injury poison can be applied to weapons, ammunition, trap components, and other objects that deal piercing or slashing damage and remains potent until delivered through a wound or washed off. A creature that takes piercing or slashing damage from an object coated with the poison is exposed to its effects.

ARRATO SEEDS

Remedy, ingested

These small orange and yellow seeds, which are found primarily in forests throughout Cygnar and Ord, grow on low bushes in shaded patches on the forest floor. They are intensely sour, but each berry has a seed that increases alertness when consumed. Arrato seeds are frequently ground into a fine powder that is either eaten or inhaled through the nose.

A character who consumes powdered arrato seeds gains advantage on saving throws made to avoid the effects of exhaustion caused by lack of sleep.

POISONS AND REMEDIES

Item	Category	Type	Price per Dose
Arrato seeds	Remedy	Ingested	2 cp
Ashiga's tears	Poison	Ingested	5 gp
Blackroot balm	Remedy	Contact	2 gp
Blindbrew	Poison	Ingested	3 gp
Blisterbalm	Poison	Ingested	1 gp
Dvrydal root	Poison	Contact	5 sp
Fly amanita	Poison	Ingested	1 gp
Heron's maw	Remedy	Ingested	8 sp
Horn moss	Remedy	Ingested	6 sp
Kaargrot	Poison	Ingested or inhaled	2 gp
Lockjoint	Poison	Injury	5 gp
Nightshade oil	Poison	Ingested	3 gp
Ratwort	Remedy	Ingested	2 sp
Scarbane	Poison	Contact	8 gp
Tamer's growth	Remedy	Ingested	5 sp



ASHIGA'S TEARS

Poison, ingested

Concocted from the milky sap of toxic swamp vines, this poison is used by bog trogs to incapacitate powerful foes. A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or become poisoned for 24 hours. The poisoned creature is unconscious. The creature wakes up if it takes damage.

BLACKROOT BALM

Remedy, contact

Blackroot balm is created by mixing the ground root of blackthorn bushes, which are found in swampy and boggy regions throughout Cygnar and Ord, with purified tallow, along with other curative herbs and minerals.

A character who attempts to stabilize an incapacitated character can utilize this balm to aid the effort. If blackroot balm is applied to the major injuries of a grievously injured character, the character regains 1 hit point in 10 minutes instead of 1d4 hours.

BLINDBREW

Poison, ingested

Made from certain strains of hogweed, this poison can rob its victims of sight. A creature subjected to this poison must succeed on a DC 12 Constitution saving throw or become

poisoned for 24 hours. The poisoned creature is blinded. The creature can repeat the saving throw at the end of each hour, ending the effect on itself on a success.

BLISTERBALM

Poison, contact

Consisting of a thick paste of tallow and the oils of poison oak or similar plants, this poison causes painful blisters when it comes in contact with bare skin. A creature subjected to this poison must make a DC 12 Constitution saving throw. On a failed save, the creature takes 2 (1d4) poison damage, its skin breaks out in painful blisters, and it has disadvantage on Dexterity saving throws for 24 hours.

DVRYDAL ROOT

Remedy, contact

This bitter root, which grows in cold, rocky climates, is found primarily in the foothills of the Thundercliff Peaks. Known for its astringent sting and antiseptic qualities, it has long been used by Kossites to prevent infection in wounds inflicted during battle. When ground into a paste and applied to a wound, dvrydal root can help stave off the effects of many natural diseases.

A character who is treated with a paste of dvrydal root has advantage on saving throws made to resist natural diseases.

FLY AMANITA

Poison, ingested

This poison, derived from fly amanita mushrooms, can cause powerful hallucinations and can be deadly in high doses. A creature exposed to this poison must succeed on a DC 15 Constitution saving throw or be poisoned for 4 hours and take 4d6 psychic damage.

HERON'S MAW

Remedy, ingested

Named for its long, narrow petals, this perennial flower can be dried, crushed into powder, and brewed into a bittersweet tea that reduces swelling and numbs pain. It grows primarily in broad, dry plains.

A character who drinks tea made from heron's maw gains 2d4 temporary hit points that last until the character finishes a short or long rest.

HORN MOSS

Remedy, ingested

Horn moss is a spongy yellow-green moss that grows prolifically in most temperate regions, usually alongside riverbeds and natural springs. It is often brewed into a thin tea to treat severe bruising and internal bleeding.

Horn moss can be found in any temperate forest.

A character who drinks tea made from horn moss as part of a short rest can reroll any number of Hit Dice spent at the end of the rest to retain hit points but must use the new rolls.

KAARGROT

Poison, ingested or inhaled

Kaargrot derives from a poisonous offshoot plant of hooaga. Trollkin have long brewed the plant as an herbal remedy and incorporated it into Dhunian rites, but urban trollkin have begun wrapping it into cigars. The plant's bitter smoke deadens the tongue and can cause lasting damage or unconsciousness in less hardy folk.

A creature exposed to this poison must succeed on a DC 14 Constitution saving throw or be poisoned for 1 hour. If the saving throws fails by 5 or more, the creature is also unconscious while poisoned in this way.

LOCKJOINT

Poison, injury

This poison causes a creature's joints to painfully swell and lock in place for a short period. A creature subjected to this poison must succeed on a DC 14 Constitution saving throw or become poisoned for 1 hour. The poisoned creature is paralyzed.

NIGHTSHADE OIL

Poison, ingested

The oils of the nightshade plant can cause hallucinations and ultimately death. A creature that ingests this poison must succeed on a DC 16 Constitution saving throw or take 3d8 poison damage and become poisoned for 24 hours. The poisoned creature experiences vivid hallucinations.

RATWORT

Remedy, ingested

Ratwort is a long, thin root that is commonly found in the Widower's Wood. It is often used as a remedy for severe fevers, but particularly for devil rat fever. It is most often chewed and is known for its strong, astringent flavor.

A character suffering the effects of devil rat fever or a similar disease can consume ratwort to help combat it. Beginning 1 hour after consuming the ratwort, the character's next Constitution saving throw to resist the disease succeeds automatically.

SCARBANE

Poison, contact

This vaguely sweet-smelling unguent is made from black ginger and the roots of the thrushwort, resulting in a paste that quickens a creature's blood flow. Although the trollkin don't know scarbane's exact clinical effects, they have been using it to treat wounds since before the Thousand Cities Era.

Scarbane speeds up a trollkin's metabolism and allows the trollkin's wounds to heal at a much faster rate than normal, but it can also produce painful spasms and a loss of consciousness. Scarbane must be applied to a wound skillfully, requiring a successful DC 15 Wisdom (Medicine) check to do its work. Scarbane does not provide beneficial effects to non-trollkin.

A creature exposed to this poison must succeed on a DC 14 Constitution saving throw or take 1d10 poison damage and be poisoned for 1 hour. A trollkin exposed to this poison also regains 1 hit point at the start of each of its turns for 5 minutes.



TAMER'S GROWTH

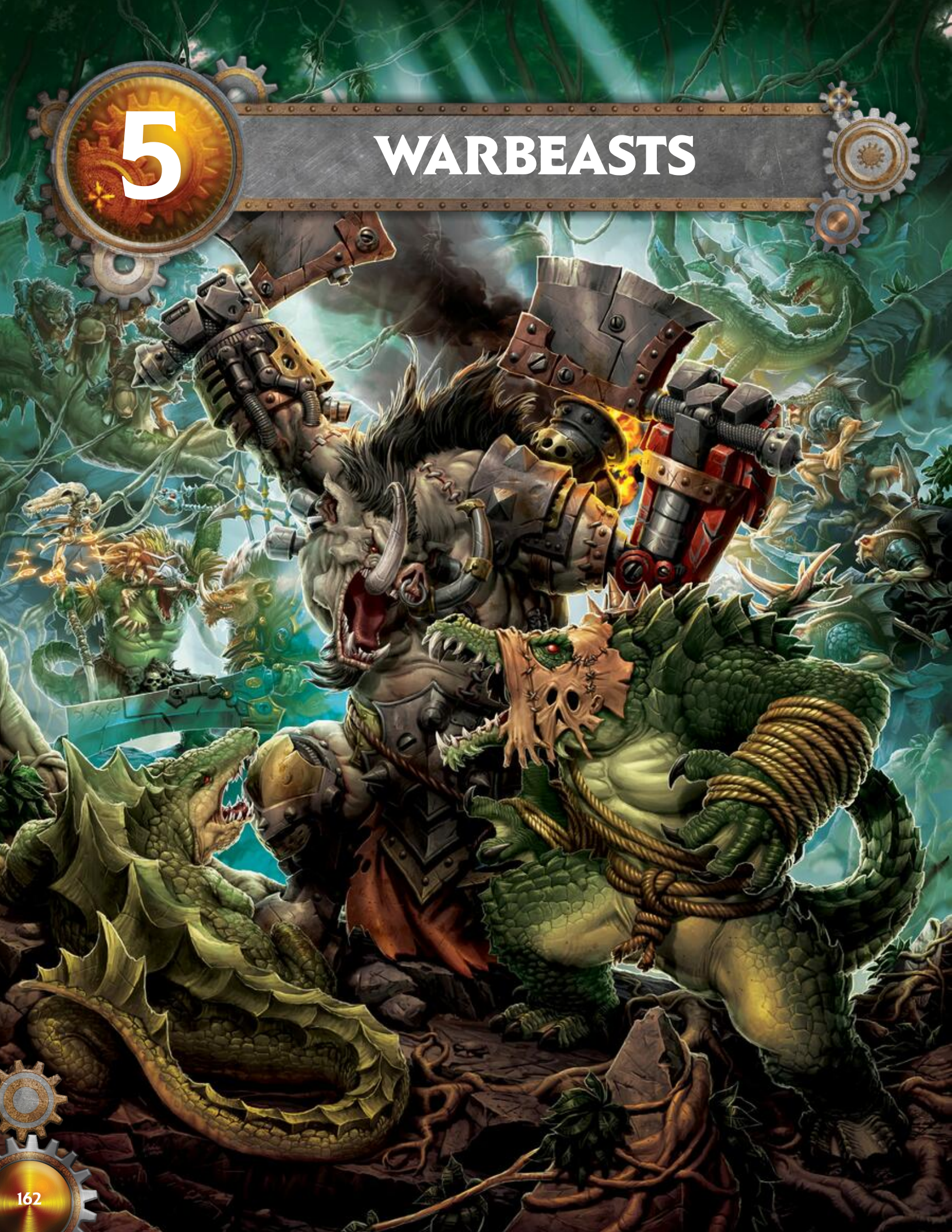
Remedy, ingested

This blue moss grows in the jungles of Alchiere. The trollkin of Tolok Fortress first discovered its calming effects on pure-blooded trolls and have started to harvest it for use in training their warbeasts.

You have advantage on any Wisdom (Animal Handling) checks you make when handling a creature that has consumed tamer's growth in the last hour.

5

WARBEASTS



THE WARBEASTS OF WESTERN IMMOREN ARE MOST frequently encountered in the deep wild. Bonded to their warlocks, these creatures are instruments of war unparalleled by any but the mightiest warriors. With tooth and talon, they rip their warlocks' foes asunder. Scales, thick hide, and dense muscle afford them protection nearly equal to the armored chassis of a steamjack.

Almost every culture of the wilds has established some form of warbeast tradition. Many are born from a blood bond between warlocks and beasts, such as the farrow and trollkin with their beasts. Others might not share physical characteristics but are shaped instead by a spiritual connection. The most obvious example is between the predatory creatures of the deep swamp and the warlocks who command them. Gatorfolk, bog trops, and even croaks and some human swampies have demonstrated their affinity for the cold-blooded predators that lair in the bogs and marshes of western Immoren.

The following rules expand on options for warbeasts found in *Iron Kingdoms: Borderlands and Beyond*.

SWAMP WARBEASTS

The cold-blooded warlocks of the swamps do not train their warbeasts; they subjugate them. A swamp warlock crushes the will of wild creatures and breaks them into service. Compared to the methods of warlocks among other cultures, the process is a short and brutal struggle with its own dangers. The beasts lash back at this mental intrusion, and the loser often ends up filling the victor's gut. Warlocks who try to overpower these lethal creatures but cannot subjugate them are quickly ripped to bloody shreds, and creatures that cannot be enslaved are slaughtered when they try to fight back with teeth and talons.

Once a creature's free will has been quashed, it becomes a pawn under the warlock's control. While that control is maintained, the warbeast obediently follows its warlock, who can send it into a murderous rampage with the slightest mental prodding. Swamp warlocks must not become complacent, however, as these beasts are patient and will exploit any perceived weakness or inattention. The warlock

must periodically clamp down ruthlessly on the beasts and remind them whom they serve.

The Swamp Warbeasts table shows the threshold, animi, and challenge rating for various warbeasts of the swamp.

BLACK TATZYLWURM

Warlocks with the will and influence often seek out powerful and exotic creatures to bind as warbeasts. The ability to command the black tatzylwurm is a prestigious honor few can claim. Those who control these enormous serpents are feared and respected.



SWAMP WARBEASTS

Warbeast	Threshold	Animi	CR
Black tatzylwurm	2	blindness/deafness, serpent strike	5
Blackhide	3	cure wounds, hold person, rage	8
Blind walker	3	darkness, rites of power , suggestion	8
Boneswarm	2	false life, fog cloud	7
Cane leech	1	pass without trace, protection from poison	1/4
Ironback	3	acid arrow, sanctuary, shield	4
Painted tatzylwurm	3	color spray, jump, shedding skin	9
Snapper	2	spike growth, spiny growth	3
Swamp horror	3	enlarge/reduce, entangle, web	10
Viper tatzylwurm	1	detect poison and disease, expeditious retreat	1

BLACKHIDE

Due to their great ferocity and resilience, blackhides are the favored warbeasts of the gatorfolk. The blackhide's physical power and acute predatory instincts make it perfectly suited as a warbeast.

BLIND WALKER

Blind walkers are neither found nor trained; they are made. Creating one requires its would-be master to subjugate a fearsome blackhide, crushing its spirit in a battle of wills and binding the beast's soul to the warlock. Once properly bonded, the newly awakened warbeast is administered a ritually prepared distillation of tree frog venom that induces a paralytic stupor—a waking dream that leaves the blackhide aware of what transpires around it but unable to act. Once incapacitated, the blackhide is buried alive and

left entombed in the earth for days or even weeks, kept awake by the very toxins that prevent it from moving and kept alive by necromantic totems adorning its flesh. The beast's mind and spirit shatter, eroding away until nothing remains but a barely living husk. Once the warlock senses this transformation is complete, the blackhide is unearthed, fitted with a rune-etched brazier, and adorned with ritual candles rendered from the fat of intelligent creatures. Lastly, the warbeast's eyes are gouged from its skull and replaced with semiprecious stones better suited to unblinking vigilance than any mortal viscera.

Unusual Nature. A blind walker doesn't require food, drink, or sleep. Existing in a state of living death, the creature is sustained entirely by its master's dark power.





BONESWARM

Swamp warlocks have long used the terrifying boneswarm as a warbeast. Besides valuing the creature's inherent resilience and power, bokors have learned how to lure the swamp spirits that power the creature into the remains of their sacrifices, making boneswarms readily available when the tribe needs them.

CANE LEECH

The bloodsucking cane leech is not the most powerful beast available to the warlocks of the swamp, but it is abundant in the marshlands of western Immoren and easily brought under a warlock's control.

IRONBACK

Gatorfolk and bog trogs value ironbacks for their incredible resilience and the corrosive fluid they spew with unsettling accuracy. Although slow, these creatures are extremely powerful and can shield their warlocks behind their massive shells.

PAINTED TATZYLWURM

Most tribes that live in the vicinity of a painted tatzylwurm's nest opt to destroy the beast before it can cause too much harm, but a few brave and ambitious warlocks have instead managed to bind these beasts to their will. They have been rewarded with potent and terrifying warbeasts seldom seen outside the darkest swamplands.

SNAPPER

Snappers are among the most common warbeasts used by the warlocks of the gatorfolk and bog trog tribes. They are plentiful throughout the swamps inhabited by the gatorfolk and are easily bent to a warlock's will.

SWAMP HORROR

The swamp horror is one of the most sought-after creatures among swamp warlocks. Its relative scarcity makes it a rare commodity, but its power far outweighs the difficulty of acquiring it.

VIPER TATZYLWURM

The viper tatzylwurm is favored by warlocks who wish to take their prey alive. The creature's incapacitating venom is useful for bringing in captives and capturing beasts that would otherwise be too dangerous or difficult to approach.

SWAMP BEAST FRENZY

When a swamp warbeast frenzies, it tries to slaughter and devour the nearest creature without regard for its safety. When the warbeast frenzies:

- It attempts to attack any creature within reach it can see, prioritizing its warlock over other creatures.
- If there is no creature within reach, it moves toward the closest creature it can see. The warbeast doesn't attempt to avoid opportunity attacks during this movement.
- Until its frenzy ends, the warbeast focuses its effort on a single creature. If the warbeast reduces the creature to 0 hit points, the warbeast becomes incapacitated as it sits down and begins to feast on the body of the fallen creature until a warlock uses an action to reassert control.



ADDITIONAL WARBEASTS

The following warbeasts are available to warlocks with the Devourer or trollblood resonance.

ARGUS MOONHOUND

Thanks to its superlative tracking capabilities and fierce loyalty, the argus moonhound is a remarkably useful companion. Normally nocturnal, moonhound warbeasts are trained to fight both day and night.

Gear. Moonhounds are often outfitted with barding equivalent to scale mail or half plate.

PAINTED TROLL

The painted trolls of the United Kriels are an emergent breed of full-blood trolls. Their bright plumage is reminiscent of the vibrant toxic plants and creatures from which their poisonous qualities arise. As with many other adapted breeds, painted trolls do not typically use gear, relying instead on their natural weapons.

PUREBLOOD WARPWOLF

Pureblood warpwolves are extremely powerful and rare warbeasts. They are among the most intelligent warbeasts in western Immoren, and their cunning is far beyond that of any simple animal. Warlocks who interact with purebloods find them to be possessed of surprising insight and tactical brilliance. These creatures often learn to wear armor as they come of age.

Gear. Pureblood warpwolves are often outfitted with barding equivalent to scale mail or half plate.

DEVOURER WARBEASTS

Warbeast	Threshold	Animi	CR
Argus moonhound	2	<i>faerie fire, moonbeam</i>	2
Pureblood warpwolf	3	<i>magic weapon, moonbeam, spiny growth</i>	9
Painted troll	2	<i>color spray, protection from poison</i>	8

WARBEAST GEAR

Name	Cost	Weight
Alchemical mask	120 gp	10 lb.
<i>Ammunition</i>		
Alchemical mortar shell (1)	15 gp	8 lb.
Beast restraints	50 gp	20 lb.
Gun harness	20 gp	30 lb.

WARBEAST GEAR

The Warbeast Gear table and Warbeast Ranged Weapons table show new items available to characters.

Alchemical Mask. Custom-designed by Dr. Egan Arkadius, this warbeast-sized gas mask is a testament to his mad genius. It protects farrow warbeasts from damaging alchemical gases, and its array of alchemically treated lenses allows the creatures to see through thick alchemical clouds.

While wearing an alchemical mask, a warbeast takes a –5 penalty to passive Perception and Wisdom (Perception) checks but is immune to inhaled toxins, such as those produced by the *stinking cloud* spell. In addition, the warbeast ignores penalties from lightly and heavily obscured areas composed of smoke, fumes, or alchemical gas.

A replacement filter for an alchemical mask costs 10 gp and provides enough protection for 1 hour of exposure to caustic gases and other undesirable particles.

Alchemical Mortar. The alchemical mortar is a specially designed light artillery piece capable of firing metal shells filled with different alchemical concoctions—anything from corrosive chemicals to panic-inducing gases. Although this weapon is not as accurate as the big guns used by other farrow warbeasts, its alchemical ammunition can affect a wider area. A pull cord advances the ammo feed and fires the rounds, and a lever allows the warbeast to adjust the mortar's angle.

An alchemical mortar can't be reloaded during combat or while the warbeast is wearing a gun harness. Reloading an alchemical mortar outside of combat takes 20 minutes but doesn't require specialized tools or training.

Alchemical Mortar Shell. Alchemical mortar shells deliver payloads of various compounds. Each shell is designed to withstand the hazardous components within.

Common varieties of compounds include the following:

- **Acid Blast.** Each creature in the AOE must make a DC 15 Dexterity saving throw, taking 2d6 fire damage and 3d6 acid damage on a failed save, or half as much damage on a successful one.



- **Psychoactive Gas.** Each creature in the AOE must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 2d6 fire damage, and if it isn't a construct or an undead, it becomes frightened until the start of the warbeast's next turn. On a failed save, a creature takes half as much damage and isn't frightened.
- **Smoke Shell.** Each creature in the AOE must make a DC 15 Dexterity saving throw, taking 2d6 fire damage on a failed save, or half as much damage on a successful one. In addition, the area is heavily obscured with smoke for 1 minute. A moderate wind (at least 10 miles per hour) disperses the smoke after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round.

Beast Restraints. Beast restraints include hobbles, chains, and muzzles designed to restrict a creature's ability to move or attack. They are often employed to break wild animals for use as warbeasts and to secure live specimens for university study and private collections.

These restraints can bind a Large or Huge creature. Escaping the restraints requires a successful DC 20 Dexterity check. Breaking them requires a successful DC 30 Strength check. Each set of beast restraints comes with one key. Without the key, a creature proficient with thieves' tools can pick the restraint's lock with a successful DC 15 Dexterity check. Beast restraints have 25 hit points.

Gun Harness. Composed of a heavy metal yoke and leather strapping, this harness is worn on the back of a warbeast.

A warbeast must wear a gun harness to use any ranged weapons used by light steamjacks, as well as weapons such as an alchemical mortar. A gun harness can't be put on or removed during combat. A gun harness takes 15 minutes to put on and 10 minutes to take off.

WARBEAST RANGED WEAPONS

Name	Cost	Damage	Weight	Properties
Alchemical mortar	350 gp	Special	1 lb.	AOE (10), ammunition (120/360), loading, magazine (6), special

IMPRINTS

If a warbeast is bonded with a warlock long enough, the bond between them deepens. This process awakens the beast's spirit. The warbeast's personality begins to take on traits acquired from its warlock and the interactions between the two. The resulting benefits and drawbacks depend on the GM's choice and the manner in which the warlock uses the warbeast.

GAINING AN IMPRINT

A warbeast can gain each imprint only once during its lifetime and can have only one imprint at a time. The GM determines when a warbeast has been bonded to a warlock long enough for an imprint to form and should base the imprint on a moment the warbeast and warlock spent adventuring together.

IMPRINT DESCRIPTIONS

The following rules describe some of the more common imprints.

Arcane Awakening. A warbeast with this imprint undergoes a mystical awakening, strengthening its connection to its animus. While under its warlock's control and in its warlock's control area, the warbeast can use its animus without being forced. The warbeast can't do so again until it finishes a long rest.

Carnivorous. A warbeast with this imprint has an insatiable craving for flesh. Although most warbeasts quickly move on to the next target after killing an opponent in combat, this beast pauses to consume some of its kill. When the warbeast destroys a living creature with a melee attack, it gains 2d6 temporary hit points.

Dominator. A warbeast with this imprint lives for contests of strength against the greatest available opponents so that it can continue to prove its value to its warlock. The warbeast gains a +2 bonus to damage rolls on melee attacks against steamjacks and other warbeasts.

Frenetic. A warbeast with this imprint possesses inexhaustible reserves of energy and is constantly on the move. Seemingly unable to stand still, it follows its warlock everywhere and moves to investigate any interesting commotion on its own. The warbeast's walking speed increases by 10 feet.

Highly Aggressive. A warbeast with this imprint is an aggressive, foul-tempered creature that lives for battle. It stomps and snorts when kept from battle and charges into combat at the slightest provocation. When a hostile creature the warbeast can see ends its movement within 30 feet of the warbeast, the warbeast can use its reaction to move up to its speed toward the hostile creature.

Howler. A warbeast with this imprint is prone to terrifying howls and snarls. The warbeast gains proficiency in the Intimidation skill and has advantage on Charisma (Intimidation) checks.

Hunter. A warbeast with this imprint possesses the spirit of a hunter and comes alive when stalking and destroying prey. Its senses are well tuned and utterly dedicated to the hunt. The warbeast has advantage on Wisdom (Survival) checks made to track prey.

Indomitable. A warbeast with this imprint enjoys crashing through any obstacles between it and its foes. Moving through nonmagical difficult terrain doesn't cost it extra movement.

Long Leash. A warbeast with this imprint possesses an independent spirit and enjoys striking out on its own, away from others. When checking to see whether this warbeast is in its warlock's control range, double the range.

Protective. A warbeast with this imprint is incredibly protective of its warlock and is willing to put itself in harm's way in order to preserve its master. The warbeast seldom strays far from its warlock. Once per day, when its controlling warlock is directly hit by a melee or ranged attack while within 10 feet of the warbeast, the warbeast can use its reaction to become the target instead, in which case it is automatically hit by the attack.

Vengeful. Quick to anger and slow to forget, a warbeast with this imprint is prone to fits of rage when those it identifies as friendly, especially its warlock, are harmed. The warbeast is anxious and unsettled when its warlock is not clearly safe and in its field of vision. If a friendly creature the warbeast can see is damaged by a hostile creature, the warbeast can use its reaction to move up to half its speed and make a single melee attack.



QUICK WARBEASTS

Although the diversity of creatures available to warlocks through their resonances can be a fun way to customize a character, tracking a warbeast's rules can be a hurdle that some people don't feel up to crossing. If you're interested

in playing a warlock but want a simpler experience, you can use the Quick Warbeast stat block below instead of using one of the monsters in the *Monsternomicon* or another source. Work with your GM to determine your warbeast's appearance and what kinds of equipment and armor would be appropriate for it.



QUICK WARBEAST

Medium or Large creature, unaligned

Armor Class 10 + your Wisdom modifier

Hit Points the warbeast's Constitution modifier + your Wisdom modifier + five times your warlock level (the warbeast has a number of Hit Dice [d8s] equal to your warlock level)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	15 (+2)	8 (-1)	14 (+2)	11 (+0)

Skills choose one skill from Athletics, Perception, or Stealth (the warbeast's bonus on checks made with this skill is equal to 2 + your proficiency bonus)

Senses darkvision 60 ft., passive Perception 10 + Perception skill

Languages understands all languages you know

Animus. Choose one animus available to a creature you share a resonance with. The warbeast can be forced to gain a number of fury points equal to the animus' spell level to cast the animus.

Empathic Link. The warbeast's proficiency bonus is equal to your proficiency bonus.

Keen Senses. The warbeast has advantage on Wisdom (Perception) checks.

Resonance. The warbeast has one of the features below, depending on your warlock resonance.

Farrow Fortitude (Farrow Resonance). If damage reduces the warbeast to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is from a critical hit. On a success, the warbeast drops to 1 hit point instead.

Reckless (Devourer Resonance). At the start of its turn, the warbeast can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Regeneration (Trollblood Resonance). The warbeast regains 10 hit points at the start of its turn. If the troll warbeast takes necrotic damage, this trait doesn't function at the start of the troll's warbeast's next turn. The troll warbeast dies only if it starts its turn with 0 hit points and doesn't regenerate.

Swamp Beast (Swamp Resonance). The warbeast has a swimming speed equal to its walking speed, can hold its breath for 30 minutes, and has advantage on Dexterity (Stealth) checks made in swampy terrain.

Warbeast. The creature is a warbeast and can be forced to use any Fury Manipulation options you know. It has a threshold equal to your proficiency bonus.

ACTIONS

Multiattack. The warbeast makes two strike attacks. (The warbeast can't take this action unless you are at least 5th level.)

Strike. *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 1d8 + your Wisdom modifier bludgeoning, piercing, or slashing damage.



SCIENCE GONE MAD: THE WORKS OF DR. ARKADIUS

Bizarre creations of Dr. Egan Arkadius, prosthetic and alchemically enhanced warbeasts are unnatural combinations of natural savagery and experimental augmentation. These beasts provide the Thornfall Alliance with powerhouses capable of reducing warjacks to scrap and tearing enemy

warbeasts limb from limb. Whenever a farrow warband raids an area for supplies, one or two war hogs are always at the front lines, carving a bloody path for their smaller companions to follow.

Road hogs and war hogs are giant hogs surgically

THORNFALL FARROW WARBEASTS

Warbeast	Threshold	Animus	CR
Battle boar	2	<i>heroism, primal</i>	2
Road hog	3	<i>expeditious retreat, flame blade, fog cloud</i>	5
Splatter boar	2	<i>grease, guiding bolt</i>	2
War hog	3	<i>irresistible force, rage</i>	5

augmented to maximize their combat effectiveness. These creations of Dr. Arkadius are selected from among the ranks of the largest giant farrow and subjected to brutal modification, including the integration of steamjack armaments and heavy prosthetic components. Because road hogs and war hogs require a massive investment of time and resources, they are reserved for warlocks who have connections to the Thornfall Alliance and have proved themselves useful to it.

To create one of these special warbeasts, a giant farrow's organic limbs are amputated and replaced with mechanical ones capable of enduring incredible stress. The remaining muscles are grafted with tissue harvested from other specimens, allowing the hog's body to endure the strain of bearing the incredible weight of its prosthetics. Any bones incapable of supporting mechanical limbs are replaced with steel structures. A scavenged steamjack boiler is then painstakingly integrated into the warbeast's flesh to power the inorganic components, and its organs and tissues are carefully insulated to prevent the beast from being cooked alive. Once the creation's body has been modified in accordance with Arkadius' design, weaponry is integrated into its flesh.

Working under the doctor's direction, teams of farrow warlocks break in these beasts and train them for later distribution among the warlocks of the Alliance. This process is greatly facilitated by brain surgery and alchemical drugs, which make the hogs more receptive to training. Even if they are not destroyed in battle, these artificially augmented creatures do not tend to live particularly long. After a few years of extensive alchemical and physical punishment, they typically suffer failure of the heart or other vital organs.

The following warbeasts are available to warlocks with the farrow resonance.

BATTLE BOAR

Outfitted with a state-of-the-art alchemical pump system that supplements its natural adrenaline, the battle boar is a testament to Dr. Arkadius' quest to master farrow anatomy. The infusion of hyper-adrenal chemicals into the beast's circulatory system grants it an incredible surge of strength, speed, and aggression while simultaneously increasing the precision of its blows. This physical reaction also multiplies its appetite, and battle boars are often seen consuming

opponents on the battlefield much like full-blood trolls do.

Gear and Enhancements. A battle boar is enhanced with an adrenaline enhancement pump and is often outfitted with barding equivalent to infantry armor.

ROAD HOG

The road hog is a surgically altered warbeast designed for sudden assault maneuvers. A combination of mechanical prostheses and alchemical adrenaline dispensers integrated into the tissue of its heart—colloquially called a “speed dial”—allows it to cross wide expanses of terrain at alarming speeds. Upon reaching the enemy, the road hog lays waste to its opponents with its prosthetic weapons, typically a prosthetic claw grafted in place of one arm and a steamjack's flamethrower grafted in place of the other.

Gear and Enhancements. A road hog is enhanced with a speed dial and an epipodial augmentation and is powered by a heavy boiler grafted to its back.

SPLATTER BOAR

A fiendish combination of Dr. Arkadius' alchemical experimentation and modern farrow engineering, the splatter boar roams the battlefield lobbing shells filled with potent alchemical mixtures at its enemies. Adjusting the angle of fire to rain alchemical mortar shells down on an enemy emplacement requires more care and precision than the standard gun boar armament, and only the most intelligent brute boars have a chance to be trained in this unusual but effective specialization.

Gear and Enhancements. Farrow warlocks typically equip their splatter boars with an alchemical mask, an alchemical mortar, and light barding for battle.

WAR HOG

Fitted with prosthetic limbs and pumped full of alchemical stimulants, war hogs are armed with heavy steamjack weapons scavenged from battlefields both old and new. Dr. Arkadius designed these creatures as a bizarre patchwork of flesh and steel, and their components are drawn from factories across western Immoren.

Gear and Enhancements. A war hog's arms are typically replaced with prosthetic limbs, and the beast is usually armed with a pair of chopping blades taken from a steamjack. Each war hog has an aggression dial grafted to its flesh and is powered by a heavy boiler mounted on its back.



LET SLIP THE HOGS OF WAR

The fusion of scavenged steam engines, steamjack weaponry, alchemical boosters, and farrow flesh has been the magnum opus of Dr. Egan Arkadius and a critical asset in the growing strength of Lord Carver's Thornfall Alliance. Empowering the giant strains of farrow with these technological enhancements has put them at a level near that of the best-engineered steamjacks of the Iron Kingdoms and has given the Alliance's warlocks an indisputable edge over their more traditional farrow counterparts.

PREP FOR SURGERY

Transforming a brute boar or giant farrow into an enhanced warbeast is an incredibly invasive process. Whole limbs are amputated and replaced with components that can interface with salvaged steamjack parts, powered by a steam engine grafted to the body of the beast.

Preparing a creature for this invasive surgery is a downtime activity. For each component you want to add to your enhanced beast, you must spend a number of days equal to its prep time preparing the beast. You can choose to do this all at once, but you can also work piecemeal, adding a new component when you find yourself between adventures.

After spending the prep time required for any components you want to install, you make three checks: an Intelligence (Medicine) check, an Intelligence check made with a field alchemy kit (expending one use), and an Intelligence check made with a mechanic's toolkit. The DC for each of these checks is 5 + the highest complexity rating of your chosen components. Generate a separate DC for each check. Consult the Surgery Results table to see how you did.

COMPONENTS

The upgrades you can integrate into an enhanced warbeast are known as components. The Components table provides the following information about each available component.

Cost. A component's cost represents the value in gp of the raw materials needed to construct the component, or the value of the salvage needed to bodge one together, since very few individuals manufacture these items for sale.

Type. A component's type details what part of the creature it modifies (typically body, limb, or organ).

Tags. A component might have one or more tags appended to its type, in parentheses. For example, an aggression dial has the *organ (heart)* type. The parenthetical tags identify the specific part of the creature the component modifies.

Complexity. A component's complexity rating measures how difficult the component is to integrate, and it determines the DC of the component's installation. It is presented as either a number of dice you must roll or a base number (no roll required).

Recovery Time. The recovery time is the number of days the creature must spend recuperating after the component is installed.

SURGERY RESULTS

Check Result	Outcome
0 successes	You have botched the surgery. Your patient drops to 0 hit points and is considered to have failed two death saves, in addition to suffering any botch results.
1 success	You've prepared your patient for the components, but its flesh is badly mangled. Your patient's hit point maximum is reduced by an amount equal to the highest DC of the three checks, and you double the recovery time before the components can be installed.
2 successes	You've adequately prepared your patient for the components. You can integrate the components after your patient rests for the required recovery time.
3 successes	Your textbook surgery has perfectly prepared your patient for the components. Your patient only needs to rest for half the recovery time before you can install the components.

Botch. Some components have additional consequences in the case of a botched surgery.

ADRENALINE ENHANCEMENT PUMP

This pump system supplements a farrow warbeast's natural adrenaline, thereby providing bursts of strength, speed, and rabid aggression. Hyper-adrenal chemicals are stored in a tank mounted to the creature's back, and a series of tubes feeds the mixtures into circulatory grafts attached to the creature's body. After battle, the tubes are detached and the pump system is removed from the warbeast, which usually experiences a temporary bout of exhaustion as a result.

A warlock can force the warbeast to activate the enhancement for 1 minute. While this enhancement is active, the warbeast has advantage on Strength (Athletics) checks, it can take the Dash action as a bonus action on each of its turns, and its Strength score increases by 2. When this enhancement is deactivated, the warbeast must succeed on a DC 16 Constitution saving throw or suffer one level of exhaustion.

AGGRESSION DIAL

This device is grafted onto the chest of a warbeast and connected to its heart. The dial can be triggered to release a flood of alchemical substances into the warbeast's bloodstream, making the creature stronger for a short time, but at a cost.

A warbeast with an this enhancement can be forced to use it. If it does so, it takes 2d6 necrotic damage, and for 1

COMPONENTS

Name	Cost	Type	Complexity	Prep/ Recovery Time	Botch
Adrenaline enhancement pump	100 gp	Body	2d8	5 days	No
Aggression dial	50 gp	Organ (heart)	2d10	10 days	Yes
Cerebellum stimulator	75 gp	Organ (brain)	2d10	15 days	Yes
Epipodial augmentation	50 gp	Limb	10	5 days	No
Grafted weapon	Special	Limb	11	5 days	No
Heavy boiler	450 gp	Power plant	10	10 days	No
Limbic spike	75 gp	Organ (brain)	2d10	15 days	Yes
Optical sensors	25 gp	Organ (eyes)	10	10 days	Yes
Respiratory reservoir	25 gp	Organ (lung)	2d10	15 days	Yes
Secondary brain	50 gp	Organ (brain)	2d10	20 days	Yes
Speed dial	50 gp	Organ (heart)	2d10	5 days	Yes

minute, it can take a bonus action to move up to its speed toward a hostile creature it can see.

Botch. If you botch the installation of this enhancement, the warbeast's Constitution permanently decreases by 1d4, and it has disadvantage on saving throws made to avoid exhaustion. The warbeast dies if its Constitution is reduced to 0.

CEREBELLUM STIMULATOR

A cerebellum stimulator is a small clockwork device attached to a warbeast's brain. When triggered, the device allows the warbeast to produce a blast of psychokinetic force.

A warbeast with this enhancement can be forced to use it. If it does so, it takes 2d6 lightning damage, and it can cast *eldritch blast* until the end of the warlock's next turn, using the warlock's Wisdom modifier as the attack modifier. After the enhancement is used, the warlock can't force the warbeast to trigger the enhancement again until the warbeast finishes a long rest.

Botch. If you botch the installation of this enhancement, the warbeast's Intelligence permanently decreases by 1d4. The warbeast dies if its Intelligence is reduced to 0.

EPIPODIAL AUGMENTATION

Sometimes known as "iron shanks," an epipodial augmentation replaces or enhances a warbeast's legs, thereby granting it greater mobility.

The walking speed of a warbeast with an epipodial augmentation increases by 10 feet.

GRAFTED WEAPON

Grafted weapons can take many forms. Some are scavenged from steamjack wrecks and permanently fused to the body of an enhanced beast.

When you install this enhancement, choose one melee or ranged weapon available to a light steamjack. That weapon is integrated into the warbeast's body. The cost of the enhancement is equal to the cost of the weapon.

LIMBIC SPIKE

A limbic spike is a relatively simple device that overpowers portions of a creature's limbic system.

A warbeast with a limbic spike is immune to the charmed and frightened conditions.

Botch. If you botch the installation of this enhancement, the warbeast's Intelligence permanently decreases by 1d4. The warbeast dies if its Intelligence is reduced to 0.

OPTICAL SENSORS

A steamjack's visual sensors can be hardwired directly into a warbeast's optic nerves, thereby augmenting the creature's visual perception.

A warbeast enhanced with optical sensors has darkvision out to a range of 60 feet. If the warbeast naturally has darkvision without this enhancement, the range of its darkvision increases by 60 feet.

Botch. If you botch the installation of this enhancement, the warbeast is permanently blinded.

POWER PLANT

A power plant gives a warbeast the power it needs to operate its other components. Power plants are a special kind of component. An enhanced warbeast can only have one power plant at a time. The standard power plant for an enhanced warbeast uses the rules for a steamjack's steam engine found in *Iron Kingdoms: Requiem*.

By far, the most common power plant is simply a heavy boiler salvaged from a discarded steamjack left to rust upon a battlefield. Few of them are in good repair, and many are prone to the occasional malfunction.

Because coal is not as common in the wilds as it is in and around cities, the logistics of keeping a mechanical warbeast running can be quite daunting. The cost of purchasing fuel from an urban vendor is not unreasonably high, but few farrow have access to those markets. Even the rare rural merchant who is able and willing to sell coal to farrow will often gouge them by raising the price significantly.

The farrow of the Thornfall Alliance have limited access to coal mining facilities in the hills surrounding Carversburg. They have reopened abandoned mines and overrun a few small mines in remote locations, but their army's demand for this limited resource is high. As a result, they must conduct

regular raids to secure a large portion of the coal they need.

Farrow warlocks who work with the Thornfall Alliance and stay close to its territories have reasonable access to resources that can keep their warbeasts operating. The farther from home a warlock travels, the harder finding fuel will become. Ready access to water can also be a limiting factor when using these enhanced beasts. In areas such as the Bloodstone Marches and the deserts of southern Immoren, water is scarce. Meeting a warbeast's normal need for drinking water can be hard enough, but needing additional water for a boiler can cause major problems.

Although Dr. Arkadius' creations can carry enough fuel for many hours of exploration, they burn it much faster when engaged in combat. An enhanced warbeast with a full fuel load can operate for 10 hours under normal conditions but for only 2 hours in combat. In contrast to the full-scale combat of the battlefield, most skirmishes last only a handful of minutes, so a fully fueled warbeast can be counted on to engage in several brief conflicts each day.

A typical fuel load ratio is 5 pounds of water for every 1 pound of coal. A war hog has a 200-pound fuel load comprising 35 pounds of coal and 165 pounds of water. A road hog has a 250-pound fuel load comprising 42 pounds of coal and 208 pounds of water.

RESPIRATORY RESERVOIR

A respiratory reservoir is a copper or iron pressure vessel capable of holding a great volume of oxygen. Once this device is implanted into a warbeast as a replacement for one of the creature's lungs, valves on the apparatus can be used to slowly introduce additional oxygen into the warbeast's bloodstream over time.

A warbeast with a respiratory reservoir can hold its breath for 15 minutes.

Botch. If you botch the installation of this enhancement, the warbeast's Constitution is permanently reduced by 1d4, and it has disadvantage on saving throws made to avoid exhaustion. The warbeast dies if its Constitution is reduced to 0.

SECONDARY BRAIN

Using mechanical couplers, a second brain can be grafted onto the brain of a warbeast. If sufficient trauma occurs to the beast's primary brain, the smaller, secondary one can take over. The Thornfall Alliance often relies on simpler minds like those of razor boars and dust hogs when performing this operation.

A warbeast with a secondary brain has advantage on saving throws against being stunned or knocked unconscious. If the lower of the two rolls would have failed, the warbeast's Intelligence and Charisma scores become 1 until it finishes a short or long rest.

Botch. If you botch the installation of this enhancement, the warbeast's Intelligence is permanently reduced by 1d4. The warbeast dies if its Intelligence is reduced to 0.

SPEED DIAL

This device is grafted onto the chest of a warbeast and connected to its heart. It can be triggered to release a flood of alchemical substances into the warbeast's bloodstream, making the creature faster at a cost.

A warbeast with this enhancement can be forced to use it. If it does so, it takes 2d6 necrotic damage. In addition, its walking speed increases by 20 feet, and moving through nonmagical difficult terrain doesn't cost it extra movement. These benefits last for 1 minute.

Botch. If you botch the installation of this enhancement, the warbeast's Constitution is permanently reduced by 1d4, and it has disadvantage on saving throws made to avoid exhaustion. The warbeast dies if its Constitution is reduced to 0.



6

DEEP WILDS ADVENTURES



INTO THE DEEP WILD IS SET IN THE UNFORGIVING wilderness of western Immoren, where the denizens of this world must rely on their own strength and skill to survive. Innumerable savage beasts lurk in the dark forests and mountain passes of the wilderness, eager to make a meal of careless and unwitting travelers. The player characters are creatures of this world, living in villages within the wilderness and fighting invisible wars beyond the kingdoms of men.

It falls to the Game Master to present this hard and unforgiving world and the rules of the game in a manner that is entertaining and challenging to the players. Despite the dangers that abound in the wilds, remember that roleplaying groups are symbiotic in nature: the Game Master and players work together through the game system to create a unique storytelling experience.

THEMES

Into the Deep Wild is about an untamed wilderness crawling with angry monsters, its lands fought over by the fierce warriors of competing tribes. A Game Master wishing to evoke the themes of this savage world would do well to incorporate some of the following in campaigns and reinforce them in the minds of the players. Stories can focus on just one of these themes or include many, and any of them can be the starting point for building an entire campaign.

STRUGGLE

Life in the wilderness is not easy. The comforts and luxuries of the civilized world are difficult, sometimes impossible, for the inhabitants of the wilds to imagine. Their lives are frequently a struggle for even the most basic staples of survival. Finding sufficient food is a daily concern, as is securing a ready source of drinkable water. Territory is constantly at risk, either from the incursions of rival tribes seeking to expand their holdings or from predatory monsters looking for an easy meal. In many cultures, a character must fight to keep a place in society, struggling against those who would take the character's position, belongings, and possibly even life. In some cases, the characters even struggle against one another, as they may have secret agendas at odds with the desires of the group.

VIOLENCE

The wilderness is a nasty place. In most cases, if you're not a predator, you're prey. Violence is commonplace and often a necessary part of survival. Tribes clash with one another and with the encroaching forces of the Iron Kingdoms, pitting warbeast against warjack and warrior against warrior. Creatures attack anything they think they can make a meal out of, brigands ambush travelers to steal their supplies, and rivals fight duels to the death for control of their tribe. Even when disputes do not escalate to this, each side must prove its readiness and willingness to fight to the death. Violence is a part of life for most of western Immoren's inhabitants, and those dwelling in the untamed reaches of its forests,

mountains, and swamps are no exception. The wild peoples of Immoren usually cannot rely on a city's or a nation's political influence or expect its military or lawkeeping forces to help defend them. In the wild, characters have to fight and win their own battles.

PROGRESS

Though it may seem strange, the progress of the industrialized nations of western Immoren is one of the central conflicts of the deep wilds. The advancements made in the human kingdoms have an undeniable impact on those who dwell in the last bastions of the natural world. Expeditions set out to map new routes and roads, and human settlements grow from small villages into significant towns. Every day, the edges of the forests are driven slowly back, and humanity pushes deeper into territories once controlled by the trollkin, Tharn, and gatormen. Humanity comes seeking resources to fuel its industries and keep its militaries supplied with coal and steel. As humanity expands its influence into the undeveloped places of the continent, it often seeks to drive out the indigenous inhabitants of these substantial swamps and forests. Unless the people of the wilderness do something to slow or halt them, the Iron Kingdoms will one day claim every scrap of land, crossing it with iron highways for their massive locomotives. This possibility has pushed groups like the Circle Orboros to organize violent opposition, conspiring to make intrusion into the wilds as cost-prohibitive as possible. Other groups might find themselves caught up on either side of such conflicts, whether hired as mercenaries or manipulated into the line of fire.

EXPLORATION

The inhabitants of the wilds are no strangers to exploration, but their motivations differ from those of the citizens of the Iron Kingdoms. Rather than explore the wilderness for artifacts of ancient civilizations that will expand their knowledge of history, the people of the wilds most frequently explore their surroundings in search of resources to exploit, territory to conquer, and vulnerable communities to raid. Only the bravest and strongest members of a tribe strike out from the small measure of safety afforded by their own villages, and they often do so in pursuit of personal glory and conquest. Mystics of the wild might have more esoteric motives to explore, such as securing occult relics or hunting down powerful beasts to transform into totems.



CAMPAIGN SETTINGS

Western Immoren is a big place, and the Game Master is advised to read chapter one before beginning to design stories and scenarios. Once you know what part of the world you want to explore, you can focus on its gritty details.

THE WILDERNESS

Western Immoren is home to a diverse range of climates and environments, from the parched desert stretches of the Bloodstone Marches to the frozen tundra of northern Khador, and almost any kind of scenario can be set in one or more of these regions. Each region has its own style, and similar environments can vary greatly across the continent. For instance, though the Scarsfell Forest and Widower's Wood are both forests, the first is a frigid northern expanse of dense pines and permafrost hunted by predatory griffons, while the second is a dark swampland home to shambling undead and amphibious threats.

When designing wilderness scenarios, consider the season, the climate, and the beasts found in a particular region. The turn of the seasons can drastically alter the landscape of a region and the behavior of creatures currently inhabiting it. Storms, blizzards, and hurricanes can transform normally hospitable areas into life-threatening danger zones.

In scenarios based in the wilds, characters can hunt the great beasts that stalk the hinterland of their own territories,

or they can strike out beyond regional boundaries and drive deep into lands controlled by rival tribes. A wilds game can even take the characters into distant lands where they must contend with strange creatures, unfamiliar environments, and new challenges. While they contend with any other threats present during the game, characters in wilderness settings have to deal with a number of challenges inherent to the wilds. They will have to find adequate shelter, sufficient provisions, and a supply of potable water to sustain them—all while fighting off anything else the Game Master throws at them.

DESERTS

In western Immoren, the largest and best-known desert is the Bloodstone Desert. This area stretches for trackless miles and served for centuries as a barrier between the skorne of eastern Immoren and the western half of the continent. Every creature that calls the Bloodstone Desert and its surrounding areas home is incredibly hardy. It is a land of scorpions and vipers, where native Idrian tribes and massive bands of farrow must toil just to survive.

A campaign set in the Bloodstone Desert or the nearest habitable fringes along the Bloodstone Marches will definitely involve issues related to survival and finding adequate resources, and it may also involve the skorne remnants who struggle to survive cut off from their former supply lines and reinforcement.

If your story takes place in a desert, remember to stress the

effect of the environment on the player characters. Securing water is a primary concern, as is finding adequate shelter to protect against scorching heat during the day and freezing cold at night. Any resources the characters find are sure to draw the attention of other creatures, and they will have to fight to protect those resources from monsters and rival groups alike.

FORESTS

Found across the continent, forests are a major feature of the wilderness of western Immoren. Their composition varies from the dark and foggy forests of Ord and northern Cygnar to the imposing dark conifers of Khador. Forests are home to beasts and plants of many varieties. From the massive Thornwood to the mysterious and dangerous Glimmerwood, forests are compelling backdrops for any story.

A campaign set in one of the major forests of western Immoren brings with it numerous options for adventure. In the Thornwood Forest, indigenous tribes come into conflict with the garrisons of the Cygnaran Army. In the Widower's Wood surrounding Corvis, swampie tribes, gatomen, and bog trogs fight over land and resources. Among the cold pines of the Blackroot Wood and the Scarsfell Forest, tribes of Wolves of Orboros, savage humans, and trollkin kriels battle each other and the remaining forces of the blighted Nyss in a constant struggle for dominance. Forests also draw the attention of the Iron Kingdoms, which seek to exploit them for their abundance of natural resources. This desire can bring the player characters into direct conflict with the soldiers of one of these nations seeking to drive them out of their land.

MOUNTAINS

Across western Immoren, great mountain ranges shape the landscape. They create natural barriers between regions, navigable only through narrow and sometimes treacherous passes. This bleak but majestic backdrop fits any game that focuses on harsh and brutal survival, and it works well with stories of conflict between civilization and the wilds. The deadly creatures and fierce tribes that dwell among these mountain peaks endure harsh and bitter winds, and the tallest mountains are perpetually capped in snow and glacial ice, which makes any crossing a hazardous proposition. Northern mountains, such as the Shard Spires and Thundercliff Peaks, see some of the harshest winters in western Immoren, and a blizzard can white out the landscape in mere moments. Those who travel in such conditions must be careful—even a single misstep can cause them to plunge into a deep crevasse or slip off a precarious mountain path.

Despite these dangers, governments and industrial interests of the Iron Kingdoms often send explorers and excavation teams into the mountains to exploit their vast mineral wealth, and numerous mining camps dot the mountain ranges throughout western Immoren. Escorted by heavily armed mercenaries, these groups often come into conflict with local tribes seeking to protect their ancestral lands. Mountains are also home to brigands and gangs of highwaymen, as the terrain affords ample places to set up hidden encampments

away from the scrutiny of law enforcement. Mountains are dynamic and dangerous terrain, ideally suited to high-tension combats set on dangerous ground and next to precipitous drops.

SWAMPS

The dark and threatening swamps of western Immoren are home to many dangers. Visibility is often cut low by a tangled canopy of trees blocking out the light of the sun and by thick curtains of moss hanging from their branches. Vicious aquatic predators lurk beneath the scummy surface of the water, eager to devour anything that comes near. What little ground can be found is often covered in thick, gnarled vegetation and dotted with patches of quicksand. Venomous serpents call the swamps home, as do feral bogrin tribes, powerful gatomen, and conniving bands of bog trogs. In some swamps, rotting plant and animal matter creates volatile pockets of swamp gas that can be ignited with the smallest spark. Undead creatures are common in some of the largest swamps in western Immoren, including boneswarms, hollowed, and packs of deadly swamp shamblers.

Swamps are places of death and decay, and stories set there often draw upon these themes. They are an ideal setting for a Game Master who wants to explore the dark and unusual magic of the gatomen and tell tales of the undead. A swamp offers a variety of dangers for player characters—from the natural hazards of the swamp itself to the machinations of bokors commanding legions of undead. Perfect for games bent toward horror, swamps offer the Game Master many different tools for telling dark and unsettling stories. Swamps also allow a Game Master to invoke all the senses in his descriptions. They are full of strange noises echoing in the distance, the fetid smell of decay wafting over the water, and peculiar and unsettling lights barely visible through the trees. Characters not native to the swamps should feel constantly on edge, worried about what might spring out of the water and try to devour them next.

VILLAGE LIFE

Western Immoren is peppered with the villages of many different races. Some are small places sheltering only a few dozen souls; others are minor cities in their own right, home to hundreds. Games set in and around one of the player characters' villages are an interesting option for many different kinds of campaigns, particularly those involving warfare and intrigue. Characters in these settings can be vying for positions of leadership or authority within the village, or they could be the village's foremost hunters and warriors, tasked with defending it against a myriad of threats. Setting a campaign in a centralized location such as a village can offer the Game Master a great deal of storytelling opportunities because the NPCs he generates to populate the village will recur throughout multiple game sessions. Giving these NPCs their own personalities, talents, and goals will go a long way toward breathing life into a village campaign. The allies and rivals the player characters meet help shape the story and experience of any village game. Villages are also places where goods can be bought or bartered. Most are

at least minor centers for trade, where wilderness characters can acquire the unusual gear produced within the foundries of the Iron Kingdoms. These villages are likely the largest settlements most wilderness characters will ever venture into.

RUINS

Many great empires have risen over the millennia, building mighty works that outlasted their societies. The priest-kings of the Menites built their walls, the warlords of Khard constructed their fortresses, and the dark empires of Morrhd and the Orgoth left their mark in the ruined stones that lie long-forgotten across the face of western Immoren.

Adventurers deliberately seek out these ruins in search of hidden resources, rarefied lore, or items of power lost to time. Others are forced to take refuge from pursuers or the elements in obscure and ruined temples or vaults. Ancient ruins are most often left abandoned for a reason, though. In addition to housing treasures and forbidden lore, those sites might be guarded by restless spirits, mindless undead, or monstrous creatures. Some ruins contain hidden passages that connect with caves and tunnel systems, leading to darker places populated by entities that moved in after the demise of the original inhabitants. One way to turn the typical ruins adventure around in an Iron Kingdoms scenario might be to establish the player characters as the protectors of a forbidden ruin rather than being its desecrators. Gatormen led by a bokor might be in league with the spirit denizens of such a place, keeping out civilized plunderers who seek to rob its sunken depths.

URBAN SETTINGS

The contrast between the wilderness of western Immoren and the cobbled streets of the Iron Kingdoms can be a compelling backdrop for a number of different scenarios. The inhabitants of the wilderness might find themselves in the home of their civilized neighbors for any of several reasons. Wilderness characters who move into the world of mankind are usually viewed with hostility and, depending on their nature, might even be attacked on sight. Some villages on the fringe of the wilds allow such characters to enter and trade or may make specific exemptions for individuals they know. Other times, player characters will enter an urban setting to attack vital targets, recover abducted allies, or raid for supplies. One such setup for a campaign involves simply having a group of wilderness characters trapped inside a human city try to fight their way through city watch patrols and terrified citizens in an attempt to get back to their own lands. Characters from the wilds must be cautious when moving through the cities of the Iron Kingdoms. Most who do so rely on their natural talents to avoid detection, such as gatormen and bog trogs swimming up river channels and canals to establish urban colonies in the sewers beneath the city.





CAMPAIGN CONCEPTS

This book contains the seeds for many kinds of stories and campaigns. The options for adventure can seem overwhelming, but the wilds are especially fertile ground for certain campaign concepts. In most cases, these concepts focus on small, tight-knit groups of characters, a dynamic that provides more freedom and opportunity for adventure.

The Game Master should not feel limited to choosing from the following concepts; they are starting points, not hard-and-fast rules for structuring a campaign. A Game Master is also not restricted to only one of these options. Combining multiple concepts allows the Game Master to fine-tune the campaign concept to suit their needs. It also gives a Game Master an immense variety of concepts to draw upon. Artfully blending these elements, one can shape an infinite number of complex and compelling stories.

ASCENSION

A story of ascension focuses on a warlord, chieftain, or bokor as they rise through the ranks of the tribe with allies and eventually advances to a position of authority over the people. A kind of feral coming-of-age story, an ascension campaign follows the trials and tribulations of the player characters as they gain esteem and power among their people and ultimately assume leadership. While one of the characters climbs to the ultimate position of authority, the others take the roles of trusted friends and counselors who work alongside that character. Together they must strike out into the wilderness to perform great deeds and prove their worth while struggling against devious pretenders to the throne who seek to undermine or kill them at every turn.

ASCENSION ADVENTURES

This table presents adventure ideas focused on the struggle to achieve ascension. These adventures are designed to challenge the characters as they try to ascend themselves or support the ascent of an ally or leader.

ASCENSION ADVENTURES

d6 Adventure

- 1 The characters must recover a long-lost artifact that symbolizes their tribe's authority and power. Their journey takes them through treacherous terrain and confrontations with rival tribes seeking the artifact for themselves.
- 2 The tribe's village is besieged by an overwhelming enemy force. The characters must rally their people, organize defenses, and lead daring counterattacks to break the siege and defend their home.
- 3 To gain the support of a powerful ally, the characters must undertake a diplomatic mission to a neighboring tribe or faction. They must navigate complex social dynamics, broker deals, and prove their worth as leaders.
- 4 A traitor within the tribe is secretly aiding their enemies. The characters must uncover the identity of the traitor and put an end to their treachery before it's too late.
- 5 The characters discover a prophecy foretelling their rise to power and the great challenges they must overcome to achieve it. They must decipher cryptic clues, confront their destinies, and fulfill the prophecy to secure their rule.
- 6 The tribe's leadership position can only be assumed through a dangerous and ancient ritual. The characters must prepare for and complete this ritual to fully claim their rightful place as leaders.

ASCENSION VILLAINS

These villains could be rival tribesmates, members of another tribe, or independent adversaries that present unique challenges for the characters.

ASCENSION VILLAINS

d6 Villain

- 1 A charismatic and cunning rival within the tribe seeks to claim the leadership position for themselves. They manipulate others and scheme against the characters, attempting to discredit or eliminate them.
- 2 A brutal and ambitious warlord from a neighboring tribe views the characters' rise to power as an opportunity to conquer their territory. They launch a campaign of violence and terror to weaken the tribe before launching an invasion.
- 3 A powerful and mysterious figure, such as an overseer of the Circle Orboros, with unknown motives seeks to control the tribe from the shadows. They wield dark magic to sow discord and chaos, hoping to bend the tribe to their will.
- 4 An ancient spirit, angered by the characters' ascent, seeks to exact vengeance upon the tribe. It unleashes supernatural horrors and plagues, forcing the characters to confront and appease the vengeful spirit.
- 5 A secret cult within the tribe worships a dark entity and seeks to undermine the characters' rule to further their own nefarious agenda. The characters must expose and eliminate the cult before it can achieve its goals.
- 6 A mysterious outsider with a hidden agenda infiltrates the tribe, sowing discord and suspicion among its members. The characters must uncover the outsider's true intentions and put a stop to their machinations.



ASCENSION CHARACTER GOALS

These tasks can be the driving force behind a character or a mission that a character undertakes on their own or on behalf of an ally during a larger adventure.

ASCENSION TASKS

- | d6 | Task |
|----|--|
| 1 | The character seeks to restore the tribe's honor and reputation, which has been tarnished by past failures or betrayals. They strive to redeem their people in the eyes of allies and enemies alike. |
| 2 | The character is determined to preserve and protect the tribe's unique culture and traditions in the face of outside influence or assimilation. They work to ensure that the tribe's identity and way of life endure. |
| 3 | The character seeks vengeance against those who have wronged their tribe, whether through acts of violence, betrayal, or injustice. They pursue a personal vendetta, even if it means crossing moral or ethical boundaries. |
| 4 | The character works tirelessly to improve the tribe's infrastructure, defenses, and resources, ensuring that they are better equipped to face the challenges of the future. They prioritize the welfare and safety of their people above all else. |
| 5 | The character seeks to bring an end to generations of conflict between the tribe and their rivals or enemies. They strive to forge lasting alliances, negotiate peace treaties, and promote understanding between different cultures and factions. |
| 6 | The character is driven by a desire to prove their own worth and capabilities to their tribe and themselves. They constantly seek to overcome challenges and demonstrate their skills, hoping to gain the respect and recognition they deserve. |

ASCENSION ADVENTURE HOOKS

The following table presents ideas for additional adventures themed around the pursuit of personal power, spiritual growth, and transformation in western Immoren.

ASCENSION ADVENTURE HOOKS

- | d6 | Hook |
|----|--|
| 1 | The characters learn of an ancient ritual that grants immense power to those who successfully complete it. They must seek out the necessary components and knowledge while evading rival seekers. |
| 2 | A character experiences a vision of their own ascension, but the path to achieving it is fraught with danger and betrayal. The characters must navigate these challenges to fulfill the prophecy. |
| 3 | The characters discover an artifact that can unlock hidden potential within them, but using it draws the attention of powerful entities who want it for themselves. |
| 4 | A character seeks to become a powerful warlock or warcaster, requiring them to forge a bond with a mighty warbeast or warjack. The path to achieving this is filled with peril and personal growth. |
| 5 | The characters uncover an ancient trial that, if passed, will grant them newfound abilities or status. They must journey through a dangerous gauntlet to prove their worthiness. |
| 6 | A hidden order of mystics, such as representatives of the Circle Orboros, offers the characters a chance to undergo a transformative initiation. The characters must prove themselves and navigate the complex politics of this secretive group. |





BANDIT LIFE

A group of characters who draw from a diverse set of backgrounds is ideal fodder for a campaign themed around bandit life. With no loyalties to any larger organization or its goals, the characters are free to roam the countryside as they will, always on the lookout for new and more valuable targets to raid.

For the Game Master, a bandit campaign offers interesting opportunities for a variety of adventures. As the characters amass fortunes, they will undoubtedly draw the attention of individuals with a vested interest in seeing them brought to justice. The characters will earn bounties that attract a string of adversaries seeking to claim them. Eventually the characters may find themselves on the wrong side of ruthless bounty hunters or even a nation's military might, under attack from trained soldiers backed up by steamjacks.

A group of bandits is always looking for the best score, and a clever Game Master may want to create one or more rival gangs as competition for the player characters. The rivalry between the player and NPC gangs can grow over time, with one gang ultimately striking against the hideout of the other in a final, bloody confrontation.

BANDIT ADVENTURES

This table presents adventure ideas for a bandit-themed campaign. These adventures are designed to challenge the characters as they attempt to evade capture and outsmart rivals while seeking the best loot.

BANDIT ADVENTURES

d6 Adventure

- 1 Ambush a heavily guarded caravan transporting valuable cargo to a nearby city. The characters must plan their attack and overcome numerous obstacles, such as elite guards and mechanical defenses.
- 2 Find and raid the secret vault of a wealthy merchant or noble. To locate the vault, the characters must gather information, infiltrate the target's estate, and overcome various traps and security measures.
- 3 Infiltrate a rival gang's hideout to steal their loot, gather information on their future plans, or sabotage their operations. The characters must be stealthy, as a direct confrontation could lead to disastrous consequences.
- 4 Defend your own hideout from an attack by a vengeful party, bounty hunters, or law enforcement officers. The characters must use their wits and resources to protect their base and escape capture.
- 5 Rescue a member of your bandit gang who has been captured by authorities or rivals. The characters must plan and execute a daring prison break, navigating a heavily guarded facility and avoiding alerting reinforcements.
- 6 Hijack a heavily armed train transporting valuable military equipment, precious cargo, or wealthy passengers. The characters must devise a plan to board the train, overcome its guards and defenses, and make off with the loot without derailing their plans.

BANDIT VILLAINS

These villains could be law enforcement officers, rival bandits, or other adversaries that present unique challenges for the bandit characters.

BANDIT VILLAINS

d6 Villain

- 1 A relentless bounty hunter who specializes in tracking down and capturing bandits, regardless of the obstacles in their way.
- 2 A cunning rival bandit leader who seeks to undermine and eliminate your gang to claim the territory and loot for their own.
- 3 A high-ranking law enforcement officer dedicated to bringing the characters to justice, employing a combination of tactics, resources, and brute force.
- 4 A skilled thief-taker who uses their unique abilities and knowledge of the criminal underworld to apprehend bandits and bring them to justice.
- 5 A wealthy merchant or noble who hires mercenaries, assassins, or other criminals to exact revenge on the bandit gang for their past transgressions.
- 6 An enigmatic spymaster who manipulates events from behind the scenes, using their network of informants and agents to track down the bandit gang and capture or eliminate them.

BANDIT CHARACTER GOALS

These tasks can be the driving force behind a bandit character or a mission that a character undertakes on their own or on behalf of an ally during a larger adventure.

BANDIT TASKS

d6 Task

- 1 Locate a map or information leading to a hidden stash of valuable loot, rumored to be hidden in a remote or dangerous location.
- 2 Eliminate or discredit a local informant who has been providing information about the bandit gang's activities to law enforcement or rival gangs.
- 3 Establish a network of contacts and informants within a city or region to gather information on potential targets and to stay ahead of the law.
- 4 Negotiate a truce or alliance with a rival bandit gang to increase the characters' chances of survival and success in the face of mounting opposition.
- 5 Seek out and acquire a powerful artifact or weapon rumored to grant its wielder exceptional abilities, which could prove invaluable in the bandits' exploits.
- 6 Arrange a daring escape or cover-up for a fellow bandit who has been captured or compromised, ensuring the gang's continued survival and success.

BANDIT LIFE ADVENTURE HOOKS

The following table presents ideas for additional adventures centered on the lives of bandits, outlaws, and raiders in western Immoren.

BANDIT LIFE ADVENTURE HOOKS

d6 Hook

- 1 The characters must pull off a daring heist against a heavily guarded caravan, fortress, or stronghold, balancing the risk of capture with the potential for a massive payoff.
- 2 A rival bandit gang challenges the characters' territory, leading to a series of skirmishes and showdowns as both groups vie for dominance.
- 3 The characters are hired by a mysterious figure to steal a valuable artifact from a powerful faction, but they quickly find themselves embroiled in a dangerous game of political intrigue.
- 4 A charismatic and ruthless leader seeks to unite the disparate bandit groups of the region under their rule. The characters must decide whether to join this new alliance or stand against it.
- 5 The characters stumble upon a long-lost treasure map, but they are not the only ones seeking the legendary hoard. They must outwit and outfight rival treasure hunters to claim their prize.
- 6 The characters are framed for a crime they didn't commit and must clear their names by tracking down the true culprits and bringing them to justice.



THE ENCROACHMENT OF HUMANITY

One of the central themes of the wilderness of western Immoren is the struggle between the civilized nations of humanity and the last bastions of the wilderness. Whether these vanguards of the Iron Kingdoms come in the form of military forces trying to clear threats out of the interior or greedy industrialists seeking to exploit the wilderness for their own gain, more and more often the wild inhabitants of western Immoren must confront humans trespassing in their territory.

A Game Master who wants to run a game dealing with this aspect has a number of different angles to use. The GM can confront the players with an armed envoy of a nation instructing them to vacate the king's land, the expanding operations of a growing corporation as it seeks fresh resources in the wilds, or a sudden and crushing attack from a mercenary company with instructions to wipe them out.

Depending on the group, some characters may seek a more diplomatic solution with the civilized world. Trollkin kriels and some gatorman tribes have long negotiated with their human neighbors, and civilized men will treat human player characters far more fairly than they would treat members of other races. Others, such as bog trogs, will be attacked outright and be forced to fight back or die. Characters from a mix of tribes and races might even band together to face a mutual threat to their way of life.

ENCROACHMENT ADVENTURES

This table presents adventure ideas focused on the struggle between the wilderness inhabitants and the encroaching forces of humanity. These adventures are designed to challenge the characters as they try to protect their territory, negotiate with the civilized world, or band together against a common threat.

ENCROACHMENT ADVENTURES

d6 Adventure

- 1 Defend a sacred site or ancestral home from a ruthless logging company that seeks to clear the land for profit. The characters must rally their allies and find ways to hinder or halt the company's progress.
- 2 Negotiate with a nearby human settlement that has expanded into the characters' territory. The characters must find common ground and convince the settlers to respect the wilderness inhabitants' way of life.
- 3 Investigate and put a stop to a series of brutal poaching incidents perpetrated by humans encroaching on the characters' territory. The characters must track down the poachers and deal with them in a way that sends a clear message.
- 4 Uncover and thwart the plans of a scheming politician or industrialist who seeks to exploit the wilderness for personal gain. The characters must gather evidence, expose the plot, and rally support from both wilderness inhabitants and sympathetic human factions.
- 5 Aid a mixed group of wilderness inhabitants in forming an alliance against a common enemy—a military force or mercenary company bent on wiping them out. The characters must broker peace between potential allies and devise a strategy to defend their territories.
- 6 Investigate rumors of a powerful artifact or ancient site hidden in the wilderness that could tip the balance of power between the characters' homeland and encroaching human forces. The characters must locate the artifact or site and determine how to use it for their cause.

ENCROACHMENT VILLAINS

These villains could be representatives of the human nations, industrialists, or other adversaries who present unique challenges for the characters as they struggle to protect their territory and way of life.

ENCROACHMENT VILLAINS

d6 Villain

- 1 An ambitious human noble seeking to expand their lands and influence at the expense of the wilderness inhabitants.
- 2 A ruthless industrialist who views the wilderness as a resource to be exploited, with little regard for the consequences or the inhabitants.
- 3 A fanatical military leader who sees the wilderness inhabitants as a threat to be eradicated, regardless of their intentions or actions.
- 4 A cunning human entrepreneur who desires the characters' homeland, manipulating events from behind the scenes, and using subterfuge and espionage to undermine the characters' efforts.
- 5 A charismatic demagogue who stirs up anti-wilderness sentiment among nearby human settlements, inciting violence and conflict.
- 6 An unscrupulous mercenary captain hired by human interests to seize territory or eliminate the wilderness inhabitants using any means necessary.

ENCROACHMENT CHARACTER GOALS

These tasks can be the driving force behind a character or a mission that a character undertakes on their own or on behalf of an ally during a larger adventure.

ENCROACHMENT TASKS

d6 Task

- 1 Establish a network of scouts and spies to monitor human activities and gather information on potential threats to the wilderness.
- 2 Forge alliances with other wilderness inhabitants or sympathetic human factions to bolster the characters' strength and resources.
- 3 Sabotage a human industrial or military operation that poses a significant threat to the characters' territory or way of life.
- 4 Recover a stolen or lost relic or artifact of cultural significance to the characters' people, which is now in the hands of encroaching humans.
- 5 Mediate a dispute between human settlers and wilderness inhabitants, seeking a peaceful resolution that benefits both sides.
- 6 Uncover the identity and motivations of a mysterious human adversary who has been orchestrating conflicts between the wilderness inhabitants and encroaching human forces.

ENCROACHMENT ADVENTURE HOOKS

The following table presents ideas for additional adventures themed around the expansion of human civilization into the wilds of western Immoren.

ENCROACHMENT ADVENTURE HOOKS

d6 Hook

- 1 A human settlement threatens the characters' homeland, and they must find a way to coexist or confront the encroaching settlers.
- 2 The characters discover a secret plot by a powerful human faction to exploit the resources of the wilds and must rally their people to stand against this threat.
- 3 The characters are tasked with infiltrating a human city to gather information or to sabotage a dangerous project, requiring them to navigate unfamiliar terrain and culture.
- 4 A human emissary seeks an alliance with the characters' tribe or faction, but hidden agendas and mistrust threaten to derail negotiations.
- 5 The characters must protect their sacred sites from desecration by human settlers, who are unknowingly tampering with powerful forces they don't understand.
- 6 A mysterious figure recruits the characters to thwart a human-led expedition into the wilds, fearing that the explorers' discoveries could disrupt the delicate balance between civilization and nature.



EXPLORATION

Western Immoren's great tracts of unspoiled wilderness offer ample opportunities for exploration. Characters in these games will be constantly on the move as they cross expanses of wild lands. They may be refugees seeking the ideal place for a new homeland, such as a group of displaced Nyss or an uprooted trollkin kriel, or advance scouts of a hostile power seeking fertile lands to attack and exploit. An exploration campaign can involve searching for a much-needed resource available only in a distant land or contacting a friendly faction for aid in a time of need. Though these games provide the

characters with a clear destination, the Game Master can place numerous hurdles and obstacles in their path, thereby forcing them to move into new and strange lands.

Exploration campaigns can be entertaining for players and Game Masters alike. They allow the group to experience all western Immoren has to offer, from its dark swamps to its frozen peaks. Each session can bring the characters into a new part of the world and present them with a host of fresh monsters and threats to overcome.

EXPLORATION ADVENTURES

This table presents adventure ideas focused on exploration in the vast wilderness of western Immoren. These adventures are designed to challenge the characters as they journey through diverse landscapes, encounter new threats, and pursue their goals.

EXPLORATION ADVENTURES

d6 Adventure

- 1 Locate a lost city or ancient ruin rumored to contain powerful artifacts or valuable resources. The characters must decipher cryptic clues, navigate treacherous terrain, and overcome deadly guardians to claim their prize.
- 2 Escort a group of refugees or settlers through hostile territory to establish a new settlement. The characters must scout ahead, deal with environmental hazards, and defend the group from predatory creatures and rival factions.
- 3 Retrieve a rare and valuable resource found only in a remote and dangerous location. The characters must overcome natural obstacles, hostile inhabitants, and other competing factions to secure the resource.
- 4 Seek out and establish contact with a reclusive and mysterious faction rumored to possess vital information or aid. The characters must navigate unfamiliar lands, overcome cultural barriers, and prove their worthiness to the faction.
- 5 Chart a safe passage through a deadly and uncharted region of western Immoren. The characters must face environmental challenges, hostile creatures, and unknown dangers while creating a detailed map for future travelers.
- 6 Discover the source of a powerful and unnatural phenomenon threatening the region. The characters must trace the phenomenon to its origin, confront the forces responsible, and find a way to end the threat.

EXPLORATION VILLAINS

These villains could be rival explorers, hostile factions, or other adversaries who present unique challenges for the characters as they journey through western Immoren.

EXPLORATION VILLAINS

d6 Villain

- 1 A rival explorer or treasure hunter determined to reach the same destination or claim the same prize as the characters, using any means necessary.
- 2 A fanatical cult leader seeking to harness the power of an ancient artifact or site, regardless of the consequences for the land or its inhabitants.
- 3 A warlord or conqueror seeking to expand their territory by exploiting the characters' discoveries and knowledge of the wilderness.
- 4 A vengeful or territorial creature that sees the characters as a threat to its domain, relentlessly stalking and attacking them throughout their journey.
- 5 A cunning rival who sends agents to infiltrate the characters' group, sabotage their efforts, and steal their discoveries for their own nefarious purposes.
- 6 An otherworldly or supernatural force that seeks to corrupt or manipulate the characters as they explore the wilderness, subtly influencing their actions and decisions.

EXPLORATION CHARACTER GOALS

These tasks can be the driving force behind a character or a mission that a character undertakes on their own or on behalf of an ally during a larger adventure.

EXPLORATION TASKS

d6 Task

- 1 Map and document the unique flora, fauna, and geographical features of the wilderness, gathering valuable information for future explorers or researchers.
- 2 Establish trade routes or diplomatic relations with friendly factions encountered during the characters' journey, facilitating cooperation and exchange of resources.
- 3 Recover a lost or stolen item of cultural, historical, or personal significance from a hostile faction or treacherous location.
- 4 Investigate and report on the activities of a rival power or faction that threatens the characters' homeland or allies, gathering intelligence for future actions.

- 5 Unravel the mystery of an ancient prophecy or legend tied to the characters' destination, which could have significant consequences for the world.
- 6 Safeguard the knowledge and discoveries gained during the characters' journey, ensuring that they do not fall into the wrong hands or be used for nefarious purposes.

EXPLORATION ADVENTURE HOOKS

The following table presents ideas for additional exploration adventures in the wild lands of western Immoren.

EXPLORATION ADVENTURE HOOKS

d6 Hook

- 1 A mysterious map discovered in an ancient ruin leads the characters on a perilous journey through uncharted territories in search of a long-lost city filled with untold riches and secrets.
- 2 A powerful, reclusive faction seeks a rare magical resource hidden deep within the wilds. The characters must locate and retrieve it while navigating treacherous landscapes and evading hostile creatures.
- 3 A displaced trollkin kriel or group of Nyss refugees desperately searches for a new homeland in the vast wilderness, facing harsh environmental conditions and the threat of encroaching enemies.
- 4 A scouting party uncovers evidence of a powerful, ancient artifact in the depths of the wilds, but rival factions also seek the relic. The characters must brave the dangers of the wilderness to claim it first.
- 5 An unknown plague ravages the characters' homeland, and rumors speak of a legendary healer living in seclusion deep within the wilds. The characters must find this individual to save their people.
- 6 An ancient, magical barrier begins to weaken, threatening to unleash a long-imprisoned evil upon the world. The characters must journey through the wilds to locate and restore the barrier before it's too late.



POWER PLAYS

Though the wilderness dwellers of western Immoren typically lack elaborate systems of law and government, they can still be quite adept at political maneuvering. A group of player characters may want to climb up the ranks of authority among their people through either cunning manipulation or savage force. If they succeed, the characters will eventually find themselves leading their tribe or gang, but this acquisition of power need not end there. They can work to gather together other tribes or gangs, either bringing them into the fold or violently subjugating them. The nature of such a game depends on the kinds of characters the players choose. Power plays among the members of the Circle Orboros are often subtle affairs of manipulation, requiring years of careful planning and preparation. On the other hand, among the farrow this conflict for personal power can be a much more direct and physical confrontation, whereby a member of the tribe amasses influence through strength of arms.

As the characters gain power, they will run into rivals for that power. Due to a conflicting outlook on the best course of action or a desire for their own power, these rivals will attempt to overthrow the rule of the player characters. Whether these attempts are subtle or direct, the player characters stand to lose everything they have fought for unless they can defeat their adversaries. The overarching story of the campaign could involve the trading of power back and forth between the player characters and their hated rivals, with each group seeking to undermine the efforts of the other.

POWER PLAYS ADVENTURES

The table below presents adventure ideas focused on power plays among the wilderness dwellers of western Immoren. These adventures involve the characters navigating the complexities of political intrigue, making strategic alliances, and overcoming rivals as they strive for power and influence.

POWER PLAYS ADVENTURES

d6 Adventure

- 1 Uncover and foil a plot by a rival faction to assassinate a key leader or to disrupt an important alliance, thereby strengthening the characters' own position.
- 2 Participate in a series of trials or challenges to prove the characters' worthiness to lead, overcoming both physical and mental obstacles to gain the support of their people.
- 3 Broker a peace agreement between two warring tribes or factions, earning their loyalty and bolstering the characters' influence in the region.
- 4 Defend the characters' territory or resources from a hostile takeover by a rival faction, demonstrating their strength and ability to protect their people.
- 5 Unravel a web of deceit and treachery within the characters' own ranks, identifying and neutralizing those who seek to undermine their authority.
- 6 Consolidate power by forming strategic alliances, negotiating treaties, or arranging marriages between influential individuals, ultimately creating a unified force to be reckoned with.

POWER PLAYS VILLAINS

These villains could be cunning adversaries, ambitious rivals, or other threats that challenge the characters' quest for power and influence in western Immoren.

POWER PLAYS VILLAINS

d6 Villain

- 1 An ambitious rival who seeks to usurp the characters' position by exploiting their weaknesses or turning their allies against them.
- 2 A charismatic demagogue who uses their gift of persuasion to erode the characters' support and sow discord among their people.
- 3 A vengeful outcast who plots to destroy the characters and their faction, driven by a deep-seated grudge or desire for revenge.
- 4 A powerful warlord who leads a massive horde, intent on conquering the region and crushing all who stand in their way.
- 5 A secretive cabal of manipulators who use their extensive network of spies and informants to control events from the shadows.
- 6 An ancient and malevolent entity that seeks to corrupt the characters and their people, twisting their ambitions to serve its own dark purposes.

POWER PLAYS CHARACTER GOALS

These tasks can be the driving force behind a character or a mission that a character undertakes on their own or on behalf of an ally during a larger adventure.

POWER PLAYS TASKS

d6 Task

- 1 Gain the loyalty of a powerful or influential individual by aiding them in a time of need or fulfilling a personal quest on their behalf.
- 2 Acquire a valuable or symbolic item that represents the characters' authority, such as a sacred relic, ancestral weapon, or ancient artifact.
- 3 Unearth and expose the dark secrets or hidden agendas of a rival faction, weakening their position and bolstering the characters' own.
- 4 Establish a network of spies and informants to gather intelligence on potential threats and rivals, keeping the characters one step ahead.
- 5 Strengthen the characters' own faction through diplomacy, military prowess, or economic growth, making it a formidable force in the region.
- 6 Forge a lasting legacy by accomplishing a great deed, such as slaying a fearsome monster, liberating an oppressed people, or discovering a lost treasure, which cements the characters' place in history.

POWER PLAYS ADVENTURE HOOKS

The following table presents ideas for additional adventures themed around power plays and political maneuvering in western Immoren.

POWER PLAYS ADVENTURE HOOKS

d6 Hook

- 1 The characters are tasked with covertly influencing a rival tribe or gang, using deception and manipulation to sow discord and weaken their enemies from within.
- 2 A power-hungry leader seeks to unite several tribes under their rule, but not all are willing to submit. The characters must navigate delicate negotiations or utilize force to achieve their goals.
- 3 An ambitious character aspires to rise through the ranks of their tribe or faction, plotting to outmaneuver rivals and gain power while avoiding assassination attempts.
- 4 A powerful artifact holds the key to securing the loyalty of several tribes. The characters must locate and obtain the artifact, either for their own use or to prevent it from falling into the wrong hands.
- 5 A mysterious stranger arrives in the characters' territory, offering valuable information and resources in exchange for a seemingly impossible task. Can the characters trust this new ally?
- 6 An unexpected alliance between rival factions threatens the balance of power. The characters must uncover the true nature of this alliance and put an end to it before their enemies become too powerful.

REVENGE

Revenge is a powerful motivator, and whole campaigns can be driven by vengeance. The nature of the wrongs committed against the player characters can vary greatly, depending on the makeup of the group. They could be pursuing revenge against a powerful enemy warrior who murdered the chieftain of their tribe, or they could be attempting to avenge themselves on the military officer who led the attack that drove them from their land. Revenge-themed campaigns are a good way to bring together a disparate group of player characters who must work together to bring down a common enemy. Revenge campaigns also have the advantage of a clear antagonist (or group of antagonists) for the player characters to hunt down and eliminate. When designing such a campaign, having a clear idea of the main antagonists and the nature of their crime against the player characters is critical because what they do is the primary source of action throughout the story. Giving your main villain a number of underlings is a good idea, as it allows you to lead the players along a series of encounters with them, each bringing the group closer to its ultimate goal. The primary antagonist provides a great reason to create a powerful comprehensive NPC, and any of his cronies or lieutenants can be a fun playground for designing unique individuals, each with his own capabilities.

REVENGE ADVENTURES

The table below presents adventure ideas focused on revenge-driven campaigns in which the characters must overcome a series of obstacles and adversaries as they pursue vengeance against those who have wronged them.

REVENGE ADVENTURES

d6 Adventure

- 1 Track down and confront a group of bandits responsible for attacking the characters' village, leaving destruction in their wake.
- 2 Uncover the truth behind a conspiracy or betrayal that led to the downfall of a friend, family member, or ally, and bring the perpetrators to justice.
- 3 Infiltrate a well-guarded stronghold to confront the powerful enemy leader who orchestrated the suffering of the characters or their people.
- 4 Engage in a series of skirmishes against the minions and lieutenants of the primary antagonist, gathering information and weakening their forces.
- 5 Thwart a plot by the primary antagonist to cause even more harm or suffering to the characters or their allies, demonstrating their resolve and determination.
- 6 Reach a climactic final confrontation with the primary antagonist, bringing the characters' quest for vengeance to a dramatic and satisfying conclusion.



REVENGE VILLAINS

These villains could be the primary antagonists of a revenge-driven campaign, each with their own unique motives and methods, making them formidable and memorable adversaries for the characters.

REVENGE VILLAINS

d6 Villain

- 1 A cruel warlord who led a brutal campaign against the characters' people, leaving a trail of death and devastation in their wake.
- 2 A cunning and ruthless rival who betrayed the characters for power, wealth, or personal gain, and now seeks to eliminate them as potential threats.
- 3 A cold and calculating mastermind who orchestrated the suffering of the characters from behind the scenes, using them as pawns in a larger game.
- 4 A vengeful individual who holds a deep-seated grudge against the characters, seeking to destroy everything they hold dear as payback for a perceived wrong.
- 5 A fanatical zealot who believes the characters and their people are heretics or enemies of their faith and has dedicated themselves to the characters' destruction.
- 6 An ancient and powerful enemy who has returned from the past to exact their revenge on the characters, wielding fearsome abilities and commanding a loyal following.





REVENGE CHARACTER GOALS

These tasks can be the driving force behind a character or a mission that a character undertakes on their own or on behalf of an ally during a larger adventure.

REVENGE TASKS

d6 Task

- 1 Gather evidence or testimony to prove the guilt of the primary antagonist, rallying support for the characters' quest for vengeance.
- 2 Forge alliances with other groups or individuals who have also been wronged by the primary antagonist, creating a united front against their common foe.
- 3 Acquire powerful weapons, artifacts, or abilities that will give the characters an edge in their confrontation with the primary antagonist and their forces.
- 4 Unravel the complex web of lies, deceit, and manipulation that surrounds the primary antagonist, exposing their true nature and motives.
- 5 Seek out and confront the primary antagonist's underlings, lieutenants, or allies, chipping away at their support network and resources.
- 6 Prepare for the final confrontation with the primary antagonist by training, strategizing, and gathering information on their strengths and weaknesses.

REVENGE ADVENTURE HOOKS

The following table presents ideas for additional revenge-themed adventures in western Immoren.

REVENGE ADVENTURE HOOKS

d6 Hook

- 1 The characters must track down a notorious enemy warrior who has killed a beloved member of the characters' tribe or family, exacting vengeance upon them.
- 2 The characters discover evidence of a long-standing betrayal by one of their own. They must confront the traitor and bring them to justice while dealing with the fallout of the deception.
- 3 A rival faction seeks to destroy the characters' homeland in retribution for an ancient wrong. The characters must rally their people and defend their territory against this vengeful foe.
- 4 An enemy military officer leads an attack that devastates the characters' homeland, driving them into exile. The characters must seek allies and resources to reclaim their home and avenge their people.
- 5 A group of characters, bound by a common enemy, must join forces to hunt down and eliminate their antagonist, overcoming personal differences and obstacles along the way.
- 6 A mysterious figure with a personal vendetta against the characters orchestrates a series of devastating attacks.

STARS COMING RIGHT

The wilds are rife with strange and powerful ritual magic, some of which necessitates careful planning and cunning manipulation to see to fruition. In campaigns centered on these concepts, the player characters could be laying the groundwork for rituals of incredible importance to their tribes or factions, frantically working against time as they prepare for an important celestial conjunction. These tasks can be elaborate, requiring the performance of a number of different tasks under the appropriate conditions before the work is complete. Failure to properly execute even a single step of these complex rituals can result in catastrophic consequences that resonate for years afterward.

As the players prepare for the forthcoming mystical happening, the obstacles they run into along the way will force them to adapt and think quickly. Rivals will seek to undermine their efforts and prevent them from completing their great work. Any delays will be particularly unfortunate if the player characters are working toward a celestial event that comes only once every few decades or centuries. The moons of Caen are on different orbits, and a missed opportunity can mean years before a ritual can be performed again.

STARS COMING RIGHT ADVENTURES

The table below presents adventure ideas centered on campaigns involving the preparation for and execution of powerful rituals tied to celestial events. Characters must work together to overcome obstacles and rivals as they strive to complete these intricate and crucial tasks.

STARS COMING RIGHT ADVENTURES

d6 Adventure

- 1 Locate and retrieve a long-lost artifact or relic necessary for the completion of the ritual, overcoming the dangers guarding it.
- 2 Unravel ancient and cryptic texts to decode the precise steps and requirements of the ritual, piecing together the knowledge needed to succeed.
- 3 Ensure the safety and purity of a sacred site where the ritual must take place, facing hostile forces that seek to defile or destroy it.
- 4 Assemble the necessary components or resources for the ritual, some of which may be rare, elusive, or guarded by powerful entities.
- 5 Perform a series of smaller, preparatory rituals at key locations and times, each with its own challenges and obstacles to overcome.
- 6 Defend the ritual site during the culmination of the celestial event, facing the onslaught of rivals or supernatural forces trying to disrupt the proceedings.



STARS COMING RIGHT VILLAINS

These villains can pose significant threats to the characters' attempts to prepare for and perform their celestial rituals, each with their own motivations and methods for disrupting the characters' plans.

STARS COMING RIGHT VILLAINS

d6 Villain

- 1 A rival faction or tribe seeking to claim the power of the celestial event for themselves, engaging in a race against the characters to complete their own ritual.
- 2 A zealous inquisitor who believes the characters' ritual poses a grave threat to the world and is determined to stop them at any cost.
- 3 An ancient guardian sworn to protect the secrets and sacred sites associated with the ritual, unwilling to allow the characters access to the knowledge or resources they need.
- 4 A cunning saboteur who seeks to undermine and disrupt the characters' preparations, working for a hidden master with unknown motives.
- 5 A vengeful spirit or supernatural entity whose power or influence would be diminished by the ritual's completion and is determined to prevent it.
- 6 A manipulative schemer who aims to twist the characters' ritual for their own purposes, steering them toward an outcome that serves their nefarious ends.



STARS COMING RIGHT CHARACTER GOALS

These tasks can serve as driving forces behind a character or a mission that a character undertakes on their own or on behalf of an ally during a larger adventure.

STARS COMING RIGHT TASKS

d6 Task

- 1 Seek the guidance or assistance of wise or powerful beings who hold knowledge or influence over the celestial event and the ritual tied to it.
- 2 Protect or rescue a key individual whose presence, expertise, or abilities are vital to the successful completion of the ritual.
- 3 Thwart the efforts of rival factions or villains who seek to exploit the celestial event for their own gain or to sabotage the characters' ritual.
- 4 Secure the support or cooperation of neighboring tribes, factions, or communities whose aid may be essential in the preparations for the ritual.
- 5 Investigate mysterious phenomena or omens that foreshadow the celestial event, seeking to understand their significance and implications for the ritual.
- 6 Balance the competing demands of preparing for the ritual while addressing the needs and concerns of the characters' tribe or faction, maintaining their trust and support.

STARS COMING RIGHT ADVENTURE HOOKS

The following table presents ideas for additional adventures themed around the preparation and execution of powerful rituals, celestial events, and mystical happenings in western Immoren.

STARS COMING RIGHT ADVENTURE HOOKS

d6 Hook

- 1 The characters must secure a series of ancient relics to complete a powerful ritual, all while evading rival factions seeking to claim the artifacts for their own purposes.
- 2 An imminent celestial event is critical to the success of a ritual the characters are performing, but they must overcome a series of obstacles and adversaries to ensure its completion in time.
- 3 The characters learn of a powerful artifact that can alter the very heavens, but it is guarded by a formidable and ancient guardian.
- 4 A rival group is attempting to perform a ritual that could bring disaster to the region, and the characters must race against time to stop them.
- 5 The characters discover an ancient prophecy that hints at a coming cataclysm, and they must decipher its meaning and find a way to prevent the disaster.
- 6 The characters are drawn into a conflict between two rival factions, each attempting to complete a ritual to gain power or control over the other.



SURVIVAL

The many dangers of western Immoren's wild places can be the source of a fantastic campaign. In a survival campaign, the characters must constantly struggle against all odds, battling hungry predators and the harsh elements every day in order to keep themselves alive. Survival storylines are often grim tales in which family and friends slowly die from exposure or starvation and the player characters' own survival is constantly at risk. The harsh elements of the Bloodstone Desert and the freezing mountains of the Shard Spires are compelling backdrops for a survival game. In such locations, the environment itself is just as deadly as anything else the players will face. Sudden storms, droughts, and inclement weather can have a massive impact on the characters. The creatures they encounter will often be similarly desperate, throwing themselves violently at the characters in an attempt to stave off starvation. These gritty games are extremely rewarding for players who want to pit themselves against everything the wilds have to offer.

In a survival game, the characters' resources steadily dwindle, being replenished only when they manage to bring down another beast or to wrest one from the hands of a rival. Survival games are a good fit for a raiders adventuring company. As food, water, and supplies run low, desperation will motivate the player characters, driving them to execute risky raids against better-armed opposition.

SURVIVAL ADVENTURES

The table below presents adventure ideas centered on campaigns involving the struggle to survive in the harsh wilderness of western Immoren. Characters must work together to overcome environmental challenges, scarce resources, and deadly predators as they fight for their lives.

SURVIVAL ADVENTURES

d6 Adventure

- 1 Locate and secure a safe haven in the wilderness, where the characters can find shelter from the elements and a base for their efforts to survive.
- 2 Track and hunt down a powerful and elusive creature whose remains could provide essential resources for the characters' continued survival.
- 3 Discover and protect a hidden source of water or sustenance, which is vital for the characters' survival in a desolate environment.
- 4 Navigate a treacherous landscape, such as a deadly swamp or a freezing mountain pass, in search of safety or resources.
- 5 Recover lost or stolen supplies from a rival group or hostile creatures, ensuring the characters' ability to endure the harsh wilderness.
- 6 Uncover ancient ruins or forgotten settlements that may hold the key to the characters' survival as well as new threats and mysteries.

SURVIVAL VILLAINS

These villains can pose significant threats to the characters' attempts to survive in the brutal wilderness, each with their own motivations and methods for making life more difficult for the characters.

SURVIVAL VILLAINS

d6 Villain

- 1 A ruthless bandit leader who preys on the weak and desperate, making survival even more challenging for the characters.
- 2 A cunning predator that has developed a taste for the characters, stalking and attacking them relentlessly throughout their journey.
- 3 A merciless slaver seeking to capture the characters and exploit their skills or knowledge, forcing them to fight for their freedom.
- 4 A fanatical zealot who believes the characters are a threat to their people or land and is determined to see them eliminated.
- 5 A vengeful ghost or supernatural being that torments the characters, causing environmental disasters or driving dangerous creatures toward them.
- 6 A rival group of survivors who see the characters as competition for scarce resources, instigating a deadly struggle for survival.

SURVIVAL CHARACTER GOALS

These tasks can serve as driving forces behind a character or a mission that a character undertakes on their own or on behalf of an ally during a larger adventure.

SURVIVAL TASKS

d6 Task

- 1 Learn the secrets of the wilderness to improve the characters' chances of survival, mastering new skills or techniques that help them endure the harsh environment.
- 2 Secure alliances with other groups or individuals struggling to survive, pooling resources and knowledge to increase their chances of success.
- 3 Unravel the mystery behind a dangerous phenomenon that threatens the characters' survival, seeking to understand and mitigate its impact on their lives.
- 4 Safeguard the well-being of a vulnerable individual or group, such as a family or community, ensuring their survival alongside the characters.
- 5 Reclaim a lost or stolen heirloom or artifact that holds personal significance or provides a much-needed advantage in the struggle for survival.
- 6 Chart a path to a safer or more hospitable region, seeking an escape from the unrelenting challenges and dangers of the characters' current surroundings.

SURVIVAL ADVENTURE HOOKS

The following table presents ideas for additional adventures centered on the harsh and unforgiving wilderness of western Immoren, where characters must struggle to stay alive against all odds.

SURVIVAL ADVENTURE HOOKS

d6 Hook

- 1 The characters find themselves stranded in a remote and dangerous location and must use their wits and resources to survive and find a way back to civilization.
- 2 A devastating natural disaster strikes the characters' homeland, forcing them to band together and find a way to rebuild their lives and community.
- 3 The characters must journey through a harsh and deadly environment to reach a distant goal, all while contending with the elements, predators, and other hazards.
- 4 A powerful and relentless enemy is hunting the characters, forcing them to rely on their survival skills and knowledge of the wilderness to evade capture or death.
- 5 A mysterious plague threatens the characters' community, and they must venture into the wilds in search of a cure, facing both natural and supernatural dangers along the way.
- 6 The characters must lead a group of refugees through the wilderness to safety, protecting them from the dangers that lurk in the wilds and ensuring they have the necessary resources to survive.



TOMB RAIDERS

The forgotten ruins of western Immoren hold treasure and peril in equal measure. The potential for characters to spend an entire campaign exploring the remnants of lost civilizations is tremendous. An especially large complex of ruins, such as a vast city from the empire of Morrdh found in the Gnarls, could be the focus of an entire campaign, allowing the characters to delve ever more deeply into the forgotten city in search of ancient relics or long-lost secrets. This can include attempts to find what was once lost by a people whose territory has changed hands countless times. Characters begin by researching what little is known of the ruin and discovering the possibility of priceless occult lore and ancient coin. They must next prepare for their journey, which could require exploration and nearly comprise a campaign in its own right. Upon arrival, depending on the nature of the characters, they might survey the ruins as part of a scholarly expedition or instead plunge into its depths with swords and sacril blades at the ready.

As the characters explore the ruins, they will uncover secrets that lure them deeper into the catacombs or send them on wild chases to far-flung places in search of related secrets. The overarching plot of such a campaign could revolve around an ancient evil let loose by the characters' meddling or even place them in competition with a rival team of tomb raiders for a priceless relic. Indeed, depending on the campaign, letting loose an ancient evil might be the characters' goal rather than something they want to prevent. In this case, self-appointed do-gooders from civilization might be their adversaries.

TOMB RAIDERS ADVENTURES

The table below presents adventure ideas centered on campaigns involving the exploration of ancient ruins and forgotten tombs. Characters will delve into the remnants of lost civilizations in search of relics, secrets, and long-lost treasures.

TOMB RAIDERS ADVENTURES

d6 Adventure

- 1 Uncover the entrance to a hidden tomb, rumored to contain a powerful artifact or immense wealth guarded by deadly traps and ancient guardians.
- 2 Discover a map or clue leading to a lost city, which the characters must traverse dangerous wilderness and hostile territory to find.
- 3 Race against a rival group of tomb raiders to claim a priceless relic or artifact before it falls into the wrong hands.
- 4 Investigate the mysterious disappearance of a previous expedition, unraveling the secrets of the tomb and the fate of its explorers.
- 5 Prevent the resurrection of an ancient evil that threatens the world by securing or destroying the artifacts needed for its return.
- 6 Solve intricate puzzles and navigate treacherous traps to reveal the inner sanctum of an ancient tomb, housing secrets of a long-forgotten civilization.

TOMB RAIDERS VILLAINS

These villains can pose significant threats to the characters' tomb-raiding adventures, each with their own motivations and methods for opposing the characters' exploration and plundering.

TOMB RAIDERS VILLAINS

d6 Villain

- 1 A cunning rival tomb raider who seeks to claim the treasures and secrets of the ruins for themselves, using any means necessary.
- 2 A fanatical cult devoted to protecting the ancient relics and secrets from outsiders, determined to see the characters fail or die.
- 3 A powerful undead guardian awakened by the characters' intrusion that relentlessly hunts them throughout the ruins.
- 4 A scheming sorcerer who desires the power contained within the tomb, manipulating events and adversaries to hinder the characters.
- 5 A vengeful spirit of a long-dead ruler angered by the characters' trespassing that seeks to exact retribution on them and their allies.
- 6 A secretive organization that seeks to control the knowledge and power hidden within the ruins, deploying agents to hinder the characters' progress.

TOMB RAIDERS CHARACTER GOALS

These tasks can serve as driving forces behind a character or a mission that a character undertakes on their own or on behalf of an ally during a larger adventure.

TOMB RAIDERS TASKS

d6 Task

- 1 Retrieve a powerful artifact or relic from the depths of an ancient tomb to fulfill a personal quest or obligation.
- 2 Unearth a long-lost secret that holds the key to understanding the characters' own history or the fate of their people.
- 3 Avenge the death of a friend or loved one who perished during a previous tomb raiding expedition.
- 4 Reclaim a stolen or lost artifact that rightfully belongs to the characters' tribe, faction, or homeland.
- 5 Gain the favor of a powerful patron or organization by securing valuable treasures or knowledge from the ancient ruins.
- 6 Prove the existence of a legendary tomb or lost city, gaining fame and recognition as a skilled tomb raider and explorer.

TOMB RAIDERS ADVENTURE HOOKS

The following table presents ideas for additional adventures focused on the exploration of ancient ruins, lost cities, and forgotten tombs in western Immoren.

TOMB RAIDERS ADVENTURE HOOKS

d6 Hook

- 1 The characters discover a map leading to a long-lost city, but they are not the only ones seeking its treasures and secrets.
- 2 An ancient artifact is rumored to be hidden within a deadly tomb, and the characters must brave its traps and guardians to claim it.
- 3 The characters are hired to recover a powerful relic from a recently unearthed ruin, but they quickly find themselves embroiled in a conflict between rival factions vying for the artifact.
- 4 A sinister force has been unleashed from a forgotten tomb, and the characters must track down the source of the evil and put an end to it.
- 5 The characters become trapped within a labyrinthine ruin and must decipher its puzzles and navigate its dangers to find a way out.
- 6 The characters must protect a group of scholars or treasure hunters as they delve into a dangerous ruin, ensuring their safety and the success of their expedition.



TRIBAL WARFARE

The many tribes and peoples of the wildernesses of western Immoren are constantly clashing with each other and fighting over ancient grudges and territorial conquests alike. A campaign of tribal warfare is a story of these conflicts and how they affect the people who fight them. Particularly long wars will affect nearly every aspect of a tribe's daily life as talented hunters and warriors fall in battle, land is lost or conquered, and more and more of the tribe's resources are dedicated to the conduct of war. In some cases these prolonged conflicts will draw the attention of opportunistic third parties that swoop in like vultures to pick off the weakened forces of tribes that have suffered months or years of attrition.

In storylines of tribal warfare, the player characters are often among the most capable warriors of their tribes and will be called upon to test their strength against similar warriors from the rival faction. The gains and losses they experience on the field of battle can resonate throughout the tribe, particularly if one of the characters is its chieftain or sole shaman. Tribal elders might call them to task for their decisions while the rest of the tribe looks to the characters for inspiration or direction in the darkest times and rallies around them in the defense of their territory.

TRIBAL WARFARE ADVENTURES

The table below presents adventure ideas centered on campaigns involving tribal warfare, conflicts, and rivalries. Characters will navigate ancient grudges, territorial conquests, and the harsh realities of battle, as they defend their tribes and challenge their enemies.

TRIBAL WARFARE ADVENTURES

d6 Adventure

- 1 Defend the tribe's sacred lands from an aggressive enemy tribe seeking to expand their territory.
- 2 Infiltrate an enemy tribe's stronghold to gather vital intelligence or sabotage their war efforts.
- 3 Broker a tenuous alliance with another tribe to face a common enemy, overcoming distrust and cultural differences.
- 4 Recover a stolen or lost relic or artifact that holds great significance to the tribe, spurring them to victory in battle.
- 5 Lead a daring raid on an enemy tribe's camp, seeking to weaken their forces and capture valuable resources.
- 6 Uncover and thwart a plot by an opportunistic third party attempting to manipulate the tribal conflict for their own gain.

TRIBAL WARFARE VILLAINS

These villains can pose significant threats to the characters' tribal warfare adventures, each with their own motivations and methods for opposing the characters' efforts.

TRIBAL WARFARE VILLAINS

d6 Villain

- 1 A ruthless enemy chieftain who will stop at nothing to conquer the characters' tribe, driven by ambition and bloodlust.
- 2 A treacherous shaman or elder, manipulating events behind the scenes to prolong the conflict for personal gain.
- 3 A cunning spy or saboteur working for a rival tribe, sowing discord and undermining the characters' tribe from within.
- 4 A powerful warlord who seeks to unite the warring tribes under their rule, using force, diplomacy, or deception.
- 5 A vengeful spirit or ancient guardian awakened by the conflict, seeking to punish all those involved in the tribal warfare.
- 6 An opportunistic mercenary company, exploiting the weakened tribes and their resources for profit and influence.

TRIBAL WARFARE CHARACTER GOALS

These tasks can serve as driving forces behind a character or a mission that a character undertakes on their own or on behalf of an ally during a larger adventure.

TRIBAL WARFARE TASKS

d6 Task

- 1 Bring an end to a long-standing conflict between tribes by negotiating a peace treaty or forging a new alliance.
- 2 Gain recognition and respect as a skilled warrior by defeating a formidable enemy champion in single combat.
- 3 Train and mentor new warriors for the tribe, ensuring their survival and prosperity for future generations.
- 4 Uncover the root cause of the tribal conflict and expose the truth behind the ancient grudge or territorial dispute.
- 5 Protect the tribe's most vulnerable members, such as children and the elderly, during times of strife and conflict.
- 6 Avenge a personal loss or injustice suffered at the hands of an enemy tribe, seeking retribution and closure.

TRIBAL WARFARE ADVENTURE HOOKS

The following table presents ideas for additional adventures centered on the conflicts and struggles of various tribes and factions in the wilds of western Immoren.

TRIBAL WARFARE ADVENTURE HOOKS

d6 Hook

- 1 The characters are drawn into a long-standing conflict between two rival tribes and must navigate the shifting alliances and betrayals to ensure their own survival and the safety of their people.
- 2 A powerful warlord seeks to unite the disparate tribes of the region under their rule, and the characters must decide whether to join the cause or resist the warlord's advances.
- 3 The characters are tasked with recovering a sacred artifact stolen by a rival tribe, leading to a dangerous mission deep in enemy territory.
- 4 A series of brutal raids has left the characters' tribe weakened and vulnerable, and they must rally their people and seek allies to defend against further attacks.
- 5 The characters must broker a truce between warring tribes to face a common enemy, but ancient grudges and mistrust threaten to undermine their efforts.
- 6 A mysterious figure has emerged, manipulating the tribes into conflict for their own nefarious purposes. The characters must uncover the truth and put an end to the deception before it's too late.



WILDERNESS CHARACTER NAME GENERATORS

Every culture's naming conventions are different, whether they derive modern names from historical, mythological, or divine sources or combinations of syllables, letters, and sounds in their native language. On those occasions when you require an appropriately crafted name for an NPC who hasn't been previously identified, use the table below to quickly create a name that will sound correct within the given culture.

ANURA NAME GENERATOR

d20	MALE	FEMALE	BYNAMES
1	Awaki	Brekake	Byriver
2	Bup	Chupa	Deepswamp
3	Coaxo	Fe'era	Hopstone
4	Croa	Guri	Pondskipper
5	Flugwug	Harkae	Slickspine
6	Gub	Kva	Tonguethrasher
7	Koka'ak	Kwake	Underpond
8	Kwaak	Laka	Swifttongue
9	Mire	Nolo	Nightcroak
10	Obo	Olo	Muddiver
11	Piku	Qua	Quickleaper
12	Raza	Ruka	Mossback
13	Scaer	Tura	Shadowhopper
14	Tibu	Vakae	Raincaller
15	Zabuc	Lusa	Bubblebreath
16	Hupple	Flissa	Shimmertoe
17	Kribble	Pendra	Sunspotter
18	Quib	Zepha	Mistweaver
19	Snoggle	Lirra	Stormcaller
20	Thribble	Hesper	Lilydancer

BOG TROG NAME GENERATOR

d20	NAMES	EPITHETS
1	Bluv	Ashiga's Anointed
2	Cuch	Blessed One
3	Druk	The Charmed
4	Ertl	Crafty One
5	Flet	The Cursed
6	Gritz	Dry-Scale
7	Hask	Gator-Killer
8	Hult	Shell-Cracker
9	Itzi	Fang-Fighter
10	Kreek	Swamp-Strider
11	Lurk	Leech-Lord
12	Mesk	Poison-Tongue
13	Nuri	Murk-Minder
14	Oduz	Toad-Tamer
15	Ohag	Wart-Breath
16	Oxla	Bog-Blade
17	Plut	Muck-Master
18	Quill	Quick-Tongue
19	Qulf	Swift-Striker
20	Rask	Silent-Stalker

FARROW NAME GENERATOR

d20	MALE	FEMALE	EPITHETS
1	Augustus	Aglie	Broad Back
2	Aurice	Brodolce	Bone Snapper
3	Carver	Bucceli	Curse Slinger
4	Cheehaw	Corilla	Flat Nose
5	Cluckle	Crostia	Gristle Grinder
6	Deckle	Filatiere	Long Legs
7	Duroc	Helga	Mulch Monger
8	Flank	Mortonia	Throat Crusher
9	Giblet	Mufalla	Blood Drinker
10	Gordianus	Pantara	Eye Gouger
11	Hortrill	Peperch	Flesh Ripper
12	Minchop	Scotta	Ironhide
13	Olybrisket	Slata	Muckraker
14	Patribs	Tortonia	Mud Wrestler
15	Rible	Trofiter	Quickstrike
16	Scarf	Trotto	Razorback
17	Severmore	Urta	Scalebreaker
18	Snortillus	Vendra	Skullcrusher
19	Thaddeus	Xyla	Swampfoot
20	Vetronius	Zora	Warleader

GATORFOLK NAME GENERATOR

d20	MALE	FEMALE	NICKNAME
1	Aggus	Anggat	Bloody
2	Angkoto	Djatta	Craven One
3	Barnabas	Gita-Gita	Dreadbound
4	Bogung	Gonrung	Grave Walker
5	Caliban	Jaga-Jaga	Lord of Blood
6	Crawtooth	Margawa	Master of Marshes
7	Denglet	Mlatha	Nightstalker
8	Djukkit	Ningrum	Old One-Eye
9	Longchops	Nwula	Pit of Fangs
10	Maelok	Rara	Swamp Reaper
11	Moskengon	Urgi-Urgi	Toothgnasher
12	Mugwum	Wangi	Unblinking Watcher
13	Ndarit	Yonkla	Scale-Skinner
14	Ngalo	Yallara	Death-Chaser
15	Sketset	Vyrtha	Swamp-Strider
16	Tengarol	Vaxia	Poison-Tongue
17	Yoggus	Kylara	Shadow-Walker
18	Gulrak	Grenda	Blood-Fang
19	Krokrak	Nylara	Quickstrike
20	Shorgaak	Drogara	Ironhide

TROLLKIN NAME GENERATOR

d20	MALE	FEMALE	SURNAME
1	Vestin	Sharva	Wyrmhowl
2	Parsta	Ingma	Mournchaser
3	Berga	Gatak	Hardtusk
4	Grunya	Alena	Gloomfist
5	Zalkar	Usha	Wyrmscorn
6	Creddar	Yanna	Greymist
7	Kazta	Berga	Grinderfang
8	Yogar	Talyana	Toshte
9	Reeth	Jubra	Redriver
10	Layen	Glorlana	Ironbreaker
11	Horksroth	Zadie	Feralhide
12	Masgol	Grona	Ironhide
13	Stror	Kahnar	Stormhowl
14	Xarrin	Soscia	Grimbark
15	Ternar	Kallak	Thunderskull
16	Brelliar	Vlada	Fawncall
17	Brydan	Agla	Clampclaw
18	Korgan	Gatak	Hardtusk
19	Yancar	Tagra	Greelmo
20	Uklo	Kolara	Wildquill

PYG NICKNAME GENERATOR

d20	NICKNAME
1	Snack
2	Krump
3	Fawn
4	Hopper
5	Bug
6	Pockets
7	Ace
8	Slick
9	Pop
10	Toots
11	Muggs
12	Trip
13	Armrest
14	Ant
15	Biggie
16	Trapper
17	Pet
18	Drag
19	Keg
20	Boomer

APPENDIX A: SPECIAL NPC

ADVENTURING SCHOLAR

Adventuring scholars are a special breed. They have spent years in study, and they most often hold some sort of mundane position at a university or museum, but they are by no means bookworms. They are hearty adventurers who can run with the best of them—only instead of exploring the mysteries of the world in search of treasure or power, they do it for knowledge. The primary tools of the adventuring scholar are wit, determination, knowledge, and a touch of both brawn and luck. With these they delve the mysteries of the world, unlocking secrets that few would dare to fathom.

ADVENTURING SCHOLAR

Medium humanoid (any), any alignment

Armor Class 14 (leather armor)

Hit Points 27 (6d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10	14	10	16	14	10

Saving Throws Dex +4, Int +5

Skills Investigation +5, Nature +5, Perception +4, Survival +4

Senses passive Perception 10

Languages any three languages

Challenge 1/2 (100 XP)

Applied Knowledge. The adventuring scholar adds its Intelligence modifier to the damage of attacks targeting a creature of the following types: aberration, beast, dragon, fey, giant, monstrosity, ooze, and undead.

Keen Hearing and Sight. The adventuring scholar has advantage on Wisdom (Perception) checks that rely on hearing or sight.

ACTIONS

Multiattack. The adventuring scholar makes two attacks with its shortsword.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Repeating Rifle. *Ranged Weapon Attack:* +4 to hit, range 60/180 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

Reactions

Duck! If the adventuring scholar makes a Dexterity saving throw, it can drop prone to gain advantage on the save.



BEAST SLAYER

Most people run away from monsters. Call it fear, call it common sense, call it what you will, but running to safety is the first thing most people think to do when threatened by a wild beast—or something worse. Yet some people tend to have just the opposite reaction.

They make their living hunting down the beasts of the wild. They are expert trackers and able warriors, and they tend to be far more at home out on the trail, sleeping in the mud and cold, than in some cushy inn or study. Needless to say, they are also some of the most fearless fighters in all the land.

What motivates them varies quite a bit. Some live or grew up in areas where wild creatures of one sort or another were a constant threat, and they took up arms to fight the predators. Many suffered trauma early on at the hands of a wild beast and have dedicated themselves to eliminating such threats. Still others are adventurers with an indomitable wild streak who thrive on trying to become the greatest predators.

BEAST SLAYER

Medium humanoid (any), any alignment

Armor Class 15 (studded leather)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	10 (+0)	12 (+1)	10 (+0)

Skills Perception +3, Stealth +5, Survival +3

Senses passive Perception 10

Languages any one language

Challenge

Favored Enemy. The beast slayer has advantage on Wisdom (Survival) checks to track beasts, as well as on Intelligence checks to recall information about them.

Prey. The beast slayer can mark a creature it can see within 90 feet as its quarry. For 1 hour, the beast slayer deals an extra 1d6 damage to the target whenever it hits with a weapon attack.

Relentless Pursuit. The beast slayer has advantage on saving throws against being charmed, frightened, or put to sleep.

ACTIONS

Multiattack. The beast slayer makes two attacks with its longsword.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 2) slashing damage.

Hunting Rifle. *Ranged Weapon Attack:* +5 to hit, range 60/180 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage.

Reactions

Quick Reflexes. When the beast slayer is hit by a melee attack from a beast, it can use its reaction to make a melee weapon attack against the same beast.



BLACKCLAD STONESHAPER

Blackclad stoneshapers are tasked with building the arcane constructs that serve the Circle Orboros. Fashioned from stone and wood and carefully cut orbs of glowing crystal, their wold creations are animated through ancient rites and blood sacrifices.

BLACKCLAD STONESHAPER

Medium humanoid (human), alignment

Armor Class 16 (blackclad armor)

Hit Points 60 (8d8 + 24)

Speed 30 ft.

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

Saving Throws Int +5, Wis +6

Skills Arcana +5, Nature +5, Perception +6

Senses passive Perception 16

Languages Any three languages

Challenge 5 (1,800 XP)

Pathfinder. The stoneshaper can move through nonmagical difficult terrain without expending extra movement.

Stone Sentinel. While adjacent to a friendly construct, the stoneshaper gains +2 to AC and saving throws and cannot be knocked prone.

Spellcasting. The stoneshaper is a 6th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with

spell attacks). It can cast the following spells:

Cantrips (at will): *druidcraft*, *firebolt*, *mending*

1st level (4 slots): *pulse of the earth*, *rock hammer*

2nd level (3 slots): *spike growth*, *stone spray*

3rd level (3 slots): *meld into stone*, *slow*

ACTIONS

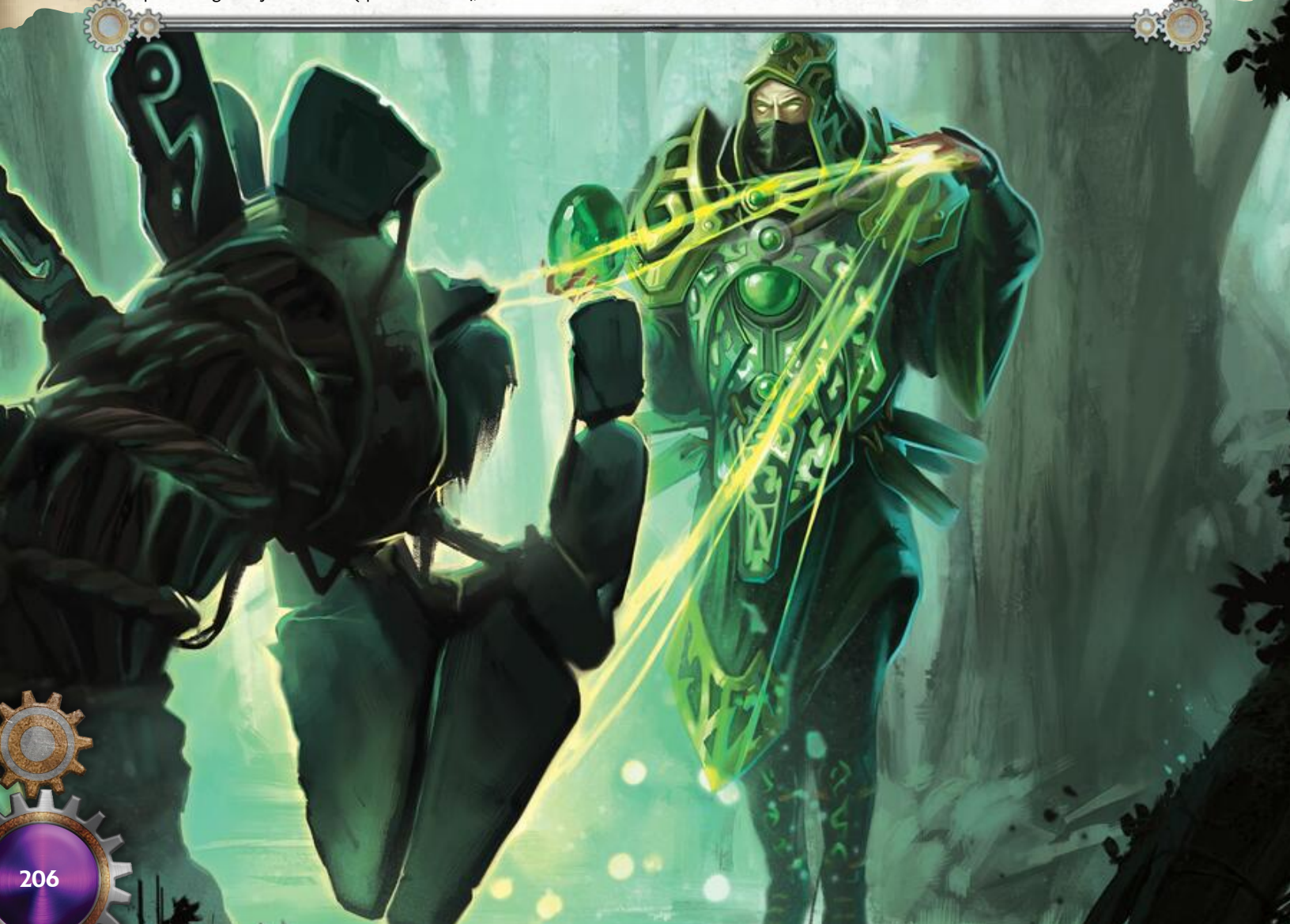
Unarmed Strike. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

Earth's Power (1/day). The stoneshaper targets a friendly construct within 60 feet. The construct gains +2 to its Strength score for 1 minute.

Quiet the Stones (1/day). The stoneshaper targets a friendly construct within 60 feet. It can either place 1 fury point on the construct or remove 1 fury point from it.

Repair (1/day). The stoneshaper touches a friendly construct within 5 feet, removing 1d6 damage points from it.

Stone Spray (Recharge 5–6). The stoneshaper unleashes a spray of stones in a 30-foot cone. Each creature in the area must make a DC 14 Dexterity saving throw, taking 13 (3d8) bludgeoning damage on a failed save, or half as much damage on a successful one.



BLACKCLAD STONEWARD

The stoneward craft the fast and efficient woldstalkers and lead their creations to battle. Each woldstalker is an implement of the stoneward's will, guided by mental commands and protected by druidic enchantments. The stonewards steer their creations' movements and choose the targets of their searing attacks.

This is a practiced skill for the stonewards, whose guidance lingers even after their death: a woldstalker will continue to follow its druid's last impulses, hunting its prey with inhuman perseverance.



BLACKCLAD STONEWARD

Medium humanoid (human), any alignment

Armor Class 16 (blackclad armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	14 (+2)	14 (+2)	10 (+0)

Saving Throws Int +4, Wis +4

Skills Arcana +4, Nature +4, Perception +4

Senses passive Perception 14

Languages any three languages

Challenge 2 (450)

Camouflage. The stoneward has advantage on Dexterity (Stealth) checks.

Pathfinder. The stoneward can move through nonmagical difficult terrain without expending extra movement.

Self-Sacrifice. If the blackclad stoneward is reduced to 0 hit points by an enemy attack, it can choose a friendly construct within 10 feet. That creature takes damage equal to half the damage dealt to the blackclad stoneward, and the blackclad stoneward regains hit points equal to the damage taken by the friendly creature.

Service Beyond Death. If the stoneward is incapacitated or killed, any woldstalkers it was controlling continue to attack the most recent targets the stoneward gave them, or otherwise continue following the last command the stoneward issued.

Spellcasting. The stoneward is a 2nd level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It can cast the following spells:

Cantrips (at will): *guidance*, *mending*, *resistance*

1st level (3 slots): *pulse of the earth*, *rock hammer*

Stone Guide. The blackclad stoneward can use the Help action to grant an allied construct advantage on an attack roll or ability check, even if the ally is not within 5 feet.

ACTIONS

Volgue. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 4 (1d6 + 1) bludgeoning damage or 5 (1d8 + 1) bludgeoning damage if used with two hands. This attack counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

BLACKCLAD WARDER

Druids who survive their training as wilders and prove themselves over several years earn promotion to warder. This rank is bestowed by the druid's mentor based on performance, initiative, and growing skill. Fundamentally, a warder's primary function is to do whatever their immediate superiors ask but must also exercise initiative and sound judgment in the execution of those duties. A warder's

tasks might include short-term missions like rooting out a pernicious enemy or gathering intelligence, or longer term duties such as aiding in the training of warbeasts, constructing wolds, or watching over a specific region.

Younger initiates to the Circle, these druids bring a mastery of elemental forces against their enemies. With a wave of their hands, they can uproot and throw enormous rocks, wreath themselves in wind and mist to confound their foes, or disrupt and unravel the magic of enemy spellcasters.

BLACKCLAD WARDER

Medium humanoid (human), any alignment

Armor Class 15 (blackclad armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	14 (+2)	14 (+2)	10 (+0)

Saving Throws Int +4, Wis +4

Skills Arcana +4, Nature +4, Stealth +3

Senses passive Perception 10

Languages any three languages

Challenge 1 (200 XP)

Camouflage. The warder has advantage on Dexterity (Stealth) checks.

Pathfinder. The warder can move through nonmagical difficult terrain without expending extra movement.

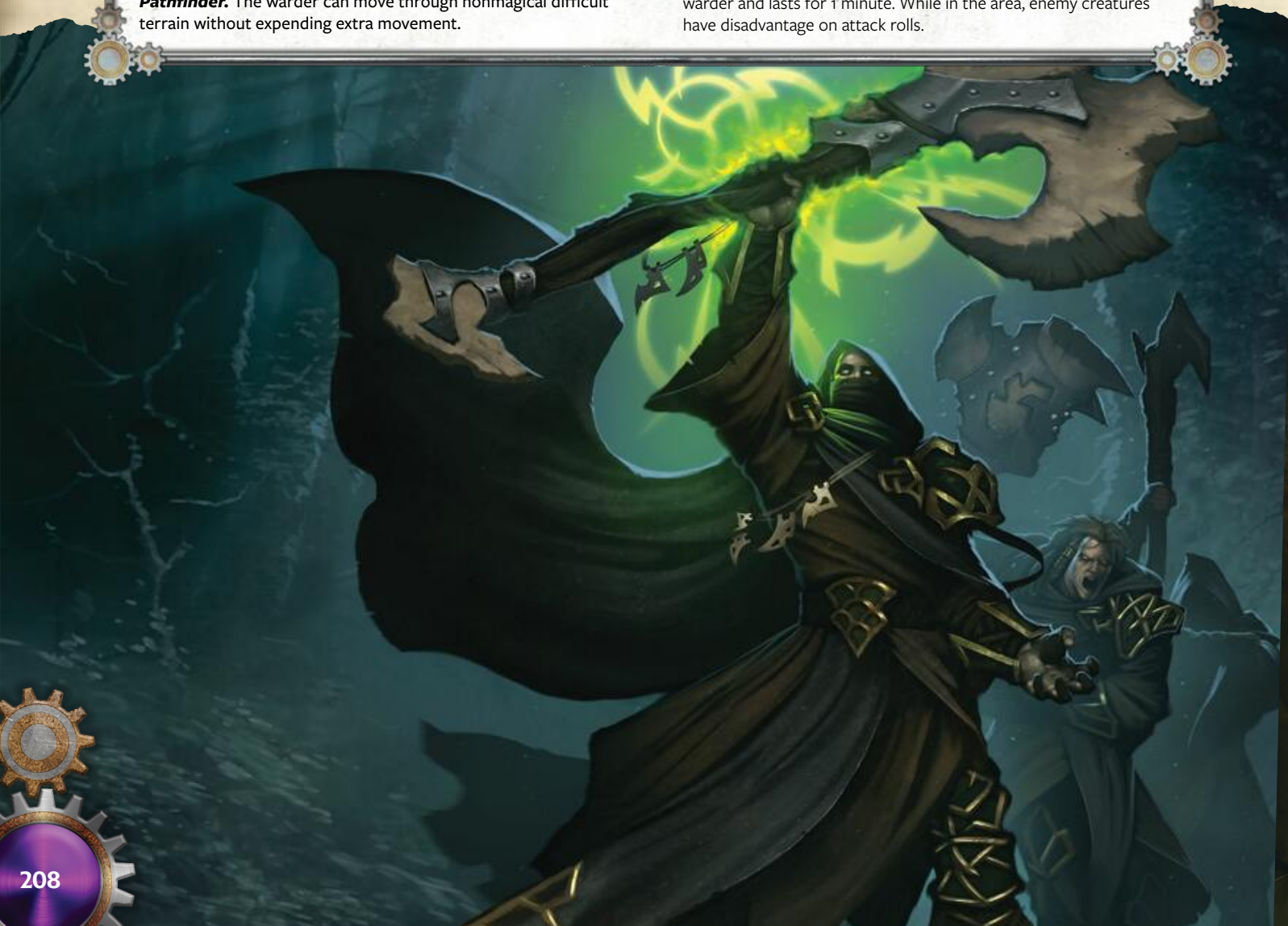
Spellcasting. The warder is a 1st level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It can cast the following spells using only verbal components:
Cantrips (at will): *druidcraft*, *summon vortex*
1st level (2 slots): *entangle*, *fog cloud*

ACTIONS

Vouge. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage or 5 (1d8 + 1) bludgeoning damage if used with two hands. This attack counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Wind Strike (Recharge 6). *Ranged Spell Attack:* +4 to hit, range 30 ft., one target. *Hit:* The target must succeed on a DC 12 Strength saving throw or be pushed 1d4 × 5 feet directly away from the warder.

Summon Vortex (1/day). The warder creates a 10-foot radius sphere of swirling wind centered on itself. The area moves with the warder and lasts for 1 minute. While in the area, enemy creatures have disadvantage on attack rolls.



BLACKCLAD WAYFARER

Druid wayfarers act as the messengers of the omnipotents, assassins in the shadows, and heralds of the Circle's armies.

Moving along ley lines with unparalleled ease, these warriors of Orboros can rend their enemies with blasts of elemental power, crush them with their massive vouldges, or awaken their slumbering predator spirit and watch them turn on each other like mindless savages.

BLACKCLAD WAYFARER

Medium humanoid (human), any alignment

Armor Class 14 + 2 (qualifier)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	14 (+2)	14 (+2)	10 (+0)

Saving Throws Int +4, Wis +4

Skills Arcana +4, Nature +4, Stealth +4

Senses passive Perception 12

Languages any three languages

Challenge

Battle Wizard. When the wayfarer reduces a creature to 0 hit points, the wayfarer can use its reaction to cast a spell with a casting time of 1 action or 1 bonus action.

Camouflage. The wayfarer has advantage on Dexterity (Stealth) checks.

Pathfinder. The wayfarer can move through nonmagical difficult terrain without expending extra movement.

Prowl. While the wayfarer has concealment, it gains the benefits of the *invisibility* spell.

Spellcasting. The wayfarer is a 2nd level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It can cast the following spells:

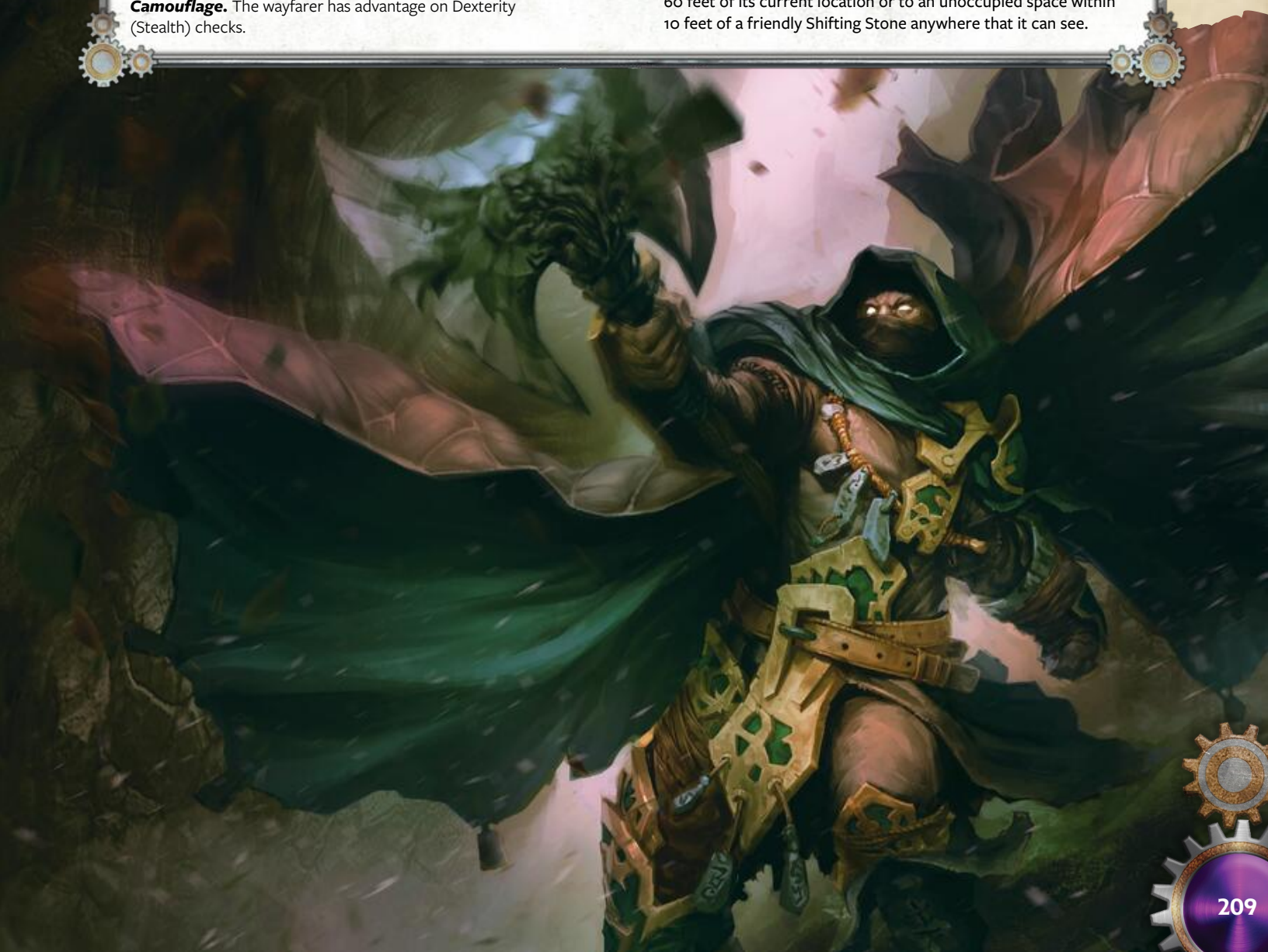
Cantrips (at will): *druidcraft*, *fire bolt*, *resistance*

1st level (3 slots): *entangle*, *flicker*, *hunter's mark*, *longstrider*

ACTIONS

Voulge. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage or 5 (1d8 + 1) bludgeoning damage if used with two hands. This attack counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Phase Jump (Recharge 5–6). As an action, the blackclad wayfarer can teleport to an unoccupied space it can see within 60 feet of its current location or to an unoccupied space within 10 feet of a friendly Shifting Stone anywhere that it can see.



CLAN EXILE

Exiles are those who have committed an act or broken a taboo that runs counter to the values of their tribe—or have been falsely accused of doing so. Pushed out of their former clans or tribes, they are forced into exile and must struggle to survive on their own. Many are not trusting of outsiders, but necessity can force them into alliances of convenience, where they lend their strength and talents to another group. Others prefer solitary lives as hermits, bitter and resentful, waiting for the opportunity to exact vengeance on those who drove them from their homes.

CLAN EXILE

Medium humanoid (any), any alignment

Armor Class 13 (hide armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	10 (+0)	14 (+2)	10 (+0)

Skills Athletics +5, Intimidation +1, Survival +4

Senses passive Perception 12

Languages any one language

Challenge 2 (450 XP)

Self-Reliant. The clan exile has advantage on Constitution saving throws to resist exhaustion, as well as on Wisdom (Survival) checks to find food and water.

Rage. As a bonus action, the clan exile can enter a rage. While raging, it has resistance to bludgeoning, piercing, and slashing damage, and gains a +2 bonus to melee weapon damage rolls. The rage lasts for 1 minute and can be used once before requiring a long rest to regain use.

Resilient. The clan exile has advantage on saving throws against being frightened.

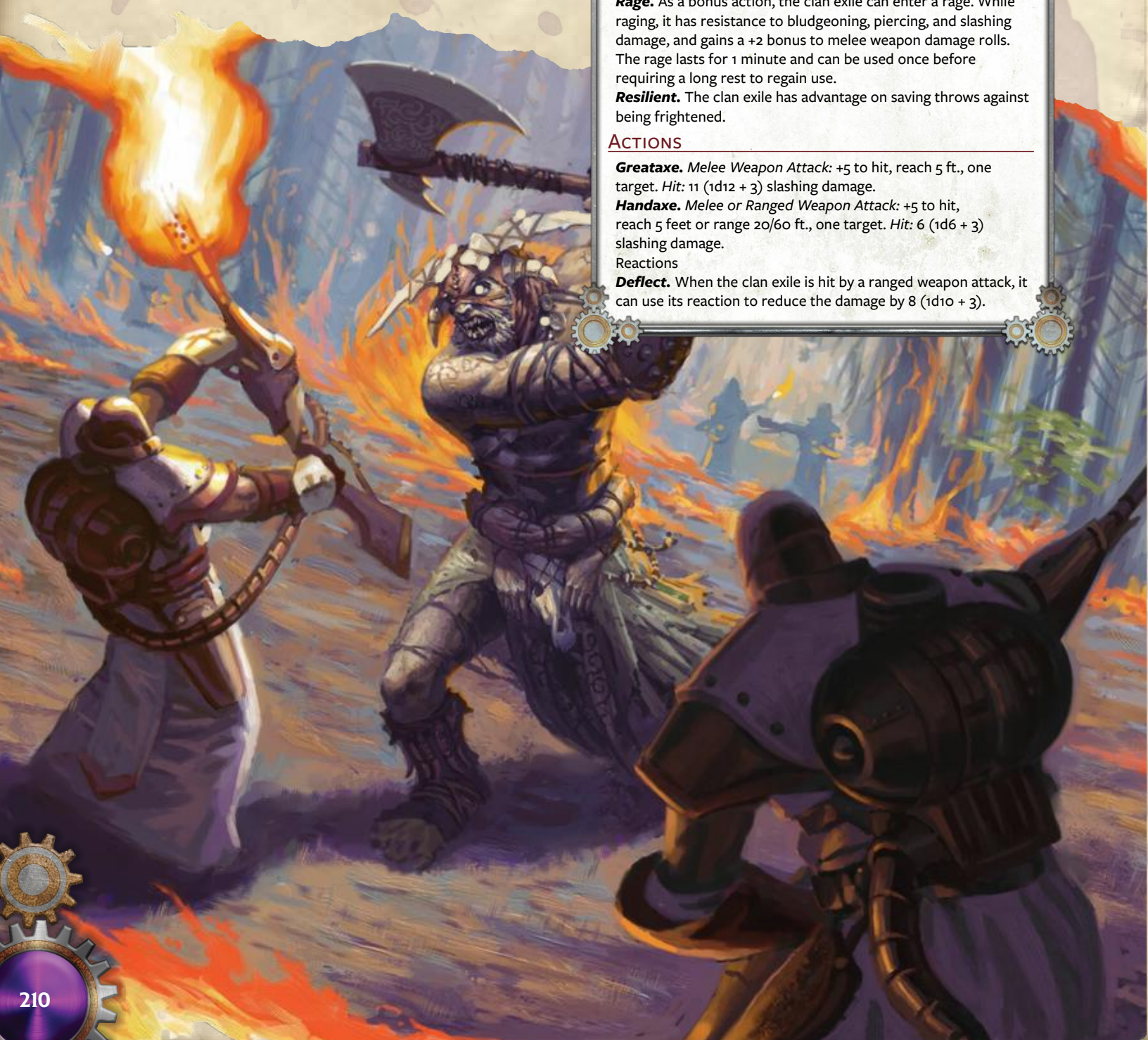
ACTIONS

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (1d12 + 3) slashing damage.

Handaxe. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 feet or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Reactions

Deflect. When the clan exile is hit by a ranged weapon attack, it can use its reaction to reduce the damage by 8 (1d10 + 3).



DRUID OVERSEER

Overseers are a vital link in the Circle's chain of command, trusted to undertake difficult missions requiring considerable coordination and personal power. They are responsible for sacred sites within the patchwork of their territories and must ensure their energies contribute to the ley line network.

They must confront and eliminate any enemies that threaten the ley lines or the standing stones controlling their flows. The regional territories of an overseer are generally larger than what a lone blackclad can patrol, even with the aid of supernatural teleportation. This duty may fall to subordinate blackclads or to locals who can act as the druid's eyes and ears—and, in times of threat, as expendable warriors.

DRUID OVERSEER

Medium humanoid (human), any alignment

Armor Class 16 (blackclad armor)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

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

Saving Throws Int +5, Wis +5

Skills Arcana +5, Insight +5, Perception +5

Senses passive Perception 15

Languages any three languages

Challenge 3 (700 XP)

Apparition. The overseer and its blackclad allies within 60 feet of it can teleport up to 10 feet to an unoccupied space they can see at the start of their turn as a bonus action.

Camouflage. The overseer has advantage on Dexterity (Stealth) checks.

Officer. The overseer can use the Help action to grant an ally advantage on an attack roll or ability check, even if the ally is not within 5 feet.

Sacred Ward. The overseer and its blackclad allies within 60 feet cannot be targeted by enemy spells.

Spellcasting. The overseer is a 3rd level spellcaster. Its

spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It can cast the following spells:

Cantrips (at will): *druidcraft*, *fire bolt*, *resistance*

1st level (4 slots): *entangle*, *fog cloud*, *pulse of the earth*

2nd level (2 slots): *gust of wind*, *pass without trace*

ACTIONS

Vouge. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage or 6 (1d8 + 2) bludgeoning damage if used with two hands. This attack counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Wind Strike (Recharge 6). *Ranged Spell Attack:* +5 to hit, range 30 ft., one target. *Hit:* The target must succeed on a DC 13 Strength saving throw or be pushed 1d6 x 5 feet directly away from the Overseer.

Elemental Protection (1/day). As an action, the overseer grants itself and its allies within 60 feet resistance to cold, fire, lightning, and acid damage for 1 minute.

Pulse of the Earth (1/day). The overseer targets a point within 120 feet. All creatures within a 10-foot radius of the point must succeed on a DC 13 Dexterity saving throw or be knocked prone.

Summon Vortex (1/day). The overseer creates a 10-foot radius sphere of swirling wind centered on itself. The area moves with the overseer and lasts for 1 minute. While in the area, enemy creatures have disadvantage on attack rolls.



DRUID WILDER

Deeply devoted to the beast path of druidic magic, the druid wilder's close affinity to wild beasts allows them to evoke the latent powers of a warbeast's animus to lend strength to the pack. When not tapping into the innate arcane powers of the Circle's warbeasts, wilders assist in directing the actions of the pack or in calming a beast that is consumed with battle lust.



DRUID WILDER

Medium humanoid (human), any alignment

Armor Class 11

Hit Points 21 (6d8 - 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	8 (-1)	14 (+2)	16 (+3)	10 (+0)

Skills Animal Handling +5, Arcana +4, Nature +4

Senses passive Perception 13

Languages any three languages

Challenge 1 (200 XP)

Pathfinder. The wilder can move through nonmagical difficult terrain without expending extra movement.

Spellcasting. The druid wilder is a 2nd level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It can cast the following:

Cantrips (at will): *guidance*, *resistance*, *spare the dying*
1st level (3 slots): *animal friendship*, *cure wounds*, *speak with animals*

ACTIONS

Vouge. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage or 4 (1d8) bludgeoning damage if used with two hands. This attack counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Medicate (3/day). As an action, the druid wilder can touch a friendly beast and heal it for 1d6 hit points.

Shepherd's Call (1/day). As an action, the druid wilder can calm up to three friendly beasts within 10 feet of it. The wilder can remove 1 fury point from an affected warbeast and remove any fear or charm effects on them.

REACTIONS

Arcane Support. When a friendly spellcaster within 30 feet makes a Concentration save, the wilder can use its reaction to provide arcane support. The friendly spellcaster can treat a d20 roll of 9 or less as a 10.

FENNBLADE

Trollkin called fennblades calmly wait shoulder to shoulder—wicked hooked greatswords raised at the ready—listening to the approach of thundering hooves. Some duck lances to

sweep blades through the legs of mounts while others swing their blades straight into the chests of the riders. The result is always the same, as fennblades stand victorious over the bodies of the slain.

FENNBLADE

Medium humanoid (trollkin), any alignment

Armor Class 16 (half plate)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	13 (+1)	9 (-1)	10 (+0)	10 (+0)

Skills Athletics +5, Intimidation +1

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 10

Languages Molgur-Trul-

Challenge 1/2 (100 XP)

Brace For Impact. When an enemy attack or effect would push the fennblade, it can choose to not be pushed. If it does so, its

speed becomes 0 until the end of its next turn.

Tough. When the fennblade is reduced to 0 hit points but not killed outright, it can drop to 1 hit point instead. It can't use this feature again until it finishes a long rest.

Trollkin Toughness. The fennblade has advantage on saving throws against poison and disease.

ACTIONS

Hooked Greatsword. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 9 (2d6 + 3) slashing damage. If the target is Large-sized or larger, the fennblade gains a +2 bonus to the damage roll.

REACTIONS

Vengeance. If an ally of the fennblade takes damage, it can use its reaction to move up to half its speed toward the creature that damaged the ally and then make one hooked greatsword attack against that creature.



FENNBLEDE KITHKAR

Veterans of countless battles, fennblade kithkar are warriors of renown. Each has led his brothers in arms time and again

against any who would infringe upon trollkin lands or harass their people. More than heroes or champions, these vaunted leaders are brilliant battlefield commanders, capable of coordinating the maneuvers of their fellow fennblades with great precision.

FENNBLEDE KITHKAR

Medium humanoid (trollkin), any alignment

Armor Class 18 (plate armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	9 (-1)	10 (+0)	11 (+0)

Skills Athletics +6, Intimidation +2

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 10

Languages Molgur-Trul

Challenge 3 (700 XP)

Brace for Impact. When an enemy attack or effect would push the fennblade kithkar, it can choose to not be pushed. If it does so, its speed becomes 0 until the end of its next turn.

Tough. When the fennblade kithkar is reduced to 0 hit points but not killed outright, it can drop to 1 hit point instead. It can't use this feature again until it finishes a long rest.

Trollkin Toughness. The fennblade kithkar has advantage on saving throws against poison and disease.

ACTIONS

Multiattack. The fennblade kithkar makes two melee attacks.
Hooked Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 3) slashing damage. If the target is Large-sized or larger, the fennblade kithkar gains a +2 bonus to the damage roll.

Maul. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 3) bludgeoning damage. If the target is Large-sized or larger, the fennblade kithkar gains a +2 bonus to the damage roll.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the kithkar can utter a special command or warning whenever a nonhostile fennblade that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the kithkar. A creature can benefit from only one Leadership die at a time. This effect ends if the kithkar is incapacitated.

REACTIONS

Vengeance. If an ally of the fennblade kithkar takes damage, it can use its reaction to move up to half its speed toward the creature that damaged the ally and then make one melee attack against that creature.



MIST RIDER

Mounted on swift Skirovik mountain goats native to the northern Khadoran peaks, these blackclads bring the speed and ferocity of a summit storm to bear as they strike from

walls of churning mist. Once a rider learns to harness the elements of these remote mountains, it shrouds its form in fog or sheets of rain that blend its silhouette into those of trees and rocks while flashes of lightning sear its opponents.

MIST RIDER

Medium humanoid (human), any alignment

Armor Class 16 (blackclad armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	14 (+2)	16 (+3)	10 (+0)

Skills Animal Handling +5, Arcana +4, Nature +4, Stealth +4

Senses passive Perception 13

Languages any three languages

Challenge 1/2 (100 XP)

Battle Wizard. When the mist rider reduces a creature to 0 hit points, the mist rider can use its reaction to cast a spell with a casting time of 1 action or 1 bonus action.

Camouflage. The mist rider has advantage on Dexterity (Stealth) checks.

Combat Rider. As a bonus action, the mist rider can issue a command to its mount to take the attack action, even if it is a controlled mount.

Do As I Say, Beast! While it is mounted, the mist rider's mount gains the benefit of its Camouflage, Pathfinder, and Prowl traits.

Pathfinder. The mist rider can move through nonmagical

difficult terrain without expending extra movement.

Prowl. While the mist rider has concealment, it gains the benefits of the *invisibility* spell.

Spellcasting. The mist rider is a 2nd level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It can cast the following spells:

Cantrips (at will): *guidance*, *fire bolt*, *resistance*

1st level (3 slots): *create or destroy water*, *summon vortex*

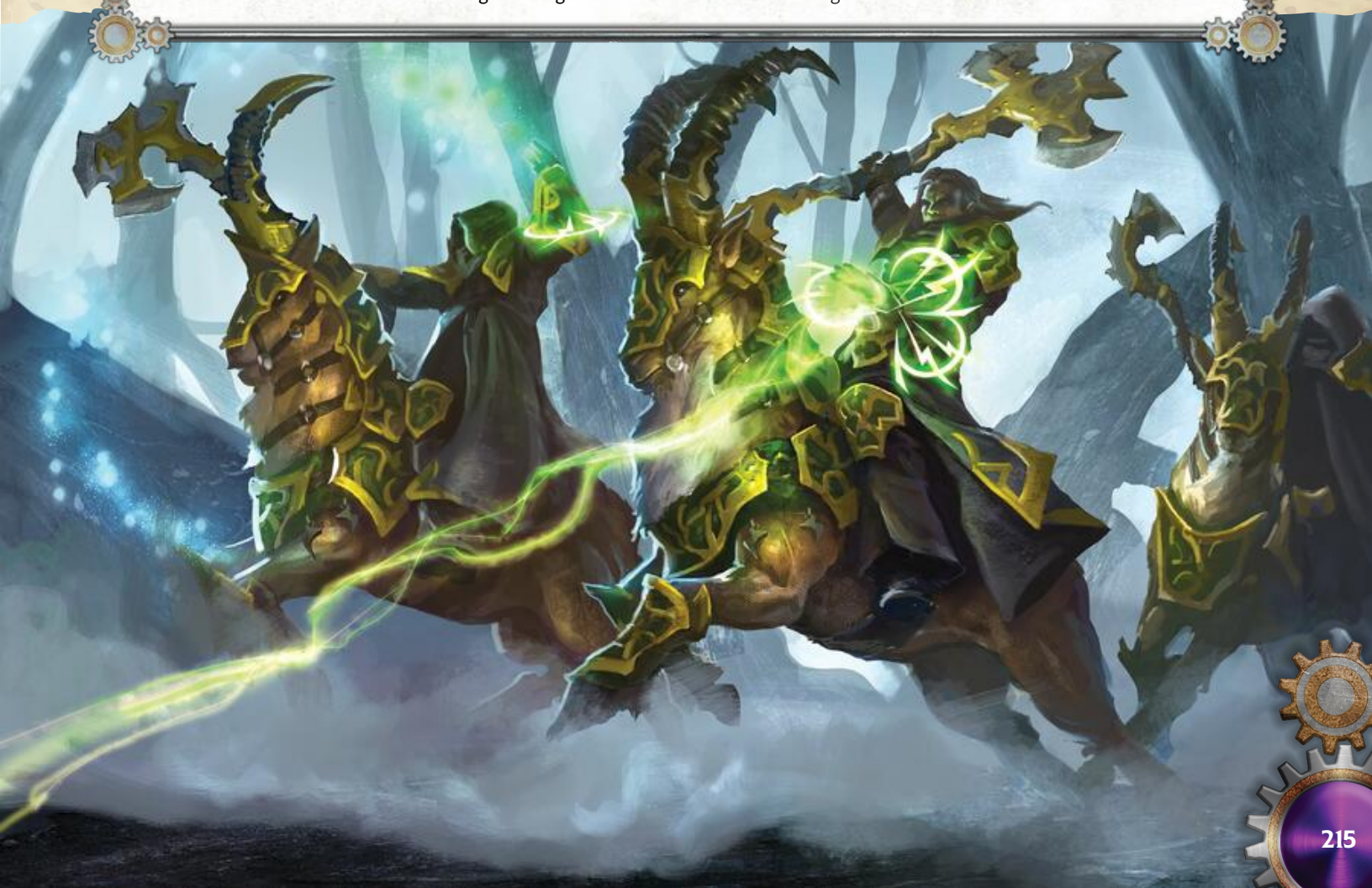
ACTIONS

Vouge. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target.

Hit: 4 (1d6 + 1) bludgeoning damage or 5 (1d8 + 1) bludgeoning damage if used with two hands. This attack counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Chain Lightning (1/day). The mist rider targets a creature it can see within 30 feet. The target must make a DC 13 Dexterity saving throw, taking 7 (2d6) lightning damage on a failed save, or half as much on a successful one. The lightning then arcs to up to two additional creatures within 10 feet of the first target. Each additional target must also make a DC 13 Dexterity saving throw, taking 7 (2d6) lightning damage on a failed save, or half as much on a successful one.

Summon Vortex (1/day). The mist rider creates a 10-foot radius sphere of swirling wind centered on itself. The area moves with the mist rider and lasts for 1 minute. While in the area, enemy creatures have disadvantage on attack rolls.



REEVE HUNTER

Alone or leading a group of reeves, the reeve hunter is a stealthy predator who uses the forest and its own mastery of woodlore to remain unseen. When the reeve hunter chooses to attack, it is usually with a volley of well-placed

bolts, unleashed in a split second from a double crossbow. However, the reeve hunter is also armed with a deadly cleft sword, which the hunter uses simultaneously with its crossbow, cutting down one enemy in melee and shooting another before the initial target hits the ground.

REEVE HUNTER

Medium humanoid (human), any alignment

Armor Class 17 (hunter's armor)
Hit Points 38 (7d8 + 7)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	10 (+0)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +5, Survival +3
Senses passive Perception 13
Languages any one language
Challenge 3 (700 XP)

Hunter. The reeve hunter ignores half cover and three-quarters cover when making ranged attacks.

Pathfinder. The reeve hunter can move through nonmagical difficult terrain without expending extra movement.

Sprint. If the reeve hunter reduces a creature to 0 hit points with a melee attack, it can use a bonus action to move up to its speed.

Swift Response. After initiative is rolled, but before the first turn of combat, the reeve hunter can move up to 20 feet.

ACTIONS

Multiattack. The reeve hunter makes two attacks: one with its double crossbow and one with its cleft sword.

Cleft Sword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if wielded with two hands. On a critical hit, the attack deals an extra 2 slashing damage.

Double Crossbow. *Ranged Weapon Attack:* +5 to hit, range 100/400 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the reeve hunter can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the reeve hunter. A creature can benefit from only one Leadership die at a time. This effect ends if the reeve hunter is incapacitated.

REACTIONS

Quick Work. When the reeve hunter reduces a creature to 0 hit points with a melee attack, it can make one ranged attack with its double crossbow against a different target as a reaction.



REEVE OF ORBOROS

Reeves know every inch of their native wilderness' streams and groves, for their survival rests on their instinct, cunning, and expert marksmanship as they hunt their lands. Armed with a powerful double crossbow that can punch through the thickest armor and can fire in rapid succession before reloading, reeves bring their skills and weapons to bear against the enemies of Orboros.

REEVE OF ORBOROS

Medium humanoid (human), any alignment

Armor Class 17 (hunter's armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	10 (+0)	11 (+0)	9 (-1)

Skills Perception +2, Stealth +4, Survival +2

Senses passive Perception 12

Languages any one language

Challenge 1/4 (50 XP)

Combined Ranged Attack. If the reeve of Orboros is within 5 feet of at least two other creatures with this trait, it makes ranged weapon attack rolls with advantage.

Hunter. The reeve of Orboros ignores half cover and three-quarters cover when making ranged attacks.

Pathfinder. The reeve of Orboros can move through nonmagical difficult terrain without expending extra movement.

ACTIONS

Battle Blade. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Double Crossbow. *Ranged Weapon Attack:* +4 to hit, range 100/400 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.



STONE SCRIBE CHRONICLER

Stories have power, particularly the great epics, and the elder stone scribes who record such tales can relate them to warriors to restore their spirits. The influence of these tales is such that nearby trollkin draw an uncanny strength from them: mists cloak the warriors, their muscles surge with vigor, and their reflexes flash with unnatural speed.

STONE SCRIBE CHRONICLER

Medium humanoid (trollkin), any alignment

Armor Class 12 (hide armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	16 (+3)	10 (+0)	13 (+1)	14 (+2)

Skills Arcana +2, History +4, Perception +3, Performance +4

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 13

Languages Molgur-Trul

Challenge 2 (450 XP)

Trollkin Toughness. The stone scribe chronicler has advantage on saving throws against poison and disease.

ACTIONS

Battle Axe. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

Storytelling. The chronicler can use its action to tell one of the following stories. A friendly creature can be affected by only one story per turn. Each story has a range of 30 ft. and lasts for 1 minute.

Charge of the Trolls. Friendly trollkin within 30 feet gain +2 to melee attack and melee damage rolls against enemy creatures within 5 feet of a friendly creature of Large size or larger.

Hero's Tragedy. When an enemy creature destroys a friendly trollkin within 30 feet or an allied creature within 5 feet of an affected friendly trollkin with a melee attack during its turn, the enemy creature becomes knocked down at the end of its turn.

Tale of Mist. Friendly trollkin within 30 feet are obscured by mists, imposing disadvantage on ranged attack rolls. Additionally, friendly trollkin within 30 feet cannot be targeted by ranged or spell attacks while knocked down.



TROLLKIN RUNEBEARER

Some of the most learned trollkin runescribes choose to accompany their leaders into battle. Carrying the sacred tablets of their kriel, runebearers are capable of amplifying the Dhunian gifts of trollkin warlocks. The glyphs glow as the runebearer speaks them aloud, easing their warlock's use of their fury-driven prayers and sorcery.

TROLLKIN RUNEBEARER

Medium humanoid (trollkin), any alignment

Armor Class 13 (chain shirt)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	14 (+2)	16 (+3)	10 (+0)

Skills Arcana +4, History +4

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 10

Languages Molgur-Trul

Challenge 3 (700 XP)

Arcane Repeater. While the runebearer is within 5 feet of a friendly spellcaster, that spellcaster's range for spells with a range of 5 feet or greater is doubled.

Spellcaster. The runebearer is a 4th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It can cast the following spells:

Cantrips (at will): *blessing of health, guidance, resistance*

1st level (4 slots): *detect magic, guiding bolt, sleep*

2nd level (3 slots): *aid, enhance ability*

ACTIONS

Unarmed Strike. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Harmonious Exaltation (1/day). The runebearer uses its action to target a friendly spellcaster within 30 feet of it. The spellcaster's next spell cast this turn has its spell slot level reduced by 1.

Spell Slave (1/day). The runebearer uses its action to cast one of the spells with a spell slot level of 3 or lower from a friendly spellcaster's spell list within 30 feet of it. The runebearer cannot cast spells that require concentration or have a range of self. Use the runebearer's Intelligence modifier when making ranged spell attack rolls or determining the DC of saving throws.



WAR SHAMAN

The leadership of war parties among the Dhunian races is often entrusted to accomplished Dhunian priests, and these war shamans lend wisdom to the group as well as infuse them with the power of Dhunia's wrath. Usually, the same shaman who trained them will lead them to war, for the camaraderie and loyalty of these tightly knit groups provide resolve against the difficult fights to come.

WAR SHAMAN

Medium humanoid (farrow or trollkin), any alignment

Armor Class 13 (hide armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	13 (+1)	12 (+1)	16 (+3)	10 (+0)

Saving Throws Wis +5

Skills Insight +5, Medicine +5, Perception +5, Religion +3

Senses darkvision 60 ft., passive Perception 10

Languages Grun or Molgur-Trul

Challenge

Battle Wizard. When the war shaman reduces a creature to 0 hit points, the war shaman can use its reaction to cast a spell with a casting time of 1 action or 1 bonus action.

Spellcasting. The war shaman is a 3rd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The war shaman can cast the following spells: Cantrips (at will): *guidance*, *resistance*, *spare the dying*
1st level (4 slots): *fog cloud*, *inflict wounds*
2nd level (2 slots): *enhance ability*, *flame blade*

ACTIONS

Polearm. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

Dhunia's Wrath (1/day). As an action, the war shaman can infuse its allies with the power of Dhunia. All friendly creatures within 30 feet of the war shaman gain a bonus to their next attack roll and damage roll equal to the war shaman's Wisdom modifier (+3).



WOLF OF ORBOROS

Drawn from settlements on the fringes of the wilderness, the Wolves of Orboros willingly offer their strength of arms to the Circle. Every wolf is an accomplished fighter as well as a master woodsman, trained to wield a heavy cleft-bladed spear with fluid mastery.

WOLF OF ORBOROS

Medium humanoid (human), any alignment

Armor Class 16 (hunter's armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	10 (+0)	12 (+1)	10 (+0)

Skills Athletics +4, Perception +2, Stealth +3, Survival +2

Senses passive Perception 12

Languages any one language

Challenge 1/4 (50 XP)

Combined Melee Attack. If the Wolf of Orboros is within 5 feet of at least two other creatures with this trait, it makes melee weapon attack rolls with advantage.

Pathfinder. The Wolf of Orboros can move through nonmagical difficult terrain without expending extra movement.

ACTIONS

Cleft Spear. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage or 7 (1d10 + 2) piercing damage if wielded with two hands. On a critical hit, the target takes an extra 2 piercing damage.





CHARACTER NAME

AGE	HEIGHT	WEIGHT
EYES	SKIN	HAIR

CHARACTER APPEARANCE

ALLIES & RELATIONSHIPS	Adventuring Company Name: _____	ADVENTURING COMPANY BACKSTORY
	SYMBOL	
ADVENTURING COMPANY FEATURES		

PERSONALITY TRAITS

IDEALS

BONDS

FLAWS

ADDITIONAL TRAITS/ FEATURES	Feature with save	
	$8 + \begin{matrix} \square \\ \text{PROF.} \end{matrix} + \begin{matrix} \square \\ \text{MOD.} \end{matrix}$	DC
	FEATURE SAVE DC	
	Name _____ Total _____	Name _____ Total _____
	FEATURE USES	FEATURE USES

CHARACTER BACKSTORY

TREASURE



SPELLCASTING CLASS

SPELLCASTING ABILITY

SPELL SAVE DC

SPELL ATTACK BONUS

0 cantrips

3

6

- Horizontal lines for spell entries under level 0.

- Horizontal lines for spell entries under level 3.

- Horizontal lines for spell entries under level 6.

SPELL LEVEL SLOTS TOTAL SLOTS EXPENDED

1

SPELL NAME

- Horizontal lines for spell entries under level 1.

4

- Horizontal lines for spell entries under level 4.

7

- Horizontal lines for spell entries under level 7.

2

- Horizontal lines for spell entries under level 2.

5

- Horizontal lines for spell entries under level 5.

8

- Horizontal lines for spell entries under level 8.

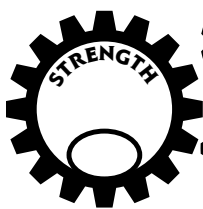
9

- Horizontal lines for spell entries under level 9.



STEAMJACK NAME

CHASSIS	CORTEX	PLAYER NAME
FUEL LOAD	BURN TIME	



PROFICIENCY BONUS

MAX FOCUS



DRIVE DC



Strength
Constitution

SAVING THROWS



Acrobatics (Dex)
Athletics (Str)
Intimidation (Cha)
Perception (Wis)

SKILLS



Successes ○○○
Failures ○○○
DEATH SAVES



EXHAUSTION ○○○○○



PASSIVE WISDOM (PERCEPTION)

Water Vulnerability - If the GM determines that the firebox is exposed to a sufficient amount of water, the boiler is extinguished and the steamjack becomes inert.

Fuel Reliance - If the steamjack runs out of fuel, it suffers 1 level of exhaustion every minute. At 5 levels, it becomes inert.

BOILER RULES

ARMOR CLASS	INITIATIVE	SPEED
Hit Point Maximum _____		
CURRENT HIT POINTS		

CATASTROPHIC DAMAGE

ATTACKS

CARGO & EQUIPMENT

Crush! The steamjack gains one additional attack and a +2 bonus to melee weapon damage rolls if it takes the Attack action during its next turn.

Drive It Back! If the steamjack hits a large or smaller creature with a melee weapon attack during its next turn, it can attempt a contested Strength check to push the target 5 feet away and knock it prone.

Get Up! The steamjack is no longer blinded or deafened. On the steamjack's next turn, it can spend 5 feet of movement to stand up if it is prone.

Hurry! The steamjack can take a bonus action during its next turn to take the Dash or Disengage action.

Strike True! The steamjack has advantage on attack rolls it makes during its next turn.

DRIVES

Bludgeoning, piercing, and slashing from nonmagical attacks

DAMAGE RESISTANCES

Poison, psychic

DAMAGE IMMUNITIES

Charmed, exhaustion, frightened, paralyzed, petrified, poisoned

CONDITION IMMUNITIES

FEATURES

IMPRINTS

INDEX

- Adventuring Companies 112–123
 Irregulars 112–114
 Posse 115–117
 River Raiders 119–121
 Wolf Sworn 122–123
 Adventuring gear 157–158
 Table 158
 Adventure hooks 19, 21, 23,
 24, 25, 26, 27, 29, 31, 32, 35, 36, 37
 Adventuring scholar (Background) .99
 NPC 204
 Alchemist (subclass option) 66–68
 Anura (croaks) 11–12,
 14, 16, 40–41, 43, 49–51
 Daily life 43
 Feat (optional) 50
 Names 50–51, 202
 Poison Dart 40–41
 Race 49
 Armor and Shields (table) 154
 Ashiga 14–15, 53

 Backgrounds 99–111
 Adventuring Scholar 99
 Champion 101
 Guide 102
 Hunter-Gatherer 104
 Outcast 105
 Salvager 106
 Spiritualist 107
 Swamp Angler 108
 Swamp Chef 109
 Tribal Councilor 110
 Witch Doctor 111
 Bainsmarket 24
 Barbarian (subclass option) 69–70
 Bard (subclass option) 71
 Barnabas, Lord of Blood . . . 13, 15–16,
 26–27, 39–40, 55
 Beast Slayer, NPC 205
 Blackclad Stoneshaper, NPC 206
 Blackclad Stoneward, NPC 207
 Blackclad Warder, NPC 208
 Blackclad Wayfarer, NPC 209
 Blackroot Wood 17
 Blighterghast 30
 Blindwater Congregation . . 13, 39–40
 Blindwater Lake 26
 Bloodsmeth Marsh 22–23
 Bloodstone Marches 32
 Bogrin, daily life 44
 Bog Trogs 14–15, 44, 52–53
 Ashiga and 53
 Daily life 44
 Names 53, 202
 Traits 53
 Bokors and Spirits 46
 Brineblood Marauders 42
 Calaban the Grave Walker 25
 Campaign Concepts 181–201
 Ascension 181–183
 Bandit Life 184–185
 Encroachment
 of Humanity 186–187
 Exploration 188–189
 Power Plays 190–191
 Revenge 192–193
 Stars Coming Right 194–195
 Survival 196–197
 Tomb Raiders 198–199
 Tribal Warfare 200–201
 Campaign Settings 178–180
 Carversburg 31–32, 41
 House of Pain 32
 Champion (Background) 101
 Character Options 48
 Names 202–203
 Races 49
 Anura 49–51
 Bog Trogs 52–53
 Gatorfolk 54–56
 Circle Orboros 12, 21–22,
 29–30, 33, 35–36, 37, 38–39
 Wolves of Orboros 39
 Clan Exile, NPC 210
 Classes and Subclasses (table) 57
 Classes
 Monster Hunter 58–62
 Table 59
 Archetypes 61
 Warlord 62–65
 Table 63
 Archetypes 64
 See also *Subclasses*
 Croaks See *anura*
 Dagascar 16
 Deep Wilds
 Adventures in 176–201
 See also *Campaigns*
 Daily life in 43
 Factions of 38
 Gods of 14–16
 history 9–10
 regions 17
 North 17
 South 22
 East 30
 West 33
 Dr. Arkadius 13, 31, 170–175
 and warbeast surgery 173–175
 Components of (table) 174
 Dragonspine Peaks 24
 Druid Overseer, NPC 211
 Druid Wilder, NPC 212
 Efaariti Nomads 32
 Factions and Societies of the
 Deep Wild 38
 Farrow 11, 13, 31–32, 41, 44–45
 Daily life 44–45
 Names 203
 Feats, Personal 124–129
 Fennblade, NPC 213
 Fennblade Kithkar, NPC 214
 Fenn Marsh 24–25
 Fighter (subclass option) 72–73
 Gallowswood 18
 Gators, Gatorfolk 11, 16,
 24–26, 45–46, 53–56
 Bokors and spirits 46
 Daily life 45–46
 Faith and 55
 Names 55–56, 203
 Traits 56
 Gear 154–161
 Adventuring gear 157–158
 Table 158
 Armor and Shields (table) 154
 Poisons and Remedies 159–161
 Table 159
 Weapons 154–157
 Table 156
 Gnarl, the 33–34
 Gnarlroad, the 34
 Guide (Background) 102
 House of Pain 31
 Human tribes 46
 Hunter-Gatherer (Background) . . 104

Infernals	12	Olgunholt	37–38	Tabernacle of the Lord of Blood	27
Irregulars (Adventuring Companies option)	112–114	Ord	37	Tagaska	16
Kossk	16	Orgoth, first invasion	11	Thagrosh	21
Lord Carver	13, 31–32, 41, 45	Outcast (Background)	105	Thornfall Alliance	41
Carversburg	31–32, 45	Paladin (subclass option)	78–80	Thornwood	13, 25–27
Lower Wyrmwail	29–30	Personal Feats	124–129	Blindwater Lake	26
Madrak Ironside	12	Pillars of Rotterhorn	33	Tabernacle of the Lord of Blood	27
Magic	130–138	Poison Dart	40	Tolok Fortress	12–13, 41, 47
Class spell lists	130	Poisons and Remedies	159–161	Tomb of Lost Souls	24
Magic items, creation	142–153	Table	159	Treasures	139–141
Failure	153	Posse (Adventuring Companies option)	115–117	Tribal Councilor (Background)	110
Runes	145–152	Pygs, nicknames	203	Trollkin	34, 41
By race	145	Races	49	Brineblood Marauders	42
Magic items, descriptions	139–141	Ramarck	35	Greenroot kriel	37
Malgur Forest	19	Ranger (subclass option)	81–84	Names	203
Marck, the	34–34	Reeve Hunter, NPC	216	Of the south	47
Marchfells	33	Reeve of Orboros, NPC	217	Runebearer, NPC	219
Mechanik (subclass option)	74–76	River Raiders (Adventuring Companies option)	119–121	Trollkin United Kriels	12, 41
Mist Rider, NPC	215	Rogue (subclass option)	85–86	Trollkin Wars	11
Molgur	9–10, 19	Rotterhorn	33	Upper Wyrmwail	28–29
Monk (subclass option)	77	Pillars of Rotterhorn	33	Wyrmwail Tunnel	28
Monster Hunter	58–62	Salvager (Background)	106	Warbeasts	162–175
Archetypes	61	Scarsfell Forest	20	Dr. Arkadius	170–175
Table	59	Shadoweald	21	and warbeast surgery	173–175
Morrhdh	10	Shaman (subclass option)	87–91	Components of (table)	174
Multiclassing	98	Shard Spires	21	Gear	167
Names, wilderness character	202–203	Sorcerer (subclass option)	92–94	Imprints	168
Nine Stone	35–36	Spells, class list	130	Quick generation of	169
North Berck Moors	36–37	Spells, descriptions	130–138	Swamp warbeasts	163–165
Northguard	22–23	Spiritualist (Background)	107	Additional warbeasts	166
NPCs, special	204–221	Stone Scribe Chronicler, NPC	218	Table	165
Adventuring Scholar	204	Subclasses	66–97	Warlock (subclass option)	95–97
Beast Slayer	205	Alchemist	66–68	Warlord	62–65
Blackclad Stoneshaper	206	Barbarian	69–70	Archetypes	64
Blackclad Stoneward	207	Bard	71	Table	63
Blackclad Warder	208	Fighter	72–73	Warrens, the	37
Blackclad Wayfarer	209	Mechanik	74–76	War Shaman, NPC	220
Clan Exile	210	Monk	77	Weapons	154–157
Druid Overseer	211	Paladin	78–80	Table	156
Druid Wilder	212	Ranger	81–84	Western Tradeway	See <i>Gnarroad</i>
Fennblade	213	Rogue	85–86	Widower's Wood	28
Fennblade Kitkhar	214	Shaman	87–91	Witch Doctor (Background)	111
Mist Rider	215	Sorcerer	92–94	Wolf Sworn (Adventuring Companies option)	122–123
Reeve Hunter	216	Warlock	95–97	Wolves of Orboros	39
Reeve of Orboros	217	Swamp Angler (Background)	108	Fighter (subclass option)	73
Stone Scribe Chronicler	218	Swamp Chef (Background)	109	NPC	221
Trollkin Runebearer	219	Swamp Gobbers, daily life	46–47	Wythmoor	38
War Shaman	220	Swamp Horror	28	Wyrmwail Tunnel	28
Wolf of Orboros	221				
Nyschatha Mountains	19				
Nyss	12, 19, 21				

